

2019

CMP SMALLBORE RIFLE COMPETITION RULES

CMP Smallbore Rifle Competition Rules are established by the Civilian Marksmanship Program (CMP) to govern CMP Smallbore Rifle competitions conducted during the National Matches or by CMP-affiliated organizations in other CMP sanctioned competitions.



2nd Edition

Effective 1 January 2019

© Civilian Marksmanship Program

This 2nd Edition of the **CMP Smallbore Rifle Competition Rules** supersedes the 1st "Provisional" edition of these rules and will remain in effect through the 2019 competition year.

About the CMP and CPRPFS

A 1996 Act of Congress established the Corporation for the Promotion of Rifle Practice and Firearms Safety, Inc. (CPRPFS) 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 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 in 1903 by the U.S. Congress and President Theodore Roosevelt created the National Board for the Promotion of Rifle Practice to foster improved marksmanship among military personnel and civilians. The original CMP purpose was to provide U. S. citizens with opportunities for rifle marksmanship practice and competition 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.”

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 continues to promote these competitions as vital ways to foster, test and celebrate the marksmanship skills of U. S. citizens. They also are a fundamental means of training shooting sports leaders who can instruct youth in target shooting and promote marksmanship practice among U. S. citizens.

The *CMP Smallbore Rifle Competition Rules* are established by the Civilian Marksmanship Program to govern smallbore rifle competitions conducted by the CMP or its affiliated state associations and clubs.

RULES HOTLINE

The CMP operates a Rules Hotline to answer questions, offer advice on how to organize competitions or provide official rule interpretations. Any competitor or competition official may request assistance from the **CMP** by calling 419-635-2141, ext. 730, or via email at smallbore@thecmp.org.

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

Table of Contents

1.0 GENERAL REGULATIONS.....	1
2.0 SAFETY.....	1
3.0 ELIGIBILITY TO COMPETE.....	3
4.0 COMPETITION OFFICIALS AND THEIR DUTIES.....	7
5.0 RIFLES AND EQUIPMENT.....	8
6.0 COMPETITION CONDITIONS.....	15
7.0 COMPETITION PROCEDURES.....	21
8.0 SCORING TARGETS.....	26
9.0 PROTESTS AND APPEALS.....	31
10.0 FINALS.....	32
11.0 NATIONAL RECORDS.....	36
ANNEX – FIRING PROCEDURES AND RANGE OFFICER COMMANDS FOR SMALLBORE RIFLE COURSE OF FIRE AND FINALS.....	39
CMP PROTEST FORM.....	56
INDEX.....	58

1.0 GENERAL REGULATIONS

1.1 GOVERNING BODY

The Civilian Marksmanship Program (CMP) is the Governing Body for the CMP Smallbore Rifle competition program. The CMP Rules Committee is established by the CMP Board of Directors and has full authority to adopt and modify these rules.

1.2 SMALLBORE RIFLE COMPETITIONS

Smallbore Rifle competition shooting is a widely practiced shooting sport discipline for juniors and adults. Smallbore Rifle shooting evolved from events developed to provide low cost practice for highpower rifle shooting, from British smallbore rifle events that were imported into the USA and from Olympic and ISSF rifle three-position and prone events. Smallbore rifle competitions offer both accessible recreational sport and high-performance competition.

1.3 INTENT AND SPIRIT OF RULES

These Rules are intended to ensure fair competition for all participants in CMP sponsored or sanctioned Smallbore Rifle events. Anything that may give a competitor an advantage over others and that is not specifically authorized in these Rules, or that is contrary to the intent and spirit of these Rules, is prohibited (see Rule 5.3). Range Officers and Juries may decide cases not provided for in these Rules, but any such decisions must be based on the intent and spirit of these Rules. **A Jury, Match Director, Range Officer or Statistical Officer may not make any decision or ruling that is contrary to these Rules.**

1.4 APPLICATION OF RULES

These Rules govern all Smallbore Rifle competitions that are organized, conducted or sanctioned by the CMP. All competition officials and competitors must be familiar with these Rules and ensure that they are followed and enforced

1.5 RULES RECOMMENDATIONS

The CMP will review and update these rules on a periodic basis. Recommendations for rule changes may be submitted to the CMP at:

CMP Competitions
smallbore@thecmp.org
419-635-2141, ext. 730

1.6 SANCTIONED COMPETITIONS

Sanctioned competitions are competitions governed by these Rules and officially recognized by the CMP. CMP affiliated organizations that wish to conduct Smallbore Rifle competitions using these rules, may apply to CMP Competitions for approval. To submit a sanctioning application, complete the **Application to Conduct a Sanctioned Match** that can be downloaded from the CMP web site at <http://thecmp.org/competitions/forms/>. Send completed applications, with sanctioning fees and a copy of the match program to:

CMP Competitions
P. O. Box 576
Port Clinton, Ohio 43452
Email: smallbore@thecmp.org
Tel. (419) 635-2141, ext. 730

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

2.0 SAFETY

Safety is the foremost priority in all shooting sports activities. The safety of competitors, competition officials and spectators requires constant, disciplined attention to safe gun handling.

Competitors and competition officials are responsible for following all established safety rules and safe rifle-handling procedures.

2.1 CARRYING AND HANDLING RIFLES

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

2.2 SAFETY FLAGS

Safety Flags (Empty Chamber Indicators - ECIs) must be placed in all rifles when they are brought onto a range. Safety flags must remain in rifles at all times, except during preparation and firing times. Any rifle being carried on a range must have a safety flag inserted in it. Safety flags must be fluorescent orange, yellow or a similar bright color and must have a probe that inserts into the gun chamber and a visible flag that projects out from the open gun action.

2.3 GROUNDING RIFLES

A grounded rifle is a rifle with its action open and a safety flag inserted that is placed on the ground, shooting mat or shooting kit. No one may handle a grounded rifle without Range Officer approval. When the Range Officer authorizes competitors to move their equipment and rifles to the firing line (Rule 7.5), they will be instructed to ground their rifles on the firing point so competitors can go downrange to hang targets. After a Record Fire Stage is completed (Rules 2.9 and 7.6) rifles must be grounded with safety flags inserted so the Range Officer can check them.

2.4 CARRYING RIFLES

The carrying of firearms is defined as physically moving or transporting firearms to and from a range ready area or firing line. Rifles may be carried in a gun case or uncased, but a safety flag must remain inserted at all times while the rifle is on the range.

2.5 HANDLING RIFLES

The handling of firearms is defined as anything a competitor does to operate the mechanism, shoulder or aim the rifle, load, dry fire or otherwise perform any action that would prepare the competitor to fire the rifle. Handling firearms behind the firing line is not permitted. Adjusting sights, butt-plates, cheek-pieces or making other minor adjustments to the rifle in the ready area behind the firing line is not regarded as handling and is permitted as long as a safety flag remains inserted.

2.6 MOVING RIFLES TO THE FIRING LINE

After competitors are instructed to move their rifles and equipment to the firing line, they are permitted to handle their rifles on the firing line as long as rifle muzzles remain pointed up, down or downrange and safety flags remain inserted. After arrival at the firing line rifles must be grounded so the line can be cleared and competitors may go downrange to hang targets.

2.7 SAFETY DURING LOADING

A rifle is considered to be loaded when a cartridge contacts the rifle. Rifles may only be loaded on the firing line after the commands **LOAD** or **START** are given. The rifle barrel must be pointed up, down or downrange during loading. In Finals with a combined Preparation and Sighting Stage, the command **START** is given without the command **LOAD**. In this case, the command **START** authorizes competitors to begin loading and firing their rifles when they are ready to do so. In a Final, the command **LOAD** is used to initiate each record shot/series and is followed by a **START** command five (5) seconds later.

2.8 START

Competitors may begin to fire at their targets only after the Range Officer gives the command **START**. The international standard command "**START**" is used instead of "**COMMENCE FIRING.**"

2.9 COMPLETION OF FIRING

After competitors fire the last shot in a record fire stage, they must open their rifle actions, insert safety flags and ground their rifles on the firing line. After grounding their rifles, competitors may

make sight, stock or accessory adjustments or changes on their rifle, but they may not handle their rifles after the commands **STOP** or **STOP-UNLOAD** and the line is cleared.

2.10 STOP

When the command **STOP** or **STOP-UNLOAD** is given, shooting must stop immediately. After the command **STOP-UNLOAD**, all rifles must be in a safe, unloaded condition, with safety flags inserted. After the command **STOP**, no further firing is authorized until a **START** command is given. The international standard command "**STOP**" is used instead of "**CEASE FIRING**."

2.11 GOING DOWNRANGE

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

2.12 REMOVING RIFLES FROM FIRING LINE

Rifles may be removed from the firing line only after all rifles are grounded with actions open and safety flags inserted, the firing line is cleared by the Range Officer and the Range Officer gives instructions to remove rifles from the firing line. No rifle may be removed from the firing line during a competition until it is cleared by a Range Officer.

2.13 RANGE SAFETY EMERGENCY

The command for an emergency cease fire is **STOP-STOP-STOP**. Any person who observes an unsafe situation anywhere on the range must notify a Range Officer immediately. If a Range Officer is not immediately available, any person may command **STOP** in a safety emergency.

2.14 PERSONAL SAFETY – EYE AND HEARING PROTECTION

All competitors and competition officials are strongly urged to wear appropriate eye and hearing protection when they are on the firing line during firing.

2.15 ENFORCEMENT

Any competitor who handles a rifle in an unsafe manner or who violates safety rules may be given a warning or deduction of points in accordance with Rule 7.16. Any competitor who handles a rifle in an unsafe manner that endangers the safety of another person may be disqualified in accordance with 7.16.3.

3.0 ELIGIBILITY TO COMPETE

3.1 GENERAL ELIGIBILITY

All CMP-sponsored or CMP-sanctioned matches are open to any individual or team that complies with these eligibility requirements and this edition of the **CMP SMALLBORE RIFLE COMPETITION RULES**. U. S. citizenship is not required to participate. Individual membership in the CMP or a sponsoring organization is not required to participate. Any person who has been convicted of a Federal or State felony or any violation of Section 922 of Title 18, U. S. Code, is not eligible to participate in any activity sponsored or sanctioned by the CMP.

3.2 ELIGIBILITY AFFIDAVIT REQUIRED

Before an individual is permitted to participate in any CMP-sponsored or CMP-sanctioned competition, the sponsoring club or the CMP Competitions Department shall have on file a notarized affidavit from that individual certifying that he/she:

- a) *Has not been convicted of any Federal or State felony or violation of Section 922 of Title 18 United States Code, and*
- b) *Is not a member of any organization that advocates the violent overthrow of the United States Government.*

3.3 WAIVER AND LIABILITY AGREEMENT REQUIRED

Before an individual is permitted to participate as a competitor, coach, team official or competition official in any CMP sanctioned competition (the participant), the sponsoring club or the CMP Competitions Department must have on file a signed waiver and liability agreement stating that the participant:

- a) *Is bound by the current, applicable edition of the CMP Competition Rules;*
- b) *Shall waive any claim against the CPRPFS, Inc. and any other organization sponsoring or supporting the match for any personal injury, loss or damage suffered in connection with the sanctioned competition;*
- c) *Shall indemnify and hold harmless the CMP and any organization sponsoring or supporting the sanctioned competition from any claim of a third party arising from any negligent or wrongful conduct; and*
- d) *Agrees that photographs of the participant taken during the event and the participant's name, hometown, team or club and competition results may be published or reproduced by the CMP in any printed or electronic communications.*

3.4 COMPETITOR CATEGORIES

Competition sponsors may, at their option, use any of the special categories listed here to establish separate competitor ranking lists and offer awards based on those categories. The Match Program must specify the categories that will be used in a competition. Categories that may be used include, but are not limited to:

3.4.1 Sex

Competitors may be divided into Men and Women categories.

3.4.2 Age Groups

- a) **Junior.** *Civilians may compete as Juniors through December 31 of the calendar year in which their 20th birthday occurs. In 2019, Juniors must have been born in 1999 or later;*
- b) **Intermediate Junior.** *Juniors may compete as Intermediate Juniors through December 31 of the calendar year in which their 17th birthday occurs. In 2019, Intermediate Juniors must have been born in 2002 or later;*
- c) **Sub-Junior.** *Juniors may compete as Sub-Juniors through December 31 of the calendar year in which their 14th birthday occurs. In 2019, Sub-Juniors must have been born in 2005 or later; and*
- d) **Senior.** *Civilians may compete as Seniors, beginning with the calendar year in which their 60th birthday occurs. In 2019, Seniors must have been born in 1959 or earlier.*
- e) **Grand Senior.** *Competitors may compete as Grand-Seniors, beginning with the calendar year in which their 70th birthday occurs. In 2019, Grand-Seniors must have been born in 1949 or earlier.*

3.5 TEAMS

Teams shall consist of two, three or four competitors as specified in the Match Program. Teams may represent a club or other similar organization. All team members must be entered as members of that team before the first team member(s) starts record fire in the competition. Match Programs may offer team competitions for the following categories:

3.5.1 At-Large Teams. Teams consisting of two, three or four competitors, as specified in the Match Program, may enter and participate in any team event that is not otherwise limited by the Match Program. Teams that qualify as State Association or Club teams or that comply with eligibility, residency or other special requirements in the Match Program may also compete as At-Large Teams.

3.5.2 Junior At-Large Teams. Junior teams consisting of two, three or four competitors, as specified in the Match Program, may enter and participate in any team event that is not otherwise limited by the Match Program. Junior teams not meet the residency requirements in Rule 3.5.5 may also compete as At-Large Junior Teams.

3.5.3 State Association Teams. State Association teams must represent a CMP-affiliated state shooting association. Teams may include Junior and Senior competitors. State team members must be residents of the state they represent.

3.5.4 Club Teams. Club teams must represent a CMP-affiliated shooting club. Club teams may include Junior and Senior competitors.

3.5.5 Junior Teams. Junior teams must represent a CMP-affiliated state association or CMP-affiliated club. State Junior team members must be residents of the state they represent. Firing members of Junior teams must be eligible to compete as Juniors under Rule 3.4.2.

3.6 CMP COMPETITOR CLASSIFICATION SYSTEM

The CMP Competitor Classification System facilitates the division of competitors into competitor classifications where competitors are of similar ability. Competitor classifications are based on a competitor's average score fired in their most recent competitions. The CMP maintains a national database of competitors and scores that are used to establish competitor classifications.

- a) **Disciplines With Classifications.** The CMP Competitor Classification System will be available for the Smallbore Rifle discipline when it is fully implemented in 2019 or 2020.
- b) **Events Recorded.** CMP Smallbore Rifle Classifications are provided for two Smallbore Rifle events, Prone and 3-Position. All scores fired by competitors in individual Smallbore Rifle prone events in CMP-sanctioned competitions will be recorded to establish a prone classification. All scores fired by competitors in individual Smallbore Rifle 3-position events at 50 yards, 50m and 50 feet will be recorded for 3-position classifications. 3-Position scores will be recorded for complete 60 or 120 shot events that have equal numbers of shots for each of the three positions; partial scores will not be recorded. Scores fired in team matches will not be recorded.
- c) **Classification Calculations.** CMP Classifications are based on the competitor's current 10-shot average for a minimum of 120 shots that are recorded after 1 July 2018. After a competitor has a minimum of 120 recorded shots his/her 10-shot average will be computed by considering the most recent recorded 40, 60 or 120-shot event scores. When the most recent recorded scores total 320 or more shots, the oldest recorded scores will no longer be considered, provided that scores for at least 320 recorded shots are considered. Classifications will be automatically updated as soon as additional match scores are recorded. Any classification changes will be displayed in the CMP Competitor Classification database and become effective immediately. Classifications may go up or down until 320 shots are recorded; after at least 320 shots are recorded, classifications will not go down regardless of the competitor's current average unless a competitor requests that CMP Competitions approve a downward classification for him/her based on the competitor having a lower average established in three or more competitions.
- d) **Current Classifications.** A competitor's official current classification is the classification displayed in the CMP Competitor Classification database. Competitor Classifications are available for online look-ups by the competitor or match sponsors. CMP Smallbore Rifle Classification scores are shown in the chart.

