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CMP AIR RIFLE AND AIR PISTOL COMPETITION RULES

6th Edition—2027

CMP Air Rifle and Air Pistol Competition Rules *are established by the Civilian Marksmanship Program (CMP) to govern Air Rifle and Air Pistol events that are conducted, sponsored, or sanctioned by the CMP.*

CMP

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Effective date 1 January 2027

This edition supersedes the 5th 2026 Edition of the ***CMP Air Rifle and Air Pistol Competition Rules*** and will remain in effect through the 2027 competition year or until a 7th Edition is released.

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 marksmanship through firearms training, safety, competitions, and youth programs. 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 Air Rifle and Air Pistol Competition Rules* are established by the Civilian Marksmanship Program to govern air gun 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. 731, or via email at airgun@thecmp.org.

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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. When the term "air guns" is used it refers to both air rifles and air pistols.

Abbreviations in this Rulebook:

CMP	Civilian Marksmanship Program
CRO	Chief Range Officer; person in charge of firing on a range
RO	Range Officer
EST	Electronic Scoring Targets
ISSF	International Shooting Sport Federation; the world governing body for Olympic shooting
RIF	Range Incident Form
VIS	Visual Image Scoring
WSPS	World Shooting Para-Sport; the world governing body for Paralympic shooting.

Detailed procedures for Match Officials to use in conducting any of the events governed by this CMP Rulebook are posted on the CMP website at https://thecmp.org/rulebooks/ or scan the QR code with your phone. It is recommended that they place a printout of these procedures and instructions in a loose-leaf notebook which they can follow when they conduct these events.

FIRING PROCEDURES AND RANGE OFFICER COMMANDS FOR AIR RIFLE/AIR PISTOL

20-SHOT STAGES ON PAPER TARGETS

FIRING PROCEDURES AND RANGE OFFICER COMMANDS FOR AIR RIFLE/AIR PISTOL 60-SHOT EVENTS

FIRING PROCEDURES AND RANGE OFFICER COMMANDS FOR FINALS

1.0 GENERAL REGULATIONS

1.1 GOVERNING BODY

The Civilian Marksmanship Program (CMP) is the governing body for the CMP Air Rifle and Air Pistol competition program. The CMP Rules Sub-Committee is appointed by the CMP Board of Directors and has full authority to approve and modify these rules.

1.2 AIR GUN COMPETITIONS

Air Rifle and Air Pistol competition shooting was developed in post-World War II Germany when traditional powder burning arms were prohibited. The ISSF recognized the potential that air rifle and air pistol competition had for future growth in countries all over the world when it included an air rifle event in the 1966 World Championship Program. Air Rifle and Air Pistol events for men and women were added to the Olympic Games Program in 1984 and 1988. Today Air Rifle and Air Pistol events are the most popular shooting events in the world. The current Olympic Shooting program includes six air gun events, Air Rifle for men and women (2 events), Air Pistol for men and women (2 events) and Mixed Team events (one male and one female athlete for each team) for Air Rifle and Air Pistol (2 events).

1.3 INTENT AND SPIRIT OF RULES

These Rules are intended to ensure fair competition for all competitors in CMP sponsored or sanctioned air gun 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. Match Officials 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, Statistical Officer, Score Challenge Officer or other Match Official may not make any decision or ruling that is contrary to these Rules.**

1.4 OPEN PARTICIPATION WITHOUT DISCRIMINATION

The CMP is a national shooting sports organization chartered by federal law (Title 36 USC, §40701-40733) and dedicated to promoting gun safety, marksmanship training and marksmanship competitions. All CMP competitions and competition events are open to all competitors who comply with the requirements of federal law (see Rules 3.1, 3.2, 3.3 & 3.4) regardless of their race, sex, age, sexual orientation, or disability.

1.5 APPLICATION OF RULES

These Rules govern all Air Rifle and Air Pistol competitions that are organized, conducted, sponsored or sanctioned by the CMP. Match Officials and competitors must be familiar with these Rules and ensure that they are followed and enforced.