Classification	Master	Expert	Sharpshooter	Marksman
Smallbore Rifle Prone	≥99.50	<99.50 to ≥98.50	<98.50 to ≥96.50	<96.50
Smallbore Rifle 3-Positions	≥92.00	<92.00- ≥87.00	<87.00 to ≥80.00	<80.00

- e) **Classification System Use.** Sponsors of CMP-sanctioned Smallbore Rifle matches may use the CMP Competitor Classification System as a basis for providing awards. When the Classification Program is used, this must be stated in the Match Program. When a competitor's entry in a match is confirmed, the Statistical Officer may do an online lookup to confirm the competitor's current CMP classification. When there are fewer than six (6) competitors in a classification, match sponsors may combine that class with the next higher classification. A competitor may elect to compete in a higher classification than his/her current CMP classification.
- f) **Classification Reciprocity.** Competitors who do not have a CMP Classification, but who have an NRA classification, may elect to compete with their current NRA classification. Competitors who do not have a CMP classification, but who have a USA Shooting classification may elect to compete with their USA Shooting classification (AA and A = Master, B = Expert, C = Sharpshooter, D = Marksman).
- g) **Unclassified Competitors.** Competitors who do not have a Smallbore Rifle classification (CMP, NRA or USA Shooting) must compete in the Master Class for their first competition or the Match Director may use other appropriate score data to establish a temporary classification for that competition.

3.7 SHOOTERS WITH MEDICAL CONDITIONS OR IMPAIRMENTS

Shooters with medical or physical impairments, whether temporary or permanent, that do not prevent them from safely completing established courses of fire, are eligible to compete with written special authorizations issued by CMP Competitions in CMP sponsored or sanctioned competitions in accordance with this Rule (3.7).

3.7.1 Eligibility for Awards

Match sponsors may permit shooters with special authorizations to compete for awards or provide special awards for shooters who use approved modified positions or adaptive devices.

3.7.2 Applications for Special Authorizations

Shooters with medical or physical conditions or impairments that require adaptive positions or devices must apply to the CMP for a special authorization. Special authorizations are intended to make it possible for competitors with such impairments to compete with other competitors under relatively equal conditions that do not give them an unfair advantage over other competitors. Shooters with approved special authorizations are permitted to have necessary aids such as wheel chairs, tables or support stands with them on the firing line. CMP special authorizations shall specify the adaptive positions or devices that may be used and whether any deviations from other provisions of these Rules are permitted.

3.7.3 Temporary Impairments

A competitor who has a cast or temporary medical appliance or medical taping may shoot while wearing that appliance or taping if, in the opinion of the Match Director, it does not provide artificial support or any special advantage. Medical taping in the case of an injury is permitted if it does not provide artificial support, but any medical taping that provides artificial support is prohibited. If an athlete has a physical impairment, whether temporary or permanent, that prevents shooting in a position defined by the shooting position rules (Rules 6.1.1, 6.1.2, 6.1.3), he/she may substitute the next more difficult position. Kneeling may be substituted for prone, or standing may be substituted for kneeling. Any substitute position must conform to the rules for that position. When a substitute position is used, the time limit for the current stage of fire applies, not the time limit for the substitute position. The Match Director must approve the substitute position.

4.0 COMPETITION OFFICIALS AND THEIR DUTIES

Competition Officials are responsible for the safe, legal and efficient conduct of competitions. Everyone who serves as a Competition Official has specific responsibilities described in this rule. Competition Officials must use his/her best judgment at all times and their behavior and decisions must be characterized by absolute impartiality, firmness, courtesy and consistent vigilance.

4.1 MATCH DIRECTOR

The Match Director (Competition Director or Competition Manager) has primary responsibility for the overall conduct of a competition. The Match Director is appointed by the organization sponsoring or conducting the competition. The Match Sponsor and Match Director establish the conditions of a competition that are published in a Match Program (Rule 6.6). The Match Director appoints other Competition Officials.

4.2 CHIEF RANGE OFFICER, RANGE OFFICERS

The Chief Range Officer is in charge of the conduct of range firing and is responsible for range safety and range operations. His/her duties include giving range commands, ensuring competitors' equipment, firing positions and conduct 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, additional 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/she is firing a shot. Immediate action must, nevertheless, be taken when a matter of safety is involved.

4.3 CHIEF STATISTICAL OFFICER, STATISTICAL OFFICERS

The Statistical Officer is responsible for all phases of competitor registration and results production during a competition. The Statistical Officer must appoint and train sufficient scorers to score all targets 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 for team officials and competitors. When Visual Image Scoring (VIS, rule 8.4) is used, the Statistical Officer should be someone who has experience and training in the proper use of the VIS system. The Chief Statistical Officer is responsible for making final decisions on all score challenges (Rule 9.1). The Statistical Officer must retain all fired and scored targets until the expiration of the time allowed for challenges and protests.

4.4 SCORERS

Scorers appointed by the Chief Statistical Officer are responsible for fairly and impartially scoring targets. Scorers can be competition officials, team officials or competitors, except that competitors cannot score their own targets. Scorers must be trained in the method of scoring used at that competition (manual, VIS or EST).

4.5 TECHNICAL OFFICER

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

4.6 JURY

If a protest is filed, the Match Director must appoint a three-member Jury to interpret applicable Rules and decide the protest, except that at the National Matches a National Matches Protest Jury shall decide protests. One member of the Jury is 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 or competitors in the competition who are not directly involved in the protest. Decisions by the Jury must be based on applicable Rules or, in cases not specifically covered by the Rules, must be governed by the intent and spirit of the Rules. No Jury decision may be made that is contrary to these Rules. Written Competition Protests must be decided by a majority of the Jury. Jury decisions may be appealed to a CMP Protest Committee (Rule 9.4), except that decisions by a National Matches Protest Jury are final and may not be appealed (Rule 9.5).

5.0 RIFLES AND EQUIPMENT

5.1 RIFLES

Rifles used in CMP Smallbore Rifle competitions must comply with these requirements:

- a) Be chambered for .22 long rifle cartridges only.
- b) Be single shot or single loader rifles. The Match Director may, on request, approve the use of a multi-shot rifle provided that the is rifle loaded one round at a time.
- c) Hook butt-plates, adjustable cheek-pieces and palm rests are permitted. Competitors may use more than one butt-plate, cheek-piece or sights. A detachable fore-end riser may be used.
- d) May not have any device, mechanism or system that actively reduces, slows or minimizes rifle oscillations or movements before the shot is released.
- e) Barrels and extension tubes must not be perforated in any way. Compensators and muzzle brakes are prohibited.
- f) Weight may not exceed 8.0 kg. (17.6 lbs.). Weights may be attached provided the total weight does not exceed 8.0 kg.
- g) No competitor may use more than one rifle in an event unless that rifle has a malfunction that cannot be repaired and is replaced with another rifle in accordance with Rule 7.14.

5.2 RIFLE SIGHTS

Two types of sights may be used on Smallbore Rifles as specified in the Match Program and course of fire.

5.2.1 Metallic Sights

Metallic sights may have light or polarizing filters, but they may *not contain any system of lenses*. A single corrective lens may be attached *to the rear sight*. Competitors who are 21 years of age or older in the year of the competition may also use a magnifying lens in or on their front sights (maximum +0.75). Spirit levels are permitted on the front or rear sights.

5.2.2 Optical Sights

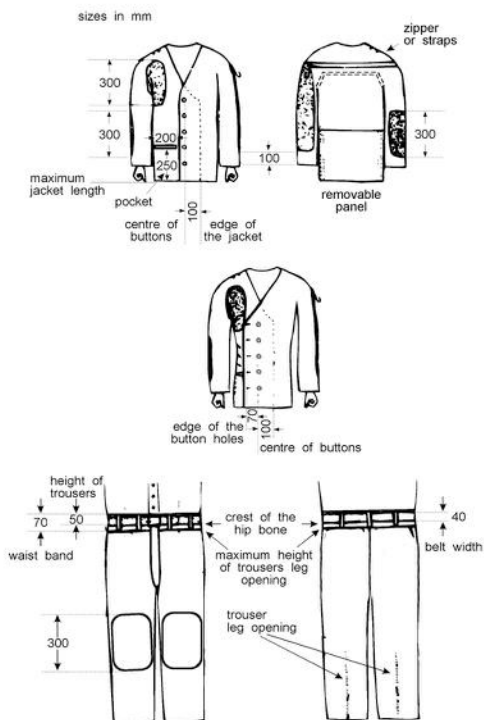
Any sighting system which includes a lens or system of lenses and an aiming reference or reticle at the focal plane of a lens or system of lenses. Optical sight magnification is unlimited.

5.3 USE OF SPECIAL EQUIPMENT

See also Rule 1.3. Any rifles, devices, equipment, accessories or apparel that could give a competitor an advantage over others, that are not specifically approved in these Rules or that are contrary to the spirit of these Rules are prohibited. The use of any special devices, means or garments that immobilize, provide artificial support or unduly reduce the flexibility of the 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.

5.4 CLOTHING AND ACCESSORIES

Only one (1) shooting jacket, only one (1) pair of shooting trousers and only one (1) pair of shooting shoes may be used in any competition. This does not preclude the competitor from using normal athletic type training clothes or shoes in any event or position. All shooting jackets, shooting pants and shooting gloves must be made of pliable, flexible material that does not change its physical characteristics, that is become stiffer, thicker, or harder, under commonly accepted shooting conditions. All lining, padding and reinforcements must meet the same specifications. Any lining, padding or reinforcement patches must not be quilted, cross-stitched, glued or otherwise affixed to the outer clothing layer other than at normal tailoring points. All lining or padding must be measured as part of the clothing.



5.4.1 Shooting Jacket

A shooting jacket meeting the standards of Rule 5.4 and the following specifications/restrictions is permitted (also see drawing of jacket above):

- Thickness** – The body and sleeves of the jacket, including the lining, must not exceed 2.5mm in single thickness and 5mm in double thickness at any point where flat surfaces may be measured. No thickness measurement greater than 2.5mm single thickness or 5mm double thickness may be approved (zero tolerance).
- Stiffness** – The body of the jacket must be sufficiently flexible to meet ISSF stiffness test requirements (minimum of a 3.0 mm depression when using an ISSF-approved stiffness testing device). No measurement below the minimum measurement of 3.0 mm may be approved. Every part of the jacket must be capable of being measured with the 60 mm measuring cylinder. If a jacket part is too small for normal testing, measuring must be done over the seams.
- Length of Jacket** – The jacket must not be longer than the bottom of the balled fist. In the prone and kneeling positions, the sleeve of the shooting jacket must not extend beyond the wrist of the arm on which the sling is attached. The sleeve must not be placed between the hand or glove and the fore-end of the stock when the 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 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, measured

from the center of the button to the outside edge of the buttonhole. If an otherwise legal jacket has adjustable strap closures, this jacket may be used if the adjustable straps are adjusted and taped to provide for the required 70mm overlap.

- e) **Straps, Laces, Bindings, Seams, Stitching or Other Devices for Support** - All straps, laces, bindings, seams, stitching or other devices that may be considered artificial support are prohibited. However, it is permitted to have one zipper or not more than two straps to take up loose material in the area of the shoulder pad. No other zipper or other closing or tightening device is permitted other than those specified in these rules and diagrams.
- f) **Back Panel** – The construction of the back panel may include more than one piece of material including a band or strip if this construction does not stiffen or reduce the flexibility of the jacket. All parts of the back panel must comply with the thickness and stiffness restrictions.
- g) **Sleeves** – The competitor must be capable of fully extending both arms (straighten sleeves) while wearing his/her buttoned jacket.
- h) **Pockets** – One external pocket is permitted on the right front side of the jacket (right-handed competitor). All inside pockets are prohibited.
- i) **Padding** – Reinforcements or padding may be added on both sleeves to one half the circumference of the sleeve, and to the shoulder where the butt-plate rests. On the sling arm, the pad may extend from the upper arm to a point 100mm from the end of the sleeve. The other pads may have a maximum length of 300mm. The maximum thickness of any reinforced or padded area, including the jacket material and all linings, is 10mm single thickness or 20mm double thickness.
- j) **Sling Keeper** – Only one hook, loop, button or similar device may be fastened to the outside of the sleeve or shoulder seam on the sling arm to prevent the sling from sliding.
- k) **Velcro and Sticky Substances** – No Velcro, sticky substances, liquid or spray may be applied to the outside or inside of the jacket, pads or equipment. Roughening the material of the jacket is permitted.

5.4.2 Shooting Trousers

Shooting trousers meeting the standards of Rule 5.4 and the following specifications are permitted (see trousers drawing on previous page):

- a) **Thickness** – The shooting pants, including the lining, must not exceed 2.5 mm in single thickness and 5.0 mm in double thickness at any point where flat surfaces may be measured. The maximum thickness of any reinforced or padded area, including the pants material and all linings, is 10mm single thickness or 20mm double thickness. No thickness measurement greater than these maximum thicknesses may be approved (zero tolerance).
- b) **Stiffness** – The body of the trousers must be sufficiently flexible to meet ISSF stiffness test requirements (minimum of a 3 mm depression when using an ISSF-approved stiffness testing device). This requirement will only be tested and enforced at national-level competitions. No measurement below the minimum measurement of 3.0 mm may be approved. Every part of the trousers must be capable of being measured with the 60 mm measuring cylinder. If a jacket part is too small for normal testing, measuring must be done over the seams.
- c) **Fit** - The top of the shooting pants must not fit or be worn higher on the body than 50mm above the crest of the hipbone. The trousers must be loose around the legs.
- d) **Waist Band and Its Closures** - The waistband may not be more than 70mm wide and may be closed by one hook and up to 5 eyes, up to 5 adjustable snap fasteners, a similar closure or Velcro. Only one type of closure is permitted. A Velcro closure combined with any other closure is prohibited. If the thickness of the waistband exceeds 2.5mm, a belt is not permitted. If a belt is not worn, the thickness of the

waistband may not exceed 3.5mm. There may be a maximum of seven belt loops, not more than 20 mm in width, with at least 80 mm between belt loops.

- e) **Waist Belt** - To support the shooting pants only a normal waist belt not more than 40mm wide and 3mm thick or elastic suspenders may be worn if the waistband thickness does not exceed 2.5mm. The belt buckle or fastener or doubled extension of the belt must not be used to support the left arm or elbow (right-handed competitor) in the standing position.
- f) **Other Fasteners and Closures** - Zippers, buttons, Velcro or other similar non-adjustable fasteners or closures may be used in the shooting pants only in the following places:
 - g) 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.
 - h) Only one other fastener is permitted in each trouser leg. The opening (fastener) must not start closer than 70mm 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.
- i) **Padding** – Reinforcements or padding may be added to both knees of the shooting trousers. The kneepads must not be wider than half the circumference of the leg and can have a maximum length of 300mm. Seat pads are not permitted on shooting trousers.

5.4.3 Alternate Rifle Jacket

If a competitor does not have a shooting jacket or trousers that complies with Rules 5.4.1 or 5.4.2, he/she may elect to compete with a rifle jacket that complies with Rule 4.6.1 in the **CMP Competition Rules for Highpower Rifle.**# These “heavy coats” may be worn in prone events or in 3-position events, provided that the competitor wears only ordinary trousers and not special shooting trousers.

5.4.4 Undergarments and Training Clothing

Clothing worn under the shooting jacket and under the shooting pants must not be thicker than 2.5mm single thickness or 5mm double thickness. Only normal personal undergarments and/or training clothing that does not stabilize may be worn under the shooting jacket and shooting pants. No thickness measurement greater than these maximum thicknesses may be approved (zero tolerance). Jeans 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. Kinesio, medical or body taping are not permitted unless a temporary exception is approved in accordance with Rule 3.7.

5.4.5 Shoes

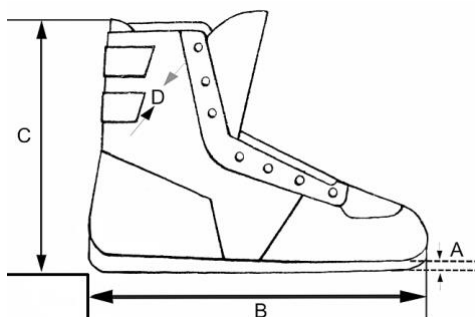
Normal street or athletic shoes or special shooting shoes or sandals or no shoes at all may be worn in all positions. If commercial shooting shoes (shoes sold specifically for shooting) are worn, they must comply with the specifications in the chart (Page 12). The soles of any shoes or footwear must be flexible at the ball of the foot. As a means of demonstrating the flexibility of the soles on their shooting shoes, competitors must walk normally with the shoes fully laced at all times while on the range (Normal walking requires a heel down-heel up-toe

Highpower Rifle Jacket Rule 4.6.1. Shooting jackets worn in CMP Rifle competitions may only be made of pliable (soft, flexible, easily bent) fabric or leather, except for buckles, straps, zippers or other adjustment or fastening devices and rubber or similar material on gripping surfaces. The internal or external use of any other material, device or substance that serves to stiffen, rigidify or immobilize any part of the competitor’s upper body, back, arm or arms is prohibited. Prohibited materials include, but are not limited to plastic, wood or metal inserts or devices, fiber board, fiberglass, fiberglass resin, carbon fiber or laminated materials. The alteration or repair of shooting jackets is permitted provided the jacket continues to comply with this rule.

up sequence with the knees bending.). Orthopedic inserts or inner soles are allowed, provided they are flexible at the balls of the feet.

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.

The shoe sole must follow the external curvature of the shoe and may not extend more than 5.0 mm beyond the external dimensions of the shoe. The outside vertical edge of the shoe sole must follow the external curvature of the shoe. The outside edge of the sole may not extend more than 5.0 mm beyond the outside of the shoe (when viewed from above).



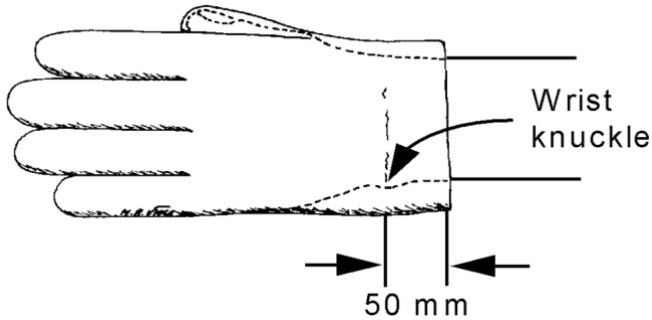
5.4.6 Sling

A shooting sling with a maximum width of 40mm is allowed in the kneeling and prone 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 fore-end of the rifle stock. The sling must pass along one side of the hand and wrist only. No part of the rifle may touch the sling or any of its attachments except at the sling swivel and hand stop. A sling is not allowed in the standing position.

5.4.7 Glove

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

- a) **Thickness** – Total thickness must not exceed 12mm, measuring front and back materials together at any point other than on seams and joints.
- b) **Glove Measurement** - The glove must not extend more than 50mm 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.



5.4.8 Kneeling Heel Pad

A separate piece of flexible, compressible material with maximum dimensions of 20 cm x 20 cm may be placed on the heel in the kneeling position. The kneeling heel pad may be no thicker than 10 mm when compressed with the measuring device used to measure rifle clothing thickness.

5.5 SHOOTING EQUIPMENT

The following rules apply to shooting equipment used in Smallbore Rifle competitions.

5.5.1 Ammunition

.22 Long Rifle rimfire cartridges with bullets made of lead or a similar soft material and not larger than .23 inches in diameter must be used.

5.5.2 Kneeling Roll

One cylindrical roll, placed under the right foot or ankle 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 in.) in diameter. The roll must be made of soft and flexible material. The use of binding or other devices to shape the roll is not permitted.

5.5.3 Spotting Scope

The use of an individual spotting telescope, with stand, to visually observe shots on the paper targets is permitted.

5.5.4 Shooting Kit and Rifle Stand

A shooting kit, chair or rifle stand may be used as a rifle rest between shots in the standing position, providing no part of the stand is taller than the competitor's shoulders when in the standing position. The shooting kit, chair or rifle stand may not be of such size or construction as to interfere with other competitors. When used as a rifle rest or cartridge holder (kneeling position), the kit, chair or stand may be placed forward of the firing line. When using a rifle stand, competitors must take special care to be sure the muzzle of the rifle, when the rifle rests on the stand, is not pointed towards or near another competitor. If a rifle cradle is attached to a rifle stand, it should be placed no higher than one-third of the distance between the floor and the competitor's shoulders (to prevent stands from easily tipping over and damaging rifles). The competitor must hold any rifle placed on top of the shooting stand; a rifle may not be allowed to rest freely on top of a shooting stand. When not used as a rifle rest or cartridge holder (kneeling), the kit, or stand may not be placed forward of the firing line.

5.5.5 Shooting Mat

A shooting mat consisting of one or more pieces of material may be used in the prone or kneeling positions, provided that all items placed under any part of the competitor's body may not exceed a maximum thickness of 5 cm (2 in.) when measured together and that the mat is not constructed or used to provide artificial support. A folded mat may be placed under all or part of a competitor's position provided the thickness of any folded portion of the mat does not exceed 5 cm (2 in.). Placement of the mat must not interfere with other competitors.

5.5.6 Sound Producing and Communications Systems

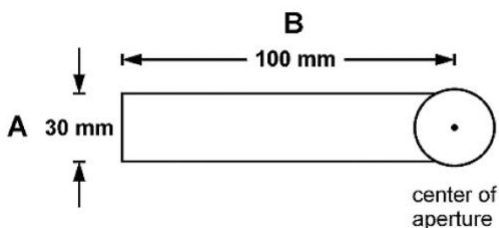
Competitors may only wear sound reducing devices on the firing line. Competitors may not wear sound-enhancing or receiving devices on or immediately behind the firing points during preparation and competition periods. Competitors may use personal mobile phones or other hand-held electronic devices (i.e. tablets, etc.) on the firing line, provided they are not used for communications purposes (must be placed in airplane mode). Competitors may use timers or mobile phones with timer apps, but any timers that make audible sounds are not permitted. Spectators and match officials may have mobile phones, but phones must be in the silent mode.

5.5.7 Headgear and Blinders

It is permitted to wear a cap, hat or visor or to use blinders that comply with Rules 5.5.8 or 5.5.9.

5.5.8 Rear Sight Blinder

A blinder may be attached to the rifle or to the rear sight. The blinder should be no more than 30 mm deep (A) and extend no more than 100 mm from the center of the rear sight aperture (B) on the side of the non-aiming eye.



5.5.9 Head Blinder

It is permitted to use a front blinder not more than 30 mm wide over the non-aiming eye.

5.5.10 Bipod

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

5.5.11 Wind Indicators

Electronic or mechanical wind gauges or indicators may be used behind the firing line or on the firing line to evaluate wind conditions, but they may not be placed more than 24 inches ahead of the firing line.

5.5.12 Competitor ID Badges

Competition sponsors may prepare and issue competitor ID badges to competitors to make it easier for range officers, spectators and media to identify competitors. Competitor ID badges should display the name of the competitor and the competitor's CMP number. Competitor ID badges should be worn on the back of the competitor's headgear or shooting jacket.

6.0 COMPETITION CONDITIONS

6.1 SHOOTING POSITIONS

Competitors may fire in three different shooting positions, prone, standing and kneeling according to the Match Program. In each position, no part of the body may touch the ground ahead of the firing line. In the prone position, the left elbow must be behind the firing line. In the standing and kneeling positions, the entire left foot (forward foot) must be behind the firing line. The rifle and other parts of the body may extend over and beyond the firing line as long as no part of the body contacts the floor or ground on or in front of the firing line. *Note: All position descriptions are for right-handed competitors; for left-handed competitors reverse right and left.*

6.1.1 Kneeling Position

- a) The competitor may touch the firing point surface with the toe or side of the right foot, the right knee and the left foot.
- b) The rifle may be held with both hands and the right shoulder; the cheek may be placed against the stock.
- c) The left elbow must be supported on or near (see d) below) the left knee.
- d) The point of the elbow cannot be more than 100mm (4 in.) over or 150mm (6 in.) behind the point of the knee (middle of the knee-cap).
- e) A sling may be used to support the rifle, but the fore-end behind the left hand must not touch the shooting jacket.
- f) No part of the rifle may touch the sling or any of its attachments.
- g) The rifle must not touch or rest against any other point or object.
- h) If the kneeling roll is placed under the right foot or ankle, the foot may not be turned at an angle of more than 45 degrees.
- i) If the kneeling roll is not used, the foot may be placed at any angle. This may include placing the side of the foot and lower leg in contact with the surface of the firing point.
- j) No portion of the upper leg or buttocks may touch the firing point surface.
- k) If the competitor uses the shooting mat, he/she may kneel completely on the shooting mat or may have one or two or three points of contact (toe, knee, foot) on the mat. Other articles or padding may not be placed under the right knee.
- l) Only the trousers and underclothing may be worn between the competitor's seat and heel, except that a kneeling heel pad may be used (Rule 5.4.8). The jacket or other articles must not be placed between these two points.
- m) The right hand or arm may not touch the left hand or arm, shooting jacket or sling.

6.1.2 Prone Position

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

6.1.3 Standing Position

- a) The competitor must stand free, without any artificial or other support, with both feet on the firing point surface.
- b) The rifle must be held with both hands and the shoulder or the upper arm near the shoulder, the cheek and the part of the chest immediately adjacent to the right shoulder.
- c) The rifle must not touch the jacket or chest beyond the area of the right shoulder.
- d) The left upper arm and elbow may be supported on the chest or on the hip. If a belt is worn, the buckle or fastening must not be used to support the left arm or elbow.
- e) The rifle must not rest against any other point or object.
- f) The right hand, as it grasps the pistol grip, may not touch the shooting jacket, left hand or arm.
- g) The use of the sling or hand-stop is not allowed. Detachable fore-end risers may be used (see Rule 5.1). The sling swivel must be removed when shooting in the standing position.

6.2 TARGETS

CMP Smallbore Rifle competitions may be conducted on either paper targets or electronic targets. If VIS scoring is used, paper targets that are compatible with the target specifications in the VIS system documentation must be used. Target scoring rings must comply with the following dimensions (electronic target center-to-center dimensions are the specified dimension plus 2.78 mm):

50 Meter ISSF, A-50. For use in Smallbore Position events.

Inner 10	5.0 mm	5 ring	90.4 mm
10 ring	10.4 mm	4 ring	106.4 mm
9 ring	26.4 mm	Aiming Black	112.4 mm
8 ring	42.4 mm	3 ring	122.4 mm
7 ring	58.4 mm	2 ring	138.4 mm
6 ring	74.4 mm	1 ring	154.4 mm

50 Yard ISSF, A-51. 50 meter ISSF target reduced for firing at 50 yards. For use in Smallbore Position events.

Inner 10	4.096 mm	5 ring	82.186 mm
10 ring	9.034 mm	4 ring	96.816 mm
9 ring	23.664 mm	Aiming Black	102.78 mm
8 ring	38.295 mm	3 ring	111.447 mm
7 ring	52.925 mm	2 ring	126.077 mm
6 ring	67.556 mm	1 ring	140.708 mm

50 Yard National, A-23. For use in Smallbore Prone events.

X ring	.39 in.	7 ring	3.89 in.
10 ring	.89 in.	Aiming Black	3.89 in.
9 ring	1.89 in.	6 ring	4.89 in.
8 ring	2.89 in.	5 ring	5.89 in.

50 Meter National, A-26. For use in Smallbore Prone events.

X ring	.393 in.	6 ring	3.936 in.
10 ring	.787 in.	Aiming Black	4.27 in.
9 ring	1.574 in.	5 ring	4.723 in.
8 ring	2.361 in.	4 ring	5.510 in.
7 ring	3.148 in.		

50 Meter National, A-27. 50 meter national target reduced for firing at 50 yards. For use in Smallbore Prone events.

X ring	.359 in.	6 ring	3.599 in.
10 ring	.719 in.	Aiming Black	3.89 in.
9 ring	1.439 in.	5 ring	4.319 in.
8 ring	2.159 in.	4 ring	5.038 in.
7 ring	2.879 in.		

100 Yard National, A-25. For use in Smallbore Prone events.

X ring	1.00 in.	7 ring	8.00 in.
10 ring	2.00 in.	Aiming Black	8.00 in.
9 ring	4.00 in.	6 ring	10.00 in.
8 ring	6.00 in.	5 ring	12.00 in.

50 Foot USAS-50. For use in Smallbore Position and Prone events indoors at 50 feet.

10 ring	0.76 mm	5 ring	23.63 mm
9 ring	4.12 mm	4 ring	28.50 mm
8 ring	9.00 mm	Aiming Black	33.38 mm
7 ring	13.87 mm	3 ring	33.38 mm
6 ring	18.75 mm	Inner 10	0.17 mm

6.2.1 Sighting Targets

Sighting targets or bulls must be clearly identified. When electronic targets are used, the competitor monitor will display a black triangle in the upper right corner of the screen.

6.2.2 Record Targets

50-yard/50m target cards have four numbered record targets (1-4). 100-yard target cards have two numbered record targets (1-2). The competitor will fire five (5) record shots on each record 50-yard/50m target or bull. The competitor will fire ten (10) record shots on each record 100-yard target or bull. 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 on the target card.

6.2.3 Backing Targets or Control Sheets

When paper targets are used, backing targets should be placed behind the targets to aid in identifying crossfires and close multiple shot groupings. Recommended distances for backers are 12 inches for 100 yard targets and 6 inches for 50 yard/50m targets. These backer distances will give an approximate 0.25" offset for a one firing point crossfired shot on the backer. When electronic targets are used, new control sheets should be placed behind the targets.

6.2.4 Changing Targets

The Range Officer will give commands and instructions for changing paper targets. Competitors are responsible for ensuring that the correct targets are hung. If possible, competitors should not be permitted to handle fired targets.

6.2.5 Electronic Target Monitors

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

6.3 RANGE SPECIFICATIONS

6.3.1 Distances

The shooting distances measured from the firing line to the target shall be 50 yards \pm 8 in., 100 yards \pm 16 in. or 50 feet \pm 3 in.

6.3.2 The Firing Line and Firing Point

The "firing line" on a range consists of the firing points on the range and the area immediately behind the firing points were Range Officers function. A clearly visible firing line stripe must delineate the front boundary of the firing points. A firing point is the area designated for one competitor immediately to the rear of the firing line. The recommended width of each firing point is 6 feet or 4 feet for 50 foot indoor ranges. There must be one firing point for each

target. There must be sufficient room behind the firing points for Range Officers to move freely.

6.3.3 Target Location and Numbering

Targets must be centered on a line that is perpendicular to the front center of the firing point. Targets must be identified with numbers that are placed above or below the targets. Target numbers must be large enough to be seen from the firing line. Targets are numbered consecutively, starting with target number one (1) on the left. *Note: It is recommended that the numbers be on alternating backgrounds or contrasting colors (black on white, white on black, etc.).*

6.3.4 Target Heights

Targets must be placed so that the target center or the center point of the record bulls is 0.75 cm (+/- 0.50 cm) 30 in. +/- 20 in.) above the level of the firing point. Target heights to the center point of the targets in 50 foot ranges should be 32 in. for the kneeling position, 20 in. for the prone position and 55 in. for the standing position.

6.3.5 Wind Flags

On outdoor ranges, rows of wind flags should be placed between every second firing point at 10 yards, 30 yards and 60 yards. Wind flags should be 5 cm/2 in. x 40 cm/16 in. strips of cotton cloth that are placed at prone position height between every two firing points. Personal wind flags, wind gauges or similar devices may be used, but may not be placed more than 24 in. in front of the firing line.

6.3.6 Official Bulletin Board

A location easily accessible to competitors and coaches must be designated as the Official Bulletin Board. All official information bulletins and results lists must be posted at this location. If Internet service is available on the range, an electronic bulletin board on an accessible website may also be used as the Official Bulletin Board.

6.4 COMPETITION EVENTS AND TIME LIMITS

Each Smallbore Rifle competition must include one or more of the events defined in this section and listed in the CMP Smallbore Rifle Events Table below.

CMP SMALLBORE RIFLE THREE-POSITION EVENTS					
Event	Position	Target	Sights	No. of Shots	Time Limit
50 Yard or 50m 3x40	Kneeling, Prone, Standing; fired in that order	50 Meter or 50 Yard ISSF	Metallic or Optical	40 per position	EST: 2 hrs., 45 min. Paper: 30 min./20 min./40 min per 20-shot stage
50 Yard or 50m 3x20				20 per position	EST: 1 hr., 45 min. Paper: 30 min./20 min./40 min per 20-shot stage
50 Feet 3x40		USAS 50		40 per position	EST: 2 hrs., 45 min. Paper: 30 min./20 min./40 min per 20-shot stage
50 Feet 3x20				20 per position	EST: 1 hr., 45 min. Paper: 30 min./20 min./40 min per 20-shot stage

CMP SMALLBORE RIFLE PRONE EVENTS

50 Yard Prone	Prone	50 Yard National	Metallic or Optical	40 shots	20 min. per 20-shot stage
50m National Prone		50 Meter National		40 shots	
50/100 Yard Prone		50 and 100 Yard National		20 shots at each range	
100 Yard Prone		100 Yard National		40 shots	

6.4.1 Special Rules for Three-Position Rifle Events

The following rules apply when conducting 3-position events:

- a) All position events are fired on the 50m ISSF target, the 50m ISSF target reduced for 50 yards or the 50 Foot USAS 50 target. Competitors may not return to the sighter target once they start their record shots.
- b) If electronic targets are used, there will be a 15-minute Preparation and Sighting Time before the competition time starts followed by a block time of 2 hours and 45 minutes (Or 1 hour, 45 minutes) for record shots in the kneeling position followed by sighting and record shots in prone and standing. Competitors are responsible for changing from record to sighting shots and back to record.
- c) If paper targets are used, each 20-shot stage must be timed separately. Time limits are 30 minutes for unlimited sighters and 20 shots kneeling, 20 minutes for unlimited sighters and 20 shots prone and 40 minutes for unlimited sighters and 20 shots standing. Before each position, there will be a 5-minute Pre-Preparation Time (Rule 7.5) for competitors to take their positions (kneeling) or changeover to the next position (kneeling to prone and prone to standing). If there is a second stage after a target change, there will be a 2-minute Pre-Preparation Time and a 3-minute Preparation Period before the second stage starts.
- d) Positions are fired in order: Kneeling, Prone, Standing.