1.6 RULES RECOMMENDATIONS

The CMP reviews and updates its competition rules on an annual basis. Recommendations for rule changes may be submitted to the CMP at:

CMP Competitions
airgun@thecmp.org
419-635-2141, ext. 731

1.7 SANCTIONED COMPETITIONS

Sanctioned competitions are competitions governed by these rules and officially recognized by the CMP. CMP affiliated organizations that wish to conduct Air Rifle and Air Pistol competitions using these rules may apply to CMP Competitions for approval. Match Sanctioning Requests must now be submitted online at

https://ct.thecmp.org/apply/v1/index.php?do=sanctionMatch. Any questions can be directed to:

CMP Competitions
Email: airgun@thecmp.org
Tel. (419) 635-2141, ext. 731

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.

1.8 MATCH PROGRAM

A written document that describes the conditions of a 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 provisions in the Match Program to decide protests, however, if there is a conflict between the Match Program and these Rules, the Rules shall prevail.

1.9 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 competition that is affected by severe weather or unforeseen circumstances. Details of any changes made and the rationale for such changes must immediately be reported in writing to the CMP.

1.10 CMP COMPETITION RULES AND RULES CONFLICTS

The current edition of these **CMP Competition Rules** governs all National Matches, CMP EIC and CMP-sanctioned Air Rifle and Air Pistol Matches. The current edition of any CMP Competition Rules is the version that is posted on the CMP website (https://thecmp.org/rulebooks/). If there is a Rules conflict, precedence shall be given to the current edition of the **CMP Air Rifle and Air Pistol Competition Rules**, then to applicable CMP rule interpretations, then to the Match Program and then to a Match Director's Bulletin.

2.0 SAFETY

Safety is the foremost priority in all shooting sports activities. The safety of competitors, competition officials and spectators require paying constant, disciplined attention to safe gun handling. Competitors and Match Officials are responsible for following established safety rules and safe gun-handling procedures. This section describes safety rules that are applicable for CMP sponsored and sanctioned Air Rifle and Air Pistol competitions.

2.1 CARRYING AND HANDLING AIR GUNS

Air guns must always be carried and handled with maximum care. Uncased air guns may be carried to or from the ready area behind the firing line if their actions are open and safety flags are inserted. While in the ready area, competitors may adjust air guns in preparation for firing if gun actions are open and safety flags are inserted, but they

may not remove safety flags, close gun actions, point them or get into firing positions with them.

2.2 SAFETY FLAGS

The use of safety flags (CBIs or clear barrel indicators) made of fluorescent orange (recommended color) or a similar bright colored weed trimmer cord and long enough to visibly protrude from both the breech and muzzle when inserted in air gun bores are required in all CMP sanctioned air gun competitions. Safety flags must be inserted in air guns when they are brought to a range or when they are removed from a gun case. Safety flags may only be removed during Preparation and Sighting and Match Fire stages. When a Match Fire stage is completed, a safety flag must be inserted, and the rifle or pistol must be benched or grounded. Safety flags must remain inserted after *CLEARED* air guns are removed from the firing line if air guns remain uncased. Safety flags may be removed from air guns when they are placed in gun cases. The Range Officer may authorize this by giving the command, ***YOU MAY DISCHARGE AIR DOWNRANGE***.

2.3 CLEARED AIR GUNS

A *CLEARED* air gun has its action open; a safety flag inserted in the full length of its bore and has been checked by a Range Officer. All air guns must be *CLEARED* after each Match Fire stage, before they may be cased or removed from a firing point.

2.4 BENCHED OR GROUNDED AIR GUNS

A benched or grounded air gun has its action open; a safety flag inserted, and it is placed on the floor, shooting stand or a bench.

2.5 CARRYING AIR GUNS

The carrying of air guns is defined as physically moving or transporting them to and from a range assembly area or firing line. Air guns may be carried in a gun case or uncased, but a safety flag must always remain inserted in them while they are on a range.

2.6 HANDLING AIR GUNS

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

2.7 CALL TO THE FIRING LINE

After competitors are called to move their air guns and equipment to the firing line, they are permitted to handle their air guns if gun muzzles remain pointed up, down or downrange and safety flags remain inserted. If it is necessary to go downrange to hang targets, air guns must be benched or grounded after their arrival at the firing line so the line can be cleared, and competitors or range personnel may go downrange to hang targets.