6.4.2 Three-Position Final

If a Final is included in the Match Program, the top eight (8) competitors in an individual event or aggregate will be eligible to compete in the Final. Three-position Finals should be fired on electronic targets. The Three-position Final consists of 3x15 shots with progressive eliminations occurring in the following sequence:

- 5 minutes preparation and sighting kneeling
- 5 shots kneeling in 200 seconds
- 5 shots kneeling in 200 seconds
- 5 shots kneeling in 200 seconds
- 7 minutes changeover and sighting prone
- 5 shots prone in 150 seconds
- 5 shots prone in 150 seconds
- 5 shots prone in 150 seconds
- 9 minutes changeover and sighting standing
- 5 shots standing in 250 seconds
- 5 shots standing in 250 seconds, the 8th and 7th place competitors are eliminated
- 1 shot standing in 50 seconds, the 6th place competitor is eliminated
- 1 shot standing in 50 seconds, the 5th place competitor is eliminated
- 1 shot standing in 50 seconds, the 4th place competitor is eliminated
- 1 shot standing in 50 seconds, the 3rd place competitor is eliminated

- 1 shot standing in 50 seconds, the 1st and 2nd place competitors are decided

6.4.3 Special Rules for Prone Events

The following rules apply when conducting prone events:

- All prone events are fired on the 50 yard, 50 meter national and 100 yard U. S. targets.
- All prone events are preceded by a 5-minute Pre-Preparation Time before first stages or a 2-minute Pre-Preparation Time before second stages. This is followed by a 3-minute preparation period.
- Competitors may fire unlimited sighting shots before and/or during record firing.

6.4.4 Prone Aggregates

Match Programs may provide for the conduct of one or more of the following prone aggregates:

- 1200 Aggregate: 40 shots at 50 yards, 20 shots at 50 yards plus 20 shots at 100 yards and 40 shots at 100 yards. This aggregate may be fired with metallic and/or optical sights.
- 1600 Aggregate: 40 shots at 50 yards, 40 shots at 50 meters (national target), 20 shots at 50 yards plus 20 shots at 100 yards and 40 shots at 100 yards. This aggregate may be fired with metallic and/or optical sights.
- 2400 Aggregate: Total of one metallic sight 1200 aggregate plus one optical sight 1200 aggregate.
- 3200 Aggregate: Total of one metallic sight 1600 aggregate plus one optical sight 1600 aggregate.

6.4.5 Prone Final

If a final is included in the Match Program, the top eight (8) competitors, or alternatively the top ten (10) competitors, in an individual event or aggregate will be eligible to compete in the final. Prone finals should be fired on electronic targets. The prone final consists of 24 shots with progressive eliminations occurring in the following sequence:

- 5 minutes preparation and sighting
- 5 shots prone in 150 seconds
- 5 shots prone in 150 seconds
- 2 single shots, each in 30 seconds, the 8th place competitor is eliminated
- 2 single shots, each in 30 seconds, the 7th place competitor is eliminated
- 2 single shots, each in 30 seconds, the 6th place competitor is eliminated
- 2 single shots, each in 30 seconds, the 5th place competitor is eliminated
- 2 single shots, each in 30 seconds, the 4th place competitor is eliminated
- 2 single shots, each in 30 seconds, the 3rd place competitor is eliminated
- 2 single shots, each in 30 seconds, the 1st and 2nd place competitors are decided

6.4.6 Sports Presentation and Music During Finals

"Sports presentation" is the use of audio, visual and electronic techniques to enhance the presentation of shooting competitions for participating competitors, spectators and visitors. Sports presentation techniques include announcer commentary about the competition and the competitors, introductions of participating competitors, the use of visual presentations to display preliminary scores and rankings, the use of music to improve the audio environment and efforts to facilitate spectator attendance. Match sponsors are encouraged to innovate and find effective ways to enhance the experiences competitors and spectators have in their competitions. In planning these improvements, match sponsors should recognize that the use of music and appropriate announcer commentary is not only legal, but highly encouraged. If music will be played during any stage of a competition, this must be stated in the Match Program.

6.4.7 Team Events

Any competition may include fired team events.

- a) **Team Members** - Teams may consist of two (2), three (3) or four (4) members. Each team may have a Team Coach. Male and female competitors may compete on the same team. All team members must be named before the first team member begins to fire in the competition.
- b) **Team Events** - Team events are conducted for two, three or four-person teams where each team member fires one of the individual courses of fire defined in Rule 6.6.
- c) **Iron-Any Team Events** – Team events for two (2) or four (4) members where one (1) or two (2) team members must fire with metallic sights and the other team member(s) may fire with any sights.
- d) **Team Score** - Team scores are calculated by adding the individual scores of the two, three or four team members. Team and individual events may be fired concurrently or they may be fired separately. When team and individual events are fired concurrently, the scores fired by each member of a team count for both individual rankings and team rankings.

6.5 COACHING

Coaching or assisting a competitor during an individual event is not permitted. When team and individual events are fired concurrently, coaching is not permitted. Coaching team members during a team competition is permitted, provided that a team may have only one coach on the firing line.

6.6 MATCH PROGRAM

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

6.7 MATCH DIRECTOR'S BULLETIN

A Match Director's Bulletin may be issued to provide additional information regarding competition conditions that were not known when the match program was published. Match Director's Bulletins may not change, set aside or alter any of these rules, except that a Match Director's Bulletin may change a date of firing, cancel an event or change a course of fire when necessary to complete a match that is affected by severe weather or unforeseen conditions. Details of any changes made and the rationale for such changes must immediately be reported in writing to the CMP.

6.8 RULES CONFLICTS

If there is a rules conflict, precedence shall first be given to the most recent edition of the **CMP Smallbore Rifle Rules**, then to applicable CMP rule interpretations, then to the Match Program and then to a Match Director's Bulletin. Nothing in a Match Program or Match Director's Bulletin can take precedence over the **CMP Smallbore Rifle Rules**.

7.0 COMPETITION PROCEDURES

7.1 ENTRIES

Competitors or a team leader are responsible for properly completing entry forms. Entries should be completed before the start of the competition. Team entries must be completed before any team member begins competition firing.

7.2 FIRING POINT ASSIGNMENTS

All competitors entered in a competition may be squadded or assigned to firing points through a random draw or the match sponsor may use another method of squadding competitors, providing this is explained in the Match Program.

7.3 RULE ENFORCEMENT

Competition Officials are responsible for enforcing these rules to ensure that competitions are conducted according to correct procedures and with legal equipment. Violations of these Rules shall be handled in accordance with Rule 7.16.

7.4 RANGE INCIDENT FORMS

Irregular shots and issues arising on the firing line in CMP sanctioned competitions should be documented by using Range Incident Forms (RIF). RIFs are prepared by Range Officers or other Competition Officials and must be given to the Statistical Office so this information is available during target scoring.

7.5 CALL TO THE FIRING LINE, PRE-PREPARATION AND PREPARATION

To start a relay of competitors in a prone or three-position event stage, the Range Officer must call competitors to the firing line two (2) or five (5) minutes prior to the Preparation Period with the command **YOU MAY MOVE YOUR RIFLES AND EQUIPMENT TO THE FIRING LINE....** After this call to the firing line, competitors may place their equipment on their firing points and receive instructions to ground their rifles and go downrange to hand targets.

- a) **Pre-Preparation.** When competitors return to the firing line after hanging targets, the CRO will begin the Pre-Preparation Time with the command **COMPETITORS TAKE YOUR POSITIONS...YOUR PREPARATION PERIOD WILL BEGIN IN FIVE/TWO MINUTES.** During this time, competitors may handle their rifles, adjust and prepare their rifles and equipment, get into their firing positions and do holding or aiming exercises, but they may not remove safety flags, close rifle actions or dry fire.
- b) **Pre-Preparation Time.** In three-position and prone events, there will be a five (5) minute Pre-Preparation Time before the first stage of a 40-shot position or prone event or before a 20-shot stage of a 3-position event. There will be a two (2) minute Pre-Preparation Time before the second stage of a 40-shot position or prone event.
- c) **Preparation Period.** After the Pre-Preparation Time is over (Two or Five minutes), competitors will be given a three (3) minute Preparation Period before the start of Record Firing. This stage begins with the command **THE PREPARATION PERIOD BEGINS NOW.** Competitors may continue to prepare their positions, remove safety flags and dry fire. After three (3) minutes, the Range Officer will command **THE PREPARATION PERIOD HAS ENDED.**
- e) **Relay Changeover Period.** If two or more relays are scheduled, there shall be a five (5) minute Changeover Period between relays when the first relay competitors remove their rifles and equipment from the firing line and the next relay competitors move their rifles and equipment to their firing points on the firing line.

7.6 RECORD FIRE STAGES

To start a Record Fire stage, the Range Officer will command **THIS STAGE WILL BE UNLIMITED SIGHTING SHOTS AND 20 SHOTS FOR RECORD IN THE (KNEELING/ PRONE/STANDING) POSITION IN A TIME LIMIT OF (30/20/40) MINUTES...LOAD...IS THE LINE READY?...THE LINE IS READY...START.** When the command **START** is given, competitors are authorized to load and fire. The time limit begins with the command **START** and ends with the command **STOP.** After competitors fire the last shot in each Record Fire Stage, they must open their rifle actions, insert safety flags and ground their rifles. After grounding their rifles, competitors may make sight, stock or accessory adjustments or changes on their rifle, but they may not handle their rifles after the command **STOP-UNLOAD** is given. The Range Officer may command **STOP-UNLOAD** before the shooting time expires if all competitors finish firing before the end of the time limit.

CMP Range Incident Form	
Date _____	Time _____
Range _____	Relay _____ Firing Pt. _____
Event _____	Stage _____
Competitor _____	CMP # _____
INCIDENT:	
Incident concerns: <input type="checkbox"/> Scoring <input type="checkbox"/> Match Operation	
<input type="checkbox"/> Rule Violation <input type="checkbox"/> Other _____	
RO/TO: _____	
Please give completed RIF to the ACRO or ACTO	

7.7 SIGHTING AND RECORD SHOTS

7.7.1 Sighting Shots

Sighting shots are practice or zeroing shots that are not scored or counted. In Prone events, competitors may fire unlimited sighting shots before and/or during record firing. In 3-Position events, competitors may fire unlimited sighting shots before firing record shots, but may not fire additional sighters after starting record shots.

7.7.2 Record Fire Shots

Record shots are shots that count in the competitor's score. Five (5) record shots will be fired on each record target (bull) at 50 yards/50m. Ten (10) record shots will be fired on each record target (bull) at 100 yards. One record shot will be fired on each competition target on 10-bull 50 foot targets.

7.8 TARGET LABELING

The Match Director must determine how targets are labeled to identify competitors and their targets. Competitors may place only the information required by these instructions on their targets. No special labels or identifying marks may be placed on any targets.

7.9 TARGET CHANGES

Before competitors are allowed down range, the CRO will ask **IS THE LINE CLEAR?** The line is clear when all rifles on the line are unloaded and grounded, with bolts open and safety flags inserted. After confirming that all rifles are clear, the CRO will announce **THE LINE IS CLEAR.** This will be followed by appropriate additional instructions such as **GO FORWARD AND CHANGE TARGETS** or **REMOVE YOUR EQUIPMENT FROM THE LINE.**

7.10 FIRING PROCEDURES AND RANGE OFFICER COMMANDS

For all regular Smallbore Rifle events, the Range Officer must conduct all stages of fire by using commands and procedures as specified in this section (Rule 7.0) and in the "Firing Procedures and Range Officer Commands" script found on pages 39-55. Finals must use commands and procedures for Finals (Rule 10) and the appropriate Finals Range Officer script found on pages 43-55.

7.11 LEAVING THE FIRING LINE OR REMOVING EQUIPMENT

If, during any preparation or record firing stage, a competitor wishes to leave the firing line for any purpose he/she must a) leave his/her rifle grounded on the firing line with the action open and a safety flag inserted, b) notify the Range Officer and c) leave the firing line so as not to disturb other competitors. If competitors complete firing before the record fire time ends, they may leave the firing line. They may remove their rifles from the firing line after a Range Officer checks the rifles to confirm that they are cleared with safety flags inserted. Other equipment should be removed from the firing line only after firing is complete and the Range Officer gives instructions to competitors to remove their equipment.

7.12 IRREGULAR SHOTS

An irregular shot is any shot that is not fired in accordance with these Rules. Any competitor who becomes aware that he/she has an irregular shot must immediately report this to the Range Officer. The Range Officer must complete a Range Incident Form (RIF) to document any irregular shots so this documentation can be used by the Statistical Officer to properly score the targets. When paper targets are used, a written record should also be made on the target itself.

7.12.1 Shots Fired Before the Command LOAD

If a competitor fires a shot during the Pre-Preparation or Preparation Periods and before the command **LOAD** for a Record Fire Stage, he/she must be disqualified and may not continue firing in that match.

7.12.2 Shots Fired Before the Command START

If a competitor fires a shot after the command **LOAD** and before the command **START** for a Record Fire Stage, that shot must be scored as a miss. Delete the highest value shot on the first record target (bull), or if electronic targets are used, delete the first record shot.

7.12.3 Shots Fired After the Command STOP

If a competitor fires a shot after the command **STOP** at the end of a Record Fire Stage, that shot must be scored as a miss. Delete the highest value shot on the last record target (bull), or if electronic targets are used, delete the last record shot.

7.12.4 Misplaced Sighting Shot

If the first sighting shot hits below an imaginary line midway between the sighter and record targets (bulls), the competitor must inform the Range Officer of the location of this shot before firing another shot on the target card. The Range Officer must complete Range Incident Form (RIF) to inform the Statistical Office regarding the value and location of the misplaced sighting shot. No such claim will be allowed after the competitor has fired more than one shot on the target card. After the first sighting shot any additional shot below an imaginary or transcribed line midway between the sighter and record target (bull) will be considered a record shot.

7.12.5 Shots Not Fired

Record shots that are not fired within the time limit must be scored as misses on the last record target (bull) equal to the number of record shots that were not fired.

7.12.6 Internal Crossfires

An internal crossfire is a shot that is fired on the wrong target/bull on the competitor's own target card (4 targets at 50 yards/50m/2 targets at 100 yards/10 targets at 50 feet). If a competitor fires an extra shot on one target (6 shots on one 50 yard/50m bull; 11 shots on one 100 yard bull/2 shots on one 50 foot bull) he/she will not be penalized for one (1) such occurrence per target card if he/she fires one less shot on another target (4 shots on one 50 yard/50m bull; 9 shots on one 100 yard bull/0 shots on one 50 foot bull). If a competitor fires two or more internal crossfire shots on a target card(s) (bull), a two (2)-point penalty will be given for the second and each additional internal crossfire. The lowest value shot on a target with an internal crossfire must be assigned to the target with fewer shots. Penalties for the second or subsequent occurrence must be assigned to the lower value shot that is transferred.

7.12.7 Too Many Shots in a Stage or Position

If a competitor fires too many shots in a position (21 or more shots on one 20-shot target card), the highest value shot(s) on the last bull on the target card must be annulled and a 2-point penalty for each excessive shot must be deducted from the lowest value shot(s) on the last target (bull). If the excessive shot(s) were on a target (bull) other than the last target, the lowest value shot(s) on a bull with excessive shot(s) must be transferred to the last bull before annulling the highest value hit(s) and applying the penalty to the lowest value shot(s). If electronic targets are used and more than the required number of shots are fired, the last shot(s) fired must be annulled and a 2-point penalty must be deducted for each excessive shot from the lowest value hit(s) in the last 10-shot series.

7.12.8 Crossfires

A crossfire occurs when a competitor fires a shot on another competitor's target. If a competitor crossfires a sighting shot onto a sighting target of another competitor during a Preparation and Sighting or Sighting Stage, there is no penalty. If a competitor crossfires a shot on the record target of another competitor, the shot must be scored as a miss. Crossfire shots are normally detected by using the backing target to determine which shot is the crossfire shot and the firing point from which it was fired.

7.12.9 Disclaimed Shot

If a competitor disclaims a shot on his/her target, he/she must immediately notify the Range Officer. The Range Officer must complete Range Incident Form (RIF) to identify that shot so that the Statistical Office can check the backer to determine if the shot is a crossfire and can be nullified. If the Range Officer and Statistical Office cannot confirm that the shot came from another target, the shot must be credited to the competitor.

7.13 INTERRUPTIONS

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

7.13.1 Interruptions of More than One Minute

If the interruption lasts more than one (1) minute, the competitor must be given additional time to complete the stage of fire equal to the amount of time lost. Additional sighting shots may be fired within the amount of time that remained when the interruption occurred except that when the interruption occurs within the last five-minutes of a stage, additional time equal to the amount of time lost plus two (2) additional minutes of extra time shall be given to complete any sighters and unfired record shots.

7.13.2 Interruptions Requiring the Competitor to be Moved or Resquadded

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

7.13.3 Interruptions of Entire Range

If shooting on an entire range or section of a range is interrupted, all competitors must be given that amount of additional time when firing resumes, if the interruption lasts longer than one (1) minute. If shooting is interrupted for more than five (5) minutes, all competitors must be given additional unlimited sighting shots and an additional two (2) minutes to complete the stage of fire.

7.14 MALFUNCTIONS

A malfunction occurs when a competitor's rifle or equipment does not function correctly. Any competitor who has a malfunction that he/she cannot correct must notify the Range Officer immediately. The competitor may correct the malfunction and continue shooting or replace the rifle if it cannot be safely aimed or fired, if the repair or replacement can be completed within three (3) minutes. Rifle replacements must be approved by the Range Officer. After a malfunction repair or rifle replacement, a competitor may shoot additional sighting shots, but all sighting shots and any unfired record shots must be completed within the time remaining when the malfunction occurred. No additional time may be authorized for a malfunction repair or replacement, except that when the malfunction occurs within the last five-minutes of a stage, two (2) additional minutes of extra time shall be given to complete any sighters and unfired record shots.

7.15 LATE ARRIVALS

A competitor who arrives late for a scheduled relay on which he/she was squadded will be permitted to start provided time remains in the first stage of fire, but no extra time will be allowed.

7.16 PENALTIES FOR RULES VIOLATIONS

In case of a violation of the Rules or instructions given by Competition Officials (Range Officer, Statistical Officer, Chief Range Officer) may impose a penalty. Penalties can include a warning, a deduction of points or disqualification from the competition. Any decision to penalize or disqualify a competitor must be made by at least two Competition Officials.

7.16.1 Open Violations

In the case of open violations of the Rules (rifles, clothing, position, etc.), where there is no clear evidence that the competitor gained or sought to gain an unfair advantage, 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. The competitor must correct the fault before continuing the competition. No additional time will be allowed. If the competitor continues to fire without correcting the fault, two points must be deducted from his/her score. If the competitor still does not correct the fault after the deduction of points, he/she must be disqualified. Open violations, where Rule 7.16.2 does not apply, discovered after a competitor completes firing, may not be penalized, but the competitor must be advised of the fault so it can be corrected.

7.16.2 Concealed Violations

In the case of deliberately concealed violations of the Rules where a competitor gained or sought to gain an unfair advantage over other competitors, the competitor must be disqualified. Competitors may be disqualified for concealed violations discovered after the competitor completes firing if the concealed violation was used during the competition to gain an unfair advantage. Disqualifications may only be imposed by the decision of at least

two competition officials (Range Officer, Statistical Officer, Chief Range Officer) after the violation is explained to the competitor and he/she is given an opportunity to respond.

7.16.3 Safety Violations

In the case of a serious, blatant or dangerous rifle-handling violation where the safety of another person is endangered, the competitor may be disqualified by the decision of at least two competition officials (Range Officer, Statistical Officer, Chief Range Officer).

7.16.4 Unsportsmanlike Conduct

In the case of unsportsmanlike conduct (i.e., cheating, refusal to obey instructions of competition officials, disturbing other competitors, altering targets, falsifying scores, purposely damaging range equipment, disorderly conduct, dishonesty, inappropriate behavior or language, etc.) the Match Director, with one other Competition Official, may, depending on the severity of the violation, impose penalties including a warning, deduction of points or disqualification. For very serious violations such as altering targets, falsifying scores or the physical or verbal abuse of other persons, the Match Director may refer the matter to CMP Headquarters. After hearing all concerned persons, the CMP may suspend the person who commits such acts from further competitions for a time appropriate for the violation.

8.0 SCORING TARGETS

8.1 SCORING PRINCIPLES

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

8.1.1 Shot Values

Shots are scored in full ring values or, if finals are conducted, in decimal ring values (electronic targets or electronic VIS scoring are required to score in decimal ring values).

8.1.2 Scoring Methods

Shot values are determined by using one of three methods of scoring: a) manual scoring of paper targets, b) ISSF or CMP-approved electronic targets or c) CMP-approved visual image electronic (VIS) scoring. All shots fired in one competition should be scored with only one method of scoring. One scoring method cannot be used to check scores determined by another method of scoring.

8.1.3 Determining Shot Values

In paper target scoring, a shot is given the score of the highest value scoring ring that is hit or touched by that shot. In electronic target or visual image scoring, a shot is given the score that corresponds to the distance from the center of the shot hole to the center of the target specified in Rule 6.4 (scoring ring dimension plus 2.78 mm).

8.1.4 Visible Hits and Close Groups

All hits that are clearly visible on the target card will be scored. If there is a grouping of three or more shots and it is possible for another shot(s) to have gone through the enlarged hole, and there is no evidence that a shot or shots has gone elsewhere than through the assigned target (a crossfire or off-target miss), the shooter will be given the benefit of the doubt and scored hits for the required number of shots in that target (bull). If there is doubt regarding whether a non-visible hit or hits is in either of two scoring rings, those hits shall be scored in the higher value ring. Backing cards may be used to assist in determining the number of shots in a close grouping of shots.

8.1.5 Misses

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

8.1.6 Irregular Shots

Irregular shots must be reported to the Statistical Office by the Range Officer by using a Range Incident Form/RIF and scored according to Rule 7.12.

8.1.7 Scoring Integrity

Match Directors must make conscientious efforts to ensure that scoring is done with absolute fairness and impartiality. If possible in manual paper target scoring, scorers should not know which competitors' targets they are scoring (use competitor numbers, place names on target backs, etc.).

8.1.8 Score Posting

As soon as targets are scored, the scores of all targets must be totaled and posted on the Official Bulletin Board and/or posted electronically so that all scores are available to all participating competitors.

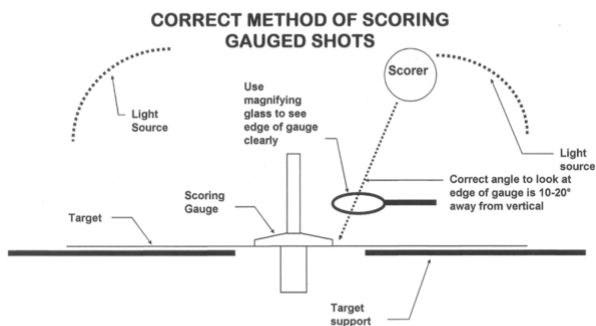
8.1.9 Score Challenges (See Chart on page 57)

After scores are posted on the Official Bulletin Board or website, a scoring challenge period must be provided when competitors and coaches have an opportunity to see their scored paper targets and protest any shot values or scores they believe were scored, recorded or added incorrectly. **The purpose of scoring challenges is to correct errors, not to rescore shots that have already been scored with an approved means of scoring (Rule 8.1.2).** If electronic targets are used, the scoring challenge period ends 30 minutes after scores are posted. When manual or VIS scoring is used, the scored paper targets must be made available for viewing in such a way that competitors or team officials do not handle their own targets. The scoring challenge period for paper targets must give competitors sufficient time to see their targets, but should not be longer than 30 minutes after scored targets are available for inspection. The expiration time of the scoring challenge period must be posted when scores are posted. Scoring challenges must be submitted during the protest period. At the end of the challenge period, scores become final. The Match Director may establish a scoring challenge fee of not more than \$3.00 per shot. The challenge fee must be returned if the challenge is upheld.

8.2 MANUAL PAPER TARGET SCORING

When paper targets are scored manually, two scorers must score each target. 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, the Statistical Officer or another qualified person designated by the Statistical Officer must make the final decision.

The value of each shot scored and the fact that the shot was gauged (plugged) must be recorded on the target. The target serves as an official scorecard. The following rules apply when paper targets are scored manually.



Correct scoring with a scoring gauge includes 1) placing the target horizontally on a support, 2) having the target well-lit, 3) looking at the edge of the gauge from a slight angle and 4) using a magnifying glass when necessary.

8.2.1 Using a Scoring Gauge or Template

A shot whose value is doubtful must be scored with a scoring gauge ("plug" gauge) or scoring template. The scoring gauge may be inserted only once to determine the value of

the shot. Scorers should look at the gauge from a slight angle to clearly see where the edge of the gauge's flange and target meet. See the diagram above. An Eagle Eye™ or other scoring template may be used to score doubtful shots, torn shot holes or shot groups with two or more shots (Rule 8.1.4). A scoring gauge may not be used to score a torn shot hole; it must be scored with a template. Shots that have been gauged or scored with a template 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 any shot scored with a gauge or template. If a third opinion is required, that person must also mark and initial the shot. The decision of the scorers on the value of any shot scored with a gauge or template is final and may not be protested.

8.2.2 Challenges of Manually Scored Targets

Shot value protests may only be made on shots whose values were decided without using a scoring gauge or scoring template (Rule 8.2.1). Shots whose values were decided with a scoring gauge or template cannot be challenged, unless there is a recording, tabulation or other obvious error.

8.3 ELECTRONIC TARGETS (EST)

8.3.1 Approved Systems

Current ISSF-Phase I or II approved targets are produced by DISAG, Megalink, Meyton, SIUS AG and Suoter Technology. CMP Kongsberg (KTS) electronic targets are CMP-approved.

8.3.1 Electronic Target Scores

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

8.3.2 Protests or Complaints Regarding Electronic Target Scores

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 to protest the value or number of the shot(s). The protest must be made before the next shot is fired or within three (3) minutes after the last shot, except for failure of the rubber belt to advance.

- a) **Shot Does Not Register.** When a shot fails to register, the Range Officer will direct the firing of an additional shot. If this additional shot fails to register, the competitor must be moved to another firing position, be given additional sighting shots and be permitted to re-fire any shots that failed to register before continuing with the remaining record shots. If the additional shot registers, the competitor must continue firing on that target. At the end of the competition, the Statistical and/or Technical Officers must determine if the missing shot can be located on the backing target or rubber strip or if there is any evidence of an off-target miss. If the missing shot is found and cannot be scored accurately, the additional shot at the end must be counted. If there is credible evidence that the competitor fired an off-target miss, the missing shot must be scored as a miss (0) and the additional shot at the end must be nullified. If there is no credible evidence of an off-target miss, the Statistical and/or Technical Officers may conclude that the target malfunctioned and count the additional shot at the end.
- b) **Erroneous Scoring; Rubber Belt Not Advancing.** If the rubber belt is not advancing, the target must be repaired or the competitor must be moved to another firing position, be given additional sighting shots and be permitted to re-fire all shots that were fired after the rubber belt stopped advancing before continuing with the remaining record shots. After firing is complete, the Statistical and/or Technical Officers will determine the exact number of re-fired shots to be counted (starting with the first shot fired after the rubber belt stopped advancing) according to ISSF Rule 6.10.6.
- c) **Protested Shot Value.** If a protest is made concerning the indicated value of a shot, the competitor will be directed to fire an extra shot so that this shot may be counted if the protest is upheld and the correct value of the shot cannot be determined. After firing is complete, the Range Officer and Statistical Officer will determine the value

of any shot that failed to register or whether the value of a protested shot that registered was scored correctly by applying ISSF Rules for electronic scoring targets. If a protest concerning a shot value, other than zero or failure to register, is not upheld, a two-point penalty must be applied. Shots within two (2) decimal rings of a higher value whole number may not be protested in an attempt to gain a point.

- d) **Protest/Complaint Decision.** Decisions by the Statistical and/or Technical Officers regarding protested shots on electronic targets are final and may not be appealed.
- e) **Scoring Complaint During Sighters.** A competitor may protest that a target is scoring inaccurately only during sighting shots and may be given an opportunity to move to another target, but if the Statistical and/or Technical Officers subsequently determine that the sighting shots were scored accurately after applying ISSF Rule 6.10.8, a two-point penalty must be assigned to the lowest value shot on the first competition series.

8.4 VISUAL IMAGE SCORING SYSTEMS

8.4.1 Definition

A Visual Imaging Scoring (VIS) system uses computer vision techniques (i.e. scanning, digitizing, photographs, etc.) and software to evaluate and score shots on paper targets. VIS systems must include a quantified metric that measures the accuracy of each scored shot.

8.4.2 Approved systems

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

8.4.3 Scoring rings on VIS Targets

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

8.4.4 Visual Image Electronic Scores

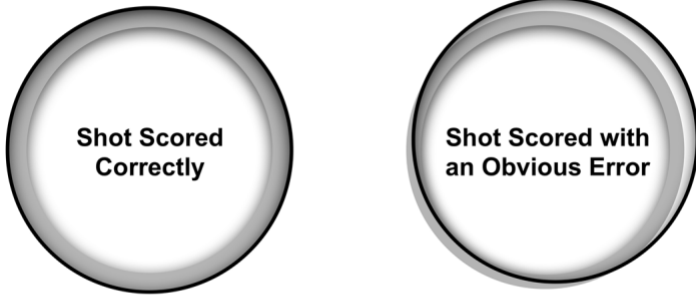
Scores determined by an approved VIS system are final unless protested in accordance with Rules 8.1.9 and 8.4.5. During VIS scoring, the Statistical Officer or Scorer may correct obvious scoring errors, such as failure to correctly locate a shot or paper tears, etc.

8.4.5 Requests for Re-Evaluation of Visual Image Scores

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

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

Shot Score Verification — VIS Scoring System



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

8.5 BREAKING TIES

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

8.5.1 Ties in Events or Positions with No Finals (or before Finals)

- Ties are broken in favor of the competitor with the highest number of inner tens or Xs, except that inner tens are not used to break ties if decimal scoring is used.
- If ties are not broken by inner tens or Xs, the tie must be broken according to the highest score in the last 10-shot series, then the next to the last 10-shot series, etc.
- For electronic targets, if the tie is not broken by a series-by-series countback, scores will be compared on a shot-by-shot basis, beginning with the last shot, then the next to the last shot, etc. In a shot-by-shot countback, inner tens are considered to be a higher value than a ten.
- If paper targets and VIS scoring are used and a tie is not broken by a series-by-series countback, the tie will be broken according to the highest decimal score (individual shot) in the last 10-shot series and then the next to the highest decimal score, etc.. If the tie is not broken, this procedure will be applied to the next to the last 10-shot series, etc. until the tie is broken.
- If any ties remain, duplicate awards may be given.

8.5.2 Ties in Events with Finals

During a Final with electronic targets, ties for eliminations or 1st and 2nd places must be broken by shoot-offs (Rule 10.2.5).

8.5.3 Multiple Course Individual Aggregates

When a competition consists of two or more courses of fire, tie breaking will use the same rules that are used for single events (Rule 8.5.1 above). If there is a final or last final, the final and final tie-breaking procedures (Rule 8.5.2) apply. Where there is no final, ties will be broken by using the highest total number of inner tens or Xs, then the highest score in the last 10-shot series fired, then by using the next to the last 10-shot series score, etc.

8.5.4 Team Events

Ties in team events are decided by totaling the scores from all members of the tied teams and then applying the tie-breaking rules for individual events listed above (Rule 8.5.1). *Note: The first step in breaking team ties in a three-position event is to total the inner tens or Xs fired by the four team members.*

8.6 RESULTS LISTS

Targets must be scored as quickly as possible after they are fired. After targets are scored, ranked results lists must be posted on the Official Bulletin Board (Rule 6.3.6) so competitors can see them and the scoring protest period can begin (see Rule 8.1.9). After all scoring protests are decided and all ties are broken, the Statistical Officer must produce a Final Results List or bulletin. Results List must show all individual and team competitors in order of their ranking or place finish with ties broken according to Rule 8.5. Copies of the Official Results List should be distributed to participating teams and individuals electronically or through printed results. An electronic results list that is accessible to the public on an Internet website may be used as an Official Results List.

9.0 PROTESTS AND APPEALS

9.1 RIGHT TO PROTEST

Any competitor or team that is penalized or disqualified or that believes the conditions of a competition are not in accordance with applicable CMP Rules may protest the competition conditions or decision in question. However, decisions by an authorized Target Officer, Statistical Officer or Technical Officer made in accordance with applicable scoring rules (Rule 8.1.9) regarding the number and scores of shots are final and may not be protested.

9.2 PROTEST PROCEDURES (See Chart on page 57)

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 should be paid when the protest is submitted. The protest fee must be returned if the protest is upheld or retained by the Competition Sponsor if the protest is denied.

9.2.2 Complaint

A competitor may “complain” about competition conditions or a Competition Official's decision to any Competition Official who may answer the complaint or involve another Competition Official in responding to the complaint.

9.2.3 Verbal Protests

If this informal procedure does not resolve the complaint, a competitor, team coach or team captain may state his/her intent to “protest” to any Competition Official within 30 minutes of the condition or decision being protested. At least two Competition Officials (must be a Range Officer, Assistant Chief Range Officer, Chief Range Officer, Statistical Officer, Technical Officer or Match Director) must hear and decide the protest.

9.2.4 Written Protest and Request for Jury Decision

If the competitor or team coach or captain is not satisfied with the Competition Officials' decision, the competitor or team coach or captain may request a Jury decision. Any appeal to a Jury must be in writing, be submitted within 30 minutes after the original protest decision and be accompanied by a protest fee of \$20.00. The protest fee must be returned if the Jury reverses the Competition Officials' protest decision. The Match Director must appoint a Jury in accordance

CMP PROTEST FORM <small>Match sponsors may copy this form to make it available to any competitor or team official who wishes to file a written protest</small>	
Name of person filing protest:	
Phone No.	Email:
What action or decision are you protesting?	
What is the reason for your protest?	
What rule or rules are applicable?	
<small>This protest will be decided by a Jury appointed by the Match Director. Jury decisions may be appealed to the Club.</small>	

with Rule 4.6 to decide the protest, except that at the National Matches a National Matches Protest Jury (see 4.6) shall decide protests. A competition official who was involved in the original competition officials' decision may not serve on the Jury.

9.3 PROTEST DECISIONS

A majority of the Jury must decide the protest. The Jury decision must be based on these Competition Rules as they are written. In cases where the Jury must make a rule interpretation, the intent and spirit of the applicable rule(s) must be respected. The Jury decision must be in writing. The Jury decision is final, unless the person filing the protest, the Jury or the Match Director requests a final ruling from a CMP Protest Committee.

9.4 APPEAL OF PROTEST DECISION

Any party involved in a protest decided by a Jury may appeal that decision to the CMP for review by a CMP Protest Committee. An appeal of any Jury decision must be submitted to the CMP within 72 hours and will be decided by a CMP Protest Committee appointed by the CMP Chief Operating Officer. Decisions by a CMP Protest Committee are final. There is no further right of appeal.

9.5 PROTESTS AT NATIONAL MATCHES

A CMP National Matches Protest Jury, appointed by the CMP Chief Operating Officer, and consisting of three persons, including one senior CMP staff member, will decide protests submitted during CMP National Matches events. Decisions by the CMP National Matches Protest Committee are final. There is no further right of appeal.

10.0 FINALS

A Final is a visual, dramatic and exciting way to conclude shooting competitions. In Finals, the top eight (8) competitors (prone finals may alternatively start with ten finalists) in an individual event or aggregate compete in a Final where other competitors and interested persons may participate as spectators.

10.1 GENERAL FINALS PROCEDURES

10.1.1 Option to Conduct Finals

A Final is not required in CMP Smallbore Rifle competitions, but, if 8-10 electronic targets are available, a Final is highly recommended as a means of offering competitors a new, exciting and rewarding experience and a dramatic way to determine award winners. A Final may be a separate event for the top eight competitors in an individual event or aggregate, or it may be used to decide match winners or a point system may be used to combine individual event or aggregate results with results in a Final. *Note: In a point system, finalists are awarded bonus points to be added to their individual event or aggregate score. In most point systems, the 1st place finisher in the Final receives 8 additional points, the 2nd 7 points, etc.*

10.1.2 Final Round Start Positions

The top eight (8) competitors in the individual event or aggregate advance to the Final. Finalists are squadded on eight adjacent firing points according to a random draw.

10.1.3 Scoring Final Round Targets

All Final record shots are scored in decimal (tenth) ring values.

10.1.4 Finalist Reporting

The start time of the Final is when commands for the first record series begin. The start time of the Final must be announced in advance. Finalists should report to the Range Officer at least 20-30 minutes before the start of the Final to have time to prepare and complete their Preparation and Sighting Stage.

10.1.5 Officials

The Chief Range Officer is responsible for conducting the Final and giving all commands. The Chief Range Officer or an Announcer is responsible for introducing the finalists and giving score announcements and commentary.

10.1.6 Presentation of Competitors

The eight finalists should be introduced and recognized after they are called to the line and before the Preparation and Sighting Stage starts. Finalists must be introduced in firing point order from left to right. No finalist may begin to set up equipment or get into position until all eight finalists are introduced.

10.1.7 Presentation for Spectators

A primary objective of Finals is to present the conclusions of competitions to spectators in ways that showcase the talents and skills of the best competitors in the competition. Spectators, family members and other competitors should be encouraged to attend. Seating should be provided for spectators who are encouraged to applaud and cheer during Finals. A scoreboard displaying scores and current rankings that is visible to spectators should be on the range. The Range Officer or an Announcer should give scores and commentary about current rankings after each series or shot in the Final.

10.2 SPECIAL RULES FOR CONDUCTING FINALS

During the conduct of record series or shots, the following rules apply:

10.2.1 Loading Before the LOAD Command

Competitors may not contact the rifle with a cartridge (see Rule 2.7) before the command **LOAD**. The first violation results in a warning. The second violation must be penalized with a two (2) point deduction.

10.2.2 Firing Before the START Command

Any shot fired before the commands **LOAD** or **START** must be scored as a miss for that shot.

10.2.3 Firing After the STOP Command

Any shot fired after the command **STOP** must be scored as a miss for that shot.

10.2.4 Aiming Exercises

Aiming or holding exercises between record shots are allowed. Dry firing between record shots is not allowed. A two-point penalty must be deducted from the score of the next shot for each instance of dry firing.

10.2.5 Shoot-Offs to Decide Ties

Ties for any place finish must be decided by shoot-offs. When there is a tie, the Range Officer will command: **THE FOLLOWING COMMANDS ARE FOR FIRING POINTS (give firing point numbers) ONLY...FOR THE SHOOT-OFF SHOT...LOAD... (5 second pause)...START**. After the tied competitors have fired their shots or after 30/50 seconds, the Range Officer will command **STOP**. If the tie is not broken, the shoot-off will continue shot-by-shot until the tie is broken. The other finalists must wait until the shoot-off is completed before results for all shots are announced and the Final is continued. If a finalist who is not in a shoot-off inadvertently loads and fires a shot during a shoot-off or malfunction refire, the shot shall be nullified and the competitor must not be penalized.

10.2.6 Early Stop Command

If the command **STOP** is given before the time limit expires and a competitor has not fired his/her shot, the competitor must be given a new 30/40/50-second time limit to fire any shot that was not fired (2 unfired shots in a series = 60/80/100 seconds). The Range Officer will command: **THE FOLLOWING COMMANDS ARE FOR FIRING POINT (give firing point number) ONLY...THE COMMAND LOAD HAS BEEN GIVEN... (5 second pause)...START**. The other finalists must wait until this shot is completed before results for all shots are announced and the Final is continued.

10.2.7 Malfunctions in Finals

If a competitor has a malfunction that is not his/her fault, the competitor will be given a maximum of one (1) minute to repair the malfunction or replace the rifle. As soon as the

malfunction is repaired or the rifle is replaced, the Range Officer will give a new 30/50-second time for the competitor to fire the malfunction shot, starting with the command: **THE FOLLOWING COMMANDS ARE FOR FIRING POINT (give firing point number) ONLY...LOAD...**(5 second pause)...**START**. If the malfunction is not repaired or the rifle replaced within one (1) minute, the competitor must withdraw from the Final and the Range Officer must continue the Final for the remaining competitors. The other finalists must wait until the malfunction shot is completed or the competitor withdraws before results for all shots are announced and the Final is continued. Only one malfunction per competitor may be claimed in a Final.

10.2.8 Protests in Finals

- a) Protests of shooting conditions in the Final must be made immediately and will be decided as soon as possible by two Competition Officials (Chief Range Officer, Assistant Chief Range Officer, Range Officer, Statistical Officer, Technical Officer or Match Director) before the Final can continue.
- b) If a finalist's shot fails to register (no score displayed) or an unexpected zero (0) is displayed, the competitor may protest, but must do so immediately after the shot value is displayed or fails to display and before the commands for the next shot commence. The competitor may protest by raising his/her hand and announcing "Protest."
- c) Competition Officials must decide the protest before the Final can continue. Unless there is obvious evidence that the competitor fired a miss (there is a shot hole outside the scoring rings on the target) or that the competitor fired an off-target miss (witnessed or confirmed by a Range Officer), they must allow the competitor to refire the shot. If a refire shot fails to display, the competitor must be moved to another target (see 10.2.9 a) below). If the refire shot displays, and there is no credible evidence that the competitor fired an on-target or off-target miss, Competition Officials may decide that the target malfunctioned, count the refire shot and continue the Final.

10.2.9 Target Malfunctions

- a) **Single Target Malfunction** - If an electronic target fails to function, the competitor must be moved to a new target. He/she will be allowed an additional two (2) minute period for sighting shots before he/she completes the missing shot(s). The other finalists must wait until this shot(s) is completed before continuing the Final.
- b) **Malfunction of All Targets** - If all electronic targets malfunction during the final and can be repaired within one (1) hour, the remaining Final shots will be completed after an additional five (5) minute Preparation and Sighting Stage. If the targets cannot be repaired within one (1) hour, the completed Final shots will be totaled and used as the official score.

10.3 PRONE FINAL PROCEDURES

The Prone Final consists of unlimited sighting shots fired in a five (5) minute combined Preparation and Sighting Time and a Record Fire Stage consisting of 24 record shots, with two five (5) shot series fired in a time limit of 150 seconds each, followed by 14 individual shots each fired on command in a time limit of 30 seconds.

10.3.1 Call to the Line and Introduction of Finalists

12 minutes before the start time, the Range Officer must call finalists to the firing line with the command **COMPETITORS TO THE LINE...GROUND YOUR RIFLES**. After grounding their rifles, all finalists must turn to the rear towards spectators for their introduction. Finalist introductions should give the name and hometown; the Announcer may comment on the competitor's competition record. After the introductions, the Range Officer will command **TAKE YOUR POSITIONS**. Competitors will then have a two (2) minute period when they may handle their rifles and get into the prone position. After they get into the prone position, they may carry out holding and aiming exercises, but they may not remove safety flags from their rifles.

10.3.2 Five (5) Minute Preparation and Sighting Stage

- a) After two (2) minutes, the Range Officer will command **PREPARATION AND SIGHTING...TIME LIMIT FIVE (5) MINUTES...START**. Competitors may complete their preparations for the Final, load and fire unlimited sighters during this time.
- b) The Range Officer must give competitors a verbal warning when thirty seconds remain in the Preparation and Sighting Time with the command **THIRTY SECONDS**
- c) The sighting period ends with the command **STOP--UNLOAD**. Competitors must stop firing.

10.3.3 Changing from Sighting to Record Shots

There must be a 30-second pause after the **STOP** command and before the commands for the first record shot. This gives the Technical Officer time to switch from sighting to record scoring. The announcer may use this time to explain that record firing is about to begin.

10.3.4 Prone Final 5-Shot Series Commands

The Range Officer must conduct the Final by using the commands and procedures specified in this section (Rule 10.3). A Range Officer script with these procedures and commands is found on pages 43-48.

- a) For each Final Round record series, the Range Officer will command **FOR THE FIRST/NEXT COMPETITION SERIES...LOAD**.
- b) After a 5 second delay to give Finalists time to load, the Range Officer will command **START**.
- c) 150 seconds after the **START** command, the Range Officer will command **STOP**. If no count-down clock is visible to all finalists, the Range Officer may give a "30 Seconds" warning.
- d) After the **STOP** command, the Range Officer or Announcer will announce the scores and give brief commentary about the current rankings.
- e) After commentary on the first series is finished the Range Officer will conduct the second 5-shot series using the same procedures.
- f) If the Final has 10 finalists, the 10th and 9th place competitors will be eliminated after the second 5-shot series.

10.3.5 Prone Final Single Shot Commands

After the two 5-shot series, the Range Officer will continue the Final with 14 single shots and the elimination of the lowest ranked finalist after every two shots.

- a) After the commentary for the previous series/shot is finished, the Range Officer will command **FOR THE NEXT COMPETITION SERIES...LOAD**.
- b) After a 5-second delay to give Finalists time to load and resume their firing positions, the Range Officer will command **START**.
- c) 30 seconds after the **START** command, the Range Officer will command **STOP**.
- d) After the **STOP** command, the Range Officer or Announcer will announce the scores and give brief commentary about the current rankings.
- e) After shot 12, the 8th place competitor will be eliminated and recognized. After shot 14, the 7th place competitor will be eliminated and recognized. This will continue until shot 24 is fired and the 1st and 2nd place competitors are decided and recognized.
- f) After commentary regarding each shot is finished the Range Officer will conduct the next competition shot by using the same procedures.

10.4 THREE-POSITION FINAL PROCEDURES

The Three-Position Final has a total of 45 shots, with eliminations of the lowest ranking finalist starting after 40 shots and continuing until the gold and silver medalists are decided after 45 shots. The Three-Position Final consists of three 5-shot series in the kneeling position, three 5-shot series in the prone position, two 5-shot series and 5 single shots in the standing position.

10.4.1 Course of Fire and Time Limits

- 5 minute Preparation and Sighting Time
- 30 second pause to reset targets
- 5 shots kneeling in 200 seconds (3 min., 20 sec.)
- 5 shots kneeling in 200 seconds (3 min., 20 sec.)
- 5 shots kneeling in 200 seconds (3 min., 20 sec.)
- 5 shots prone in 150 seconds (2 min., 30 sec.)
- 5 shots prone in 150 seconds (2 min., 30 sec.)
- 5 shots prone in 150 seconds (2 min., 30 sec.)
- 5 shots standing in 250 seconds
- 5 shots standing in 250 seconds (4 min., 10 sec.), eliminate 8th and 7th places
- 1 shot in 50 seconds, eliminate 6th place.
- 1 shot in 50 seconds, eliminate 5th place.
- 1 shot in 50 seconds, eliminate 4th place.
- 1 shot in 50 seconds, eliminate 3rd place.
- 1 shot in 50 seconds, 1st and 2nd places are decided.

10.4.2 Conduct of Three-Position Final

The Range Officer must conduct the Three-Position Final by using the commands and procedures in Rule 10.3.1 to call the finalists to the line, in Rule 10.3.2 to conduct the 5-shot series and in Rule 10.3.3 to conduct the single shots, except that the time limits for each series or shot shall be as specified in 10.4.1 above.

10.4.3 Ending the Final, Electronic Targets

If there are no ties, the Range Officer or Announcer will announce **THERE ARE NO TIES, RESULTS ARE FINAL** and immediately recognize the top three competitors by announcing **THE BRONZE MEDAL WINNER, WITH A SCORE OF (final score) IS (COMPETITOR'S NAME); THE SILVER MEDAL WINNER, WITH A SCORE OF (final score) IS (COMPETITOR'S NAME) and THE GOLD MEDAL WINNER, WITH A SCORE OF (final score), IS (COMPETITOR'S NAME).**

11.0 NATIONAL RECORDS

11.1 PURPOSE

National Records give special recognition to the most outstanding scores fired by competitors in CMP-governed shooting events. This rule establishes standards for National Record recognition. A current National Record List will be published on the CMP web site after the first record list is compiled.

11.2 STANDARDS FOR ESTABLISHING RECORDS

To be recognized as a National Record, competitors' scores must fulfill these conditions:

11.3 ELIGIBLE COMPETITIONS

National Record scores must be fired in competitions conducted or supervised by the CMP Staff in accordance with CMP Competition Rules.

11.4 RECORD RECOGNITION PROCEDURE

CMP Staff will compile the list of National Records. This list will be published on the CMP website. Possible new National Records will be identified after each eligible competition and the list of National Records will be updated as required. Any competitor or other person who believes that a possible National Record has been overlooked is encouraged to contact CMP Competitions at smallbore@thecmp.org.

11.5 TIED SCORES

When two or more competitors have the same numerical score that is a possible National Record, the score with the highest X-count will be recognized. If two or more competitors have the same numerical score and the same X-count, the tie will not be broken and they will be recognized as National Record co-holders.

11.6 NATIONAL RECORD EVENTS

National Records are recognized for the following events. Inner tens will be used to break ties involving National Record scores.

- Individual, three-positions, 50 yards/50m, 3x40 shots, metallic sights
- Individual, three-positions, 50 yards/50m, 3x40 shots, optical sights
- Individual, three-position Final, 50 yards/50m, 3x15 shots, metallic sights
- Individual, three-positions, 50 yards/50m, 3x20 shots, metallic sights
- Individual, three-positions, 50 yards/50m, 3x20 shots, optical sights
- Individual, three-positions, 50 feet, 3x40 shots, metallic sights
- Individual, three-positions, 50 feet, 3x40 shots, optical sights
- Individual, three-positions, 50 yards/50m, 3x20 shots, metallic sights
- Individual, prone position, 50 yards, 40 shots, metallic sights
- Individual, prone position, 50 meters (national target), 40 shots, optical sights
- Individual, prone position, 50 yards 20 shots + 100 yards 20 shots, metallic sights
- Individual, prone position, 100 yards, 40 shots, metallic sights
- Individual, prone position, 1200 Aggregate, metallic sights
- Individual, prone position, 1600 Aggregate, metallic sights
- Individual, three-positions, 50 yards, 3x20 shots, optical sights
- Individual, prone position, 50 yards, 40 shots, optical sights
- Individual, prone position, 50 meters (national target), 40 shots, optical sights
- Individual, prone position, 50 yards 20 shots + 100 yards 20 shots, optical sights
- Individual, prone position, 100 yards, 40 shots, optical sights
- Individual, prone position, 1200 Aggregate, optical sights
- Individual, prone position, 1600 Aggregate, optical sights
- Teams, 4 members, three-positions, 50 yards, 3x40 each
- Teams, 4 members, prone, 50 yards 20 shots + 100 yards 20 shots, metallic sights
- Teams, 4 members, prone, 50 yards 20 shots + 100 yards 20 shots, optical sights

11.7 RECORD CATEGORIES

For each course of fire in which records are recognized, National Records also are recognized for competitors who are members of the following categories:

- Men, open
- Women, open
- Senior Men (≥ 60 years of age)
- Senior Women (≥ 60 years of age)
- Grand Senior Men (≥ 70 years of age)
- Grand Senior Women (≥ 70 years of age)
- Junior Men (≤ 20 years of age)
- Junior Women (≤ 20 years of age)

- Intermediate Junior Men (≤ 17 years of age)
- Intermediate Junior Women (≤ 17 years of age)
- Sub-Junior Men (≤ 14 years of age)
- Sub-Junior Women (≤ 14 years of age)

**FIRING PROCEDURES AND RANGE OFFICER COMMANDS
FOR SMALLBORE RIFLE COURSES OF FIRE AND FINALS**

**COMMANDS FOR CONDUCTING 20-SHOT
SMALLBORE RIFLE STAGES ON PAPER TARGETS**

COMMANDS	INSTRUCTIONS
<i>Before the competition:</i>	<i>Before a competition, the Range Officer must prepare the range for firing. Competitors may not move their equipment to the firing line until the Range Officer calls them to the firing line.</i>
10:00 minutes before Start Time (when firing starts)	
<p>WELCOME TO THE (Competition Name)</p> <p>RELAY NUMBER (Relay Number)</p> <p>YOU MAY MOVE YOUR RIFLES AND EQUIPMENT TO THE FIRING LINE...GROUND YOUR RIFLES</p>	<p><i>The Range Officer begins each relay by calling competitors to the firing line and welcoming them to the competition.</i></p> <p><i>When competitors go downrange to hang their targets, all rifles must be grounded with actions open and safety flags inserted.</i></p>
<p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR...GO FORWARD AND HANG YOUR TARGETS</p>	<p><i>Range Officers must signal YES or NO to indicate that all rifles are grounded with safety flags inserted.</i></p> <p><i>Competitors may go downrange to hang targets. No one may handle rifles while personnel are downrange.</i></p>
After all targets are hung and all personnel are back from downrange:	

<p>ALL PERSONNEL ARE BACK FROM DOWNRANGE...YOU MAY HANDLE YOUR RIFLES</p> <p>YOUR PREPARATION PERIOD WILL BEGIN IN FIVE MINUTES</p>	<p><i>This initiates the competitors' Pre-Preparation Time. After being authorized to handle their rifles, competitors may set up their equipment, take their positions and do holding and aiming exercises. Safety flags may not be removed.</i></p>
---	---

After 5:00 minutes:

<p>YOUR PREPARATION PERIOD BEGINS NOW</p>	<p><i>During the Preparation Period, competitors may remove safety flags, close rifle actions and dry fire. They may not load a cartridge in their rifle.</i></p>
--	---

After 3:00 minutes

<p>YOUR PREPARATION PERIOD HAS ENDED</p> <p>THIS STAGE WILL BE 20 SHOTS (KNEELING/PRONE/STANDING) IN A TIME LIMIT OF (30/20/40) MINUTES.</p> <p>WITH ONE ROUND...LOAD... IS THE LINE READY? THE LINE IS READY</p> <p>START</p>	<p><i>If the line is not ready, command:</i></p> <p>THE LINE IS NOT READY</p> <p><i>After confirming that the line is ready, continue with:</i></p> <p>RESUMING COMMANDS...IS THE LINE READY? THE LINE IS READY</p> <p><i>The time limit begins when the command START is given.</i></p>
--	---

After 30:00/20:00/40:00 minutes

<p>STOP—UNLOAD</p> <p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR...GO FORWARD AND CHANGE TARGETS</p>	<p>When the STOP—UNLOAD command is given, all competitors must insert safety flags and ground their rifles.</p> <p>Range Officers must signal YES or NO to indicate that all rifles are grounded with safety flags inserted.</p> <p>Competitors may go downrange to change targets. No one may handle rifles while personnel are downrange.</p>
--	--

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

<p>TAKE YOUR POSITIONS, YOUR PREPARATION PERIOD FOR THE NEXT STAGE WILL BEGIN IN TWO MINUTES</p>	<p><i>This initiates the competitors' second Pre-Preparation Time. After being authorized to handle their rifles, competitors may set up their equipment, take their positions and do holding and aiming exercises. Safety flags may not be removed.</i></p>
---	--

Return to the command YOUR PREPARATION PERIOD BEGINS NOW above and continue to follow the script to complete the second 20-shot stage.

Or After a 40-shot match is completed and all personnel are back from downrange:

<p>THE LINE IS CLEAR, RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</p> <p>THE FIRING LINE IS CLEAR...YOU MAY GO FORWARD OF THE FIRING LINE TO POLICE YOUR BRASS AND TRASH.</p>	<p><i>Cleared rifles should be removed from the firing line before authorizing the brass and trash call.</i></p>
---	--

If there are additional relays of competitors to fire, the Range Officer will announce a five-minute changeover period for the next relay. During this time, competitors on the relay that just finished must remove their equipment from the firing line and competitors on the next relay must move their equipment to the firing line. The CRO should then return to the welcome and call to the firing line for the next relay according to the scheduled start time for that relay.

COMMANDS FOR CONDUCTING A PRONE FINAL ON EST

COMMANDS	INSTRUCTIONS
<p><i>Before the competition:</i></p>	<p><i>Before a competition, the Range Officer must prepare the range for the Final. The eight (or ten) firing points used for the Final should be numbered as firing points A-H. Competitors may not move their equipment to the firing line until the Range Officer calls them to the firing line.</i></p>
<p>WELCOME TO THE FINAL FOR THE (Competition Name) PRONE RIFLE EVENT.</p> <p>FINALISTS TO THE LINE...GROUND YOUR RIFLES AND EQUIPMENT.</p> <p>PLEASE WELCOME THE FINALISTS. ON FIRING POINT A, IS (FIRST NAME, LAST NAME) FROM (Home town). This sequence continues until all eight (ten) finalists are introduced.</p>	<p><i>The Range Officer begins the Final by calling the finalists to the firing line.</i></p> <p><i>Competitors must bring their rifles to the firing line and ground them on their assigned firing points with actions open and safety flags inserted. All finalists must turn to face spectators for the introductions.</i></p> <p><i>Either the Range Officer or an Announcer can introduce each competitor. All finalists must continue to face the spectators until all have been introduced.</i></p>
<p>TAKE YOUR POSITIONS, YOUR PREPARATION AND SIGHTING TIME WILL START IN TWO MINUTES</p>	<p><i>Finalists may handle their rifles and get into the prone position. They may do aiming and holding exercises, but they may not remove safety flags or dry fire until the Preparation and Sighting Time begins.</i></p>

COMMANDS FOR CONDUCTING A PRONE FINAL ON EST

COMMANDS	INSTRUCTIONS
<i>After 2:00 minutes</i>	
<p>PREPARATION AND SIGHTING... TIME LIMIT FIVE MINUTES...START</p> <p>30 SECONDS</p>	<p><i>This is a combined Preparation and Sighting Time. During this period, competitors may finish getting into the prone position, remove safety flags and load and fire unlimited sighting shots.</i></p> <p><i>The Range Officer gives a 30 second warning after 4 minutes and 30 seconds elapse.</i></p>
<i>After 5:00 minutes:</i>	
<p>STOP-UNLOAD THE PREPARATION AND SIGHTING TIME HAS ENDED</p>	<p><i>The Technical Officer must reset the targets from sighter to record.</i></p>
<i>After 30 seconds:</i>	
COMMANDS FOR 5-SHOT FINALS SERIES:	
<p>FOR THE FIRST COMPETITION SERIES,...LOAD...(5-sec. pause) ...START</p>	<p><i>The time limit for Prone Final 5-shot series is 150 seconds</i></p>
<i>After 150 seconds:</i>	

<p>STOP <i>(Commentary on competitors' scores and standings)</i></p> <p>FOR THE NEXT COMPETITION SERIES, LOAD....(5 sec. pause)...START</p>	<p><i>The Range Officer or Announcer should make short comments about the scores, rankings and any changes in rankings.</i></p> <p><i>Commands for the next series begin immediately after the scores and comments.</i></p>
---	---

After 150 seconds:

<p>STOP-UNLOAD <i>(Commentary on competitors' scores and standings)</i></p>	<p><i>The Range Officer or Announcer should make short comments about the scores, rankings and any changes in rankings. Inform spectators that the Final is now changing to single shots with eliminations after every two shots. If there were ten finalists, the 10th and 9th place finalists are eliminated and recognized after the second 5-shot series.</i></p>
--	---

After two 5-shot series, the prone final continues with single shots

COMMANDS FOR SINGLE SHOTS:

<p>FOR THE NEXT COMPETITION SHOT,...LOAD...(5-second pause)...START</p>	<p><i>The time limit for Prone Final single shots is 30 seconds</i></p>
--	---

After 30 seconds:

<p>STOP <i>(Commentary on competitors' scores and standings)</i> FOR THE NEXT COMPETITION SHOT, LOAD....(5 second pause)...START</p>	<p><i>After every two shots, the lowest ranking athlete is eliminated. The Range Officer or Announcer must recognize the competitor who is eliminated and then make short comments about the scores, rankings and any changes in rankings.</i></p> <p><i>Commands for the next series begin immediately after the scores and comments.</i></p>
--	--

After 30 Seconds, the STOP command is given. The Announcer or Range Officer makes brief commentary about the scores and rankings and the commands will continue for succeeding shots until 24 total shots are fired.

After the 12th shot, the 8th place competitor is eliminated. The Announcer or Range Officer must recognize the 8th place finisher. After competitors are eliminated, they must insert safety flags, leave their rifles on their firing points and take a seat to the rear of the firing points.

After the 14th shot, the 7th place competitor is eliminated. The Announcer or Range Officer must recognize the 7th place finisher.

After the 16th shot, the 6th place competitor is eliminated. The Announcer or Range Officer must recognize the 6th place finisher.

After the 18th shot, the 5th place competitor is eliminated. The Announcer or Range Officer must recognize the 5th place finisher.

After the 20th shot, the 4th place competitor is eliminated. The Announcer or Range Officer must recognize the 4th place finisher.

After the 22nd shot, the 3rd place competitor is eliminated. The Announcer or Range Officer must recognize the 3rd place finisher.

After the 24th shot:

<p>STOP—UNLOAD...</p> <p>THERE ARE NO TIES...RESULTS ARE FINAL</p> <p>THE BRONZE MEDAL WINNER, WITH A SCORE OF (final score), IS (Competitor's Name) FROM (Hometown); THE SILVER MEDAL WINNER, WITH A SCORE OF (final score), IS (Competitor's Name) FROM (Hometown); and THE GOLD MEDAL WINNER, WITH A SCORE OF (final score), IS (Competitor's Name) FROM (Hometown).</p> <p>IS THE LINE CLEAR?</p> <p>YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</p>	<p><i>When the STOP—UNLOAD command is given after the 24th shot, the 1st and 2nd place competitors must insert safety flags and ground their rifles.</i></p> <p><i>After the last shot, the Range Officer or Announcer must immediately recognize the first three place winners as soon as the 3^d place finisher can be brought back to the firing line</i></p> <p><i>After recognizing the place winners, the line must be cleared (all actions open, safety flags inserted), and equipment removed from the firing line.</i></p>
<p>THANK YOU FOR ATTENDING TODAY'S SMALLBORE RIFLE PRONE FINAL!</p>	<p><i>The Range Officer or Announcer may make appropriate closing remarks or announcements.</i></p>

IF THERE IS A TIE FOR ANY PLACE TO BE ELIMINATED, THE RANGE OFFICER SHALL CONDUCT A SHOT-BY-SHOT SHOOT-OFF USING THESE COMMANDS:

<p>THERE IS A TIE FOR Xth PLACE BETWEEN THE ATHLETES ON POSITIONS X AND Y (identify firing points)</p> <p>THESE COMMANDS ARE FOR POSITIONS X AND Y ONLY FOR THE TIE-BREAKING SHOT... LOAD....(5 second pause) ...START</p>	<p><i>If there is a tie, the tie-breaking shot must be completed before any comments are made about competitors' scores and rankings. Any finalists on the line who are not involved in the tie must stand by while the tie-breaking shot(s) is conducted.</i></p>
<p>After 30 seconds:</p>	
<p>STOP</p> <p><i>(The results of the tie-breaking shot are announced; this is followed by comments about competitors' scores and rankings)</i></p>	<p><i>The final will resume immediately after the announcements.</i></p>

COMMANDS FOR CONDUCTING A 3-POSITION FINAL ON EST

COMMANDS	INSTRUCTIONS
<p><i>Before the competition:</i></p>	<p><i>Before a competition, the Range Officer must prepare the range for the Final. The eight firing points used for the Final should be numbered as firing points A-H. Competitors may not move their equipment to the firing line until the Range Officer calls them to the firing line.</i></p>
<p>WELCOME TO THE FINAL FOR THE (Competition Name) THREE-POSITION RIFLE MATCH.</p> <p>COMPETITORS TO THE LINE...GROUND YOUR RIFLES AND EQUIPMENT.</p> <p>PLEASE WELCOME THE FINALISTS.</p> <p>ON FIRING POINT A, IS (First Name, Last Name) FROM (Home town). This sequence continues until all eight finalists are introduced.</p>	<p><i>The Range Officer begins the Final by calling the finalists to the firing line.</i></p> <p><i>Competitors should bring their rifles to the firing line and ground them on their firing points with actions open and safety flags inserted. All finalists must turn to face spectators for the introductions.</i></p> <p><i>Either the Range Officer or an Announcer can introduce each competitor. All finalists must continue to face the spectators until all eight finalists have been introduced.</i></p>
<p>TAKE YOUR POSITIONS, THE PREPARATION AND SIGHTING TIME WILL START IN TWO MINUTES</p>	<p><i>Finalists may handle their rifles and get into the kneeling position. They may do aiming and holding exercises, but they may not remove safety flags or dry fire until the Preparation and Sighting Time begins.</i></p>

COMMANDS FOR CONDUCTING A 3-POSITION FINAL ON EST

COMMANDS	INSTRUCTIONS
<i>After 2:00 minutes</i>	
<p>PREPARATION AND SIGHTING, TIME LIMIT FIVE MINUTES...START</p> <p>30 SECONDS</p>	<p><i>This is a combined Preparation and Sighting Time. During this period, competitors may finish getting into their kneeling positions, remove safety flags and load and fire unlimited sighting shots.</i></p> <p><i>The Range Officer gives a 30 second warning after 4 minutes and 30 seconds elapse.</i></p>
<i>After 5:00 minutes:</i>	
<p>STOP-UNLOAD</p> <p>THE PREPARATION AND SIGHTING TIME HAS ENDED</p>	<p><i>The Technical Officer must reset the targets from sighter to record.</i></p>
<i>After 30 seconds:</i>	
COMMANDS FOR 5-SHOT FINALS SERIES:	
<p>FOR THE FIRST/NEXT COMPETITION SERIES,...LOAD...(5-second pause)...START</p>	<p><i>The time limit for kneeling 5-shot series is 200 seconds.</i></p>
<i>After 200 seconds:</i>	

<p>STOP <i>(Commentary on competitors' scores and standings)</i></p> <p>FOR THE NEXT COMPETITION SERIES, LOAD....(5 second pause)...START</p>	<p><i>The Range Officer or Announcer should make short comments about the scores, rankings and any changes in rankings.</i></p> <p><i>Commands for the next series begin immediately after the scores and comments.</i></p>
--	---

After 200 seconds:

<p>STOP-UNLOAD <i>(Commentary on competitors' scores and standings)</i></p>	<p><i>The Range Officer or Announcer should make short comments about the scores, rankings and any changes in rankings.</i></p>
---	---

THIS COMMAND SEQUENCE WILL CONTINUE UNTIL THE FINALISTS HAVE FIRED THREE 5-SHOT SERIES IN KNEELING. AFTER THE THIRD SERIES IN KNEELING, FINALISTS CHANGE TO THE PRONE POSITION

<p>STOP-UNLOAD SEVEN MINUTE CHANGEOVER AND SIGHTING TIME...START <i>(Commentary on competitors' scores and standings)</i></p>	<p><i>During this changeover period, the finalists will change from the kneeling to the prone position and may fire unlimited sighters in the time available.</i></p> <p><i>The Range Officer or Announcer should make short comments about the scores, rankings and any changes in rankings.</i></p>
---	---

After 7:00 minutes:

STOP-UNLOAD...THE CHANGEOVER TIME HAS ENDED	<i>The Technical Officer must reset the targets from sighter to record.</i>
After 30 seconds:	
FOR THE NEXT COMPETITION SERIES, LOAD....(5 second pause)...START	<i>Commands for the next series begin immediately after the scores and comments.</i>
After 150 seconds:	
STOP-UNLOAD (Commentary on competitors' scores and standings)	<i>The Range Officer or Announcer should make short comments about the scores, rankings and any changes in rankings.</i>
THIS COMMAND SEQUENCE WILL CONTINUE UNTIL THE FINALISTS HAVE FIRED THREE 5-SHOT SERIES IN PRONE. AFTER THE THIRD SERIES IN PRONE, FINALISTS CHANGE TO THE STANDING POSITION	
STOP-UNLOAD NINE-MINUTE CHANGEOVER AND SIGHTING TIME...START (Commentary on competitors' scores and standings)	<i>During this changeover period, the finalists will change from prone to standing and may fire unlimited sighters in the time available. The Range Officer or Announcer should make short comments about the scores, rankings and any changes in rankings.</i>
After 9:00 minutes:	
STOP-UNLOAD...THE CHANGEOVER TIME HAS ENDED	<i>The Technical Officer must reset the targets from sighter to record.</i>
After 30 seconds:	

<p>FOR THE NEXT COMPETITION SERIES, LOAD....(5 second pause)...START</p>	
<p><i>After 200/150 /250 seconds:</i></p>	
<p>STOP-UNLOAD</p> <p><i>(Commentary on competitors' scores and standings)</i></p>	<p><i>After the second 5-shot series, the Range Officer or Announcer should recognize the 8TH and 7th place competitors who were eliminated and then make short comments about the scores, rankings and any changes in rankings.</i></p> <p><i>Commands for the next series begin immediately after the scores and comments.</i></p>
<p><i>THIS COMMAND SEQUENCE WILL CONTINUE UNTIL FINALISTS HAVE FIRED TWO 5-SHOT SERIES IN STANDING. AFTER THE SECOND STANDING SERIES, THE 8TH AND 7TH PLACE FINALISTS ARE ELIMINATED</i></p>	
<p>FOR THE NEXT COMPETITION SHOT, LOAD....(5 second pause)...START</p>	<p><i>Commands for the next single shot begin immediately after the scores and comments.</i></p>
<p><i>After 50 seconds:</i></p>	

<p>STOP-UNLOAD</p> <p><i>(Commentary on competitors' scores and standings)</i></p>	<p><i>The Range Officer or Announcer must recognize the competitors who are eliminated and then make short comments about the scores, rankings and any changes in rankings.</i></p> <p><i>Commands for the next series begin immediately after the scores and comments.</i></p>
---	---

THIS COMMAND SEQUENCE WILL CONTINUE UNTIL THE FINALISTS HAVE FIRED FIVE (5) SINGLE SHOTS IN STANDING.

AFTER THE 41ST SHOT, THE 6TH PLACE FINALIST IS ELIMINATED

AFTER THE 42ND SHOT, THE 5TH PLACE FINALIST IS ELIMINATED

AFTER THE 43RD SHOT, THE 4TH PLACE FINALIST IS ELIMINATED

AFTER THE 44TH SHOT, THE 3RD PLACE FINALIST IS ELIMINATED

AFTER THE 45TH SHOT, THE 1ST AND 2ND PLACE WINNERS ARE DECIDED

<p>STOP—UNLOAD</p> <p>THERE ARE NO TIES...RESULTS ARE FINAL...</p> <p>THE BRONZE MEDAL WINNER, WITH A SCORE OF (final score), IS (Competitor's Name) FROM (Hometown); THE SILVER MEDAL WINNER, WITH A SCORE OF (final score), IS (Competitor's Name) FROM (Hometown) and THE GOLD MEDAL WINNER, WITH A SCORE</p>	<p><i>When the STOP—UNLOAD command is given, all competitors must insert safety flags and ground their rifles.</i></p> <p><i>After the last shot and as soon as the 3rd place finisher can be brought back to the firing line, the Range Officer or Announcer must immediately recognize the first three place winners.</i></p>
---	---

<p>OF (final score), IS (Competitor's Name) FROM (Hometown).</p> <p>IS THE LINE CLEAR?</p> <p>YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</p>	<p><i>After recognizing the place winners, the line must be cleared (all actions open, safety flags inserted), and equipment removed from the firing line.</i></p>
<p>THANK YOU FOR ATTENDING TODAY'S SMALLBORE RIFLE THREE-POSITION FINAL!</p>	<p><i>The Range Officer or Announcer may make appropriate closing remarks or announcements.</i></p>
<p><i>IF THERE IS A TIE FOR ANY PLACE TO BE ELIMINATED, THE RANGE OFFICER SHALL CONDUCT A SHOT-BY-SHOT SHOOT-OFF USING THESE COMMANDS:</i></p>	
<p>THERE IS A TIE FOR Xth PLACE BETWEEN THE ATHLETES ON POSITIONS X AND Y (identify firing points)</p> <p>THESE COMMANDS ARE FOR POSITIONS X AND Y ONLY FOR THE TIE-BREAKING SHOT... LOAD....(5 second pause)...START</p>	<p><i>If there is a tie, the tie-breaking shot must be completed before any comments are made about competitors' scores and rankings. Any finalists on the line who are not involved in the tie must stand by while the tie-breaking shot(s) is conducted.</i></p>
<p><i>After 30 seconds:</i></p>	
<p>STOP</p> <p>(The results of the tie-breaking shot are announced; this is followed by comments about competitors' scores and rankings)</p>	<p>The final will resume immediately after the announcements.</p>

CMP PROTEST FORM

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

Name of person filing protest:

Phone No.

Email:

What action or decision are you protesting?

What is the reason for your protest?

What rule or rules are applicable?

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

COMPLAINT AND PROTEST PROCEDURES CMP SMALLBORE RIFLE COMPETITIONS

PROCEDURAL STEPS	Reason for Complaint or Protest	Time Limit	Rule	Hearing and Decision By:	Fee
COMPLAINT	Disagreement with competition conditions or Competition Official's decision	None	9.2.1	Any Competition Official	None
VERBAL PROTEST	Complaint was not resolved.	30 minutes after incident	9.2.2	2 Competition Officials	None
WRITTEN PROTEST For NM protests, see below	Competitor was not satisfied with COs' decision, must be submitted on Protest Form.	30 minutes after COs' decision	9.2.3 and 9.3	3-person Jury appointed by Match Director At National Matches, the NM Protest Comm. makes final decision	\$20.00
APPEAL TO CMP	Competitor or COs may appeal Jury decision, except NM Protest Comm. Decisions are not subject to appeal.	72 hours after Jury decision	9.4	CMP Protest Committee	None

CO: Competition Official. COs who may decide protests are the Match Director, Range Officers, Statistical Officers and, if EST are used, Technical Officers (Rule 7.15).

COMPLAINT AND PROTEST PROCEDURES

Rule 8.1.9: "The purpose of scoring challenges is to correct errors, not to rescore shots that have already been scored with an approved method of scoring" (Rule 8.1.2).

SCORING METHOD	Scoring is done by:	Challenge Rule:	Challenges allowed for:	Challenge decision by:	Challenge fee:
Manual Scoring	Official Scorers appointed by Statistical Officer (may be competitors, volunteers or trained SOs)	8.1.9 8.2.2	Competitor may challenge the value of a shot or the number of shots that were not decided by using a scoring gauge or template.	Chief Statistical Officer (Rules 4.3 & 9.1)	≥ \$3.00, fee is must be returned if challenge is upheld
VIS (electronic) Scoring	Orion Scoring System (image technology and software)	8.1.9 8.4.5	Competitor may request a "re-evaluation" of a shot that he/she feels was scored incorrectly.	Statistical Officer must evaluate the original scan/image to decide if there was an "obvious error."	
Electronic Target Scoring	EST target and computer system	8.3.2	<ul style="list-style-type: none"> • Shot does not register (missing shot) • Unexpected zero • Protested shot value • Erroneous scoring (tape/belt not advancing) 	Technical & Statistical Officers must decide if target score (or missing shot) indication was correct.	

INDEX

AGE GROUPS	4
AMMUNITION	13
ALTERNATE RIFLE JACKET	11
APPEALS OF PROTEST DECISIONS	32
APPLICATION OF RULES	1
BACKING TARGETS	17
BIPOD	14
BLINDERS	14
BREAKING TIES	30-31
CALL TO THE FIRING LINE	22
CATEGORIES FOR COMPETITORS	4
CHANGING TARGETS	17
CHIEF RANGE OFFICER, RANGE OFFICERS	7
CLASSIFICATIONS	5
CLOTHING ACCESSORIES	8
CLOTHING, TRAINING AND UNDERGARMENTS	11
COACHING	21
COMMUNICATIONS SYSTEMS	14
COMPETITION EVENTS	18
COMPETITOR ID BADGES	14
COMPLETION OF FIRING	2
CONTROL SHEETS	17
CROSSFIRES	24
DISCLAIMED SHOT	24
DISTANCE	17
EAR PROTECTION	3
ELECTRONIC SCORING	28
ELECTRONIC TARGET MONITORS	17
ELECTRONIC TARGET SCORES (EST)	28
ENTRIES	21
EQUIPMENT	13
EYE PROTECTION	3
FINALS	19-20, 32
FINALS PROCEDURES	32
FIRING LINE AND FIRING POINT	17
FIRING POINT ASSIGNMENTS	21
GLOVE	12
GOING DOWNRANGE	3
GROUNDING RIFLES	2
HANDLING RIFLES	2
HEAD BLINDER	14
HEADGEAR	14
INTENT AND SPIRIT OF RULES	1
INTERNAL CROSSFIRES	24
INTERRUPTIONS	24-25
IRON-ANY TEAM EVENTS	21
IRREGULAR SHOTS	23, 26
JURY	7
KNEELING POSITION	15
KNEELING HEEL PAD	13
KNEELING ROLL	13
LATE ARRIVALS	25
LEAVING THE FIRING LINE	23
LOADING DURING FINALS	33
MALFUNCTIONS	25

MALFUNCTIONS IN FINALS	33
MATCH DIRECTOR.....	7
MATCH DIRECTOR'S BULLETIN	21
MATCH PROGRAM.....	21
MEDICAL CONDITIONS OR IMPAIRMENTS	6
METALIC SIGHTS.....	8
MISPLACED SIGHTING SHOT	24
MISSES	26
NATIONAL RECORD RECOGNITION	36
NATIONAL RECORDS	36
OFFICIAL BULLETIN BOARD.....	18
OPTICAL SIGHTS	8
PENALTIES	25
PREPARATION.....	22
PREPARING FOR THE FINAL	34
PRONE AGGREGATES.....	20
PRONE EVENTS	19-20
PRONE POSITION	15
PROTESTS AT NATIONAL MATCHES.....	32
PROTESTS DURING FINALS	34
PROTESTS OF VISUAL IMAGE ELECTRONIC SCORES.....	29
PROTESTS OR COMPLAINTS REGARDING ELECTRONIC TARGET SCORES.....	28
RANGE INCIDENT FORMS.....	22
RANGE OFFICER COMMANDS.....	39-55
RANGE OFFICERS	7
RANGE SPECIFICATIONS.....	17
REAR SIGHT BLINDER	14
RECORD FIRE SHOTS.....	23
RECORD FIRE STAGES.....	22
RECORD TARGETS	17
REMOVING EQUIPMENT	23
REMOVING RIFLES FROM THE FIRING LINE.....	3
RESULTS LISTS.....	31
RIFLE SIGHTS	8
RIFLES	8
RULE ENFORCEMENT	22
RULE VIOLATIONS	25
RULES CONFLICTS	21
SAFETY	1
SAFETY EMERGENCY	3
SAFETY ENFORCEMENT.....	3
SAFETY FLAGS	2
SAFETY VIOLATIONS.....	26
SANCTIONED COMPETITIONS	1
SCORE CHALLENGES & FEE	27, 28
SCORE POSTING.....	27
SCORERS	7
SCORING FINAL ROUND TARGETS.....	32
SCORING GAUGE OR TEMPLATE	27
SCORING PRINCIPLES	26
SCORING TARGETS	26
SCORING PAPER TARGETS	27
SCORING PROTESTS DURING FINALS.....	34
SCORING RINGS ON VIS TARGETS	29
SHOES	11
SHOOTING JACKET.....	9
SHOOTING KIT	13

SHOOTING MAT	14
SHOOTING POSITIONS	15
SHOOTING STAND	13
SHOOTING TROUSERS.....	10
SHOT VALUES.....	26
SHOTS FIRED WHEN A MALFUNCTION OCCURS	25, 33
SHOTS NOT FIRED	24
SIGHTING SHOTS	23
SIGHTING STAGE FOR FINALS	34
SIGHTING TARGETS.....	17
SIGHTS.....	8
SLING.....	12
SOUND PRODUCING SYSTEMS	14
SPECIAL EQUIPMENT.....	8
SPORTS PRESENTATION AND MUSIC DURING FINALS.....	20
SPOTTING SCOPE	13
SQUADDING, FIRING POINT ASSIGNMENTS.....	21
STANDARDS FOR ESTABLISHING RECORDS.....	36
STANDING POSITION	16
START.....	2
STATISTICAL OFFICER	7
STOP	3
TARGET CHANGES	23
TARGET HEIGHTS.....	18
TARGET LABELING	23
TARGET MALFUNCTIONS.....	34
TARGET NUMBERING AND LOCATION	18
TARGETS.....	16
TEAM CATEGORIES	4
TEAM COACH.....	21
TEAM COMPOSITION.....	4
TEAM ELIGIBILITY.....	4
TEAM EVENTS.....	20
TEAM GEOGRAPHIC PROXIMITY	5
TEAMS	4
TECHNICAL OFFICER	7
THREE-POSITION EVENTS	18
TIE BREAKING.....	30-31
TIE BREAKING MULTIPLE COURSE INDIVIDUAL AGGREGATES	30
TIME LIMITS	18
TIME LIMITS FOR FINALS.....	34-35
TIME WARNING, 30 SEC WARNING DURING FINALS SIGHTERS	35
TOO MANY SHOTS IN A STAGE OR POSITION	24
UNSPORTSMANLIKE CONDUCT.....	26
VISUAL IMAGE ELECTRONIC SCORES	29
VISUAL IMAGE SCORING SYSTEMS	29
WIND FLAGS.....	18
WIND INDICATORS.....	14

Cost: \$4.95

To obtain additional copies of these Rules, contact:

Civilian Marksmanship Program

Camp Perry, P. O. Box 576

Port Clinton, Ohio 43452

Email Competitions@TheCMP.org

Tel. 419-635-2141 (ext. 702), Fax 419-635-2573

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