2.8 SAFETY DURING LOADING

An air gun is loaded when a pellet contacts the gun. Air guns may only be loaded on the firing line after the commands ***LOAD*** or ***START*** are given. Gun muzzles 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 load and fire 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.

2.9 START COMMAND
Competitors may begin to fire at their targets only after the CRO gives the command ***START***.

2.10 STOP COMMAND
When the command ***STOP*** or ***STOP-UNLOAD*** is given, firing must stop immediately. After the command ***STOP-UNLOAD***, all air guns 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.

2.11 GOING DOWNRANGE
If it is necessary for anyone to go downrange to hang, change or retrieve targets or for any other purpose, this must be authorized by the CRO and all air guns on the firing line must be benched or grounded with actions open and safety flags inserted. No one may touch or handle benched or grounded air guns while personnel are downrange.

2.12 REMOVING AIR GUNS FROM FIRING LINE
Air guns may be removed from the firing line only after their actions are open with safety flags inserted and they have been checked by a Range Officer. Air guns that were cleared by a Range Officer may be cased before they are removed from the line. No air gun may be removed from the firing line during a competition until it is checked by a Range Officer.

2.13 RANGE SAFETY EMERGENCY
The command to stop firing during an emergency 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, anyone may command ***STOP-STOP-STOP*** in a safety emergency.

2.14 DRY FIRE AREA.
Dry firing, holding or aiming exercises may only be done when authorized on the range or in a designated dry fire area. Match sponsors may designate a dry fire area where competitors may do dry fire practice or holding exercises. Safe gun handling rules must be maintained in these areas.

2.15 PERSONAL PROTECTION
If a range requires competitors to wear eye and/or hearing protection during air gun firing, this must be stated in the Match Program. Ranges where lead pellets are handled by competitors should provide convenient access to a hand-washing facility.

2.16 ENFORCEMENT OF SAFETY RULES
A competitor who handles an air gun in an unsafe manner or who violates safety rules may be given a warning or deduction of points in accordance with Rule 9.2. A competitor who handles an air gun in an unsafe manner that endangers the safety of another person may be disqualified in accordance with 9.2 c).

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 AIR RIFLE AND AIR PISTOL 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 who is 18 years of age or older 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 they:

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 AGREEMENTS

Before an individual who is 18 years of age or older is permitted to participate as a competitor, coach, team official or Match 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 PARENT CONSENT FOR JUNIORS

Before an individual who is under the age of 18 (see Rule 3.5.2 b) 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 ***Parent Consent Form*** signed by the Junior's Parent or Guardian. ***Parent Consent Forms*** are valid for the calendar year in which they are signed and must be renewed at the beginning of each calendar year. The ***Parent Consent Form*** shall:

a) Give the Junior permission to participate in any CMP activity during the calendar year;

b) Release the CMP and any other organization sponsoring or supporting such activity (including all directors, officers, employees, agents and volunteer workers) from any claim or liability that may arise directly or indirectly from this Junior's presence or participation in the activity;

c) Agree to defend, indemnify and hold harmless the parties referred to in sub-paragraph b) above from any claim arising from any wrongful or negligent conduct by this Junior.

d) Agree that photographs of the participant taken during CMP events and the participant's competition results may be published or reproduced by the CMP in its printed or electronic communications.

3.5 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:

3.5.1 Sex

Competitions may be open or divided into Men and Women categories.

3.5.2 Age Groups

A competitor's age group is determined by their age on the first day of a competition (*Note: If a competitor's 21st birthday is on the day before the first day of competition they would not be a Junior for that competition; if their 21st birthday is on the first day of a competition they would be a Junior for that entire competition.)*

a) **Junior U21**. Juniors (U21) are competitors who are under the age of 21 on the first day of a competition.

b) **Intermediate Junior U18**. Intermediate Juniors (U18) are competitors who are under the age of 18 on the first day of a competition.

c) **Sub-Junior U15**. Sub-Juniors (U15) are competitors who are under the age of 15 on the first day of a competition.

d) **Senior O60**. Seniors (O60) are competitors, whose 60th birthday occurred before the first day of a competition.

e) **Grand Senior O70**. Grand Seniors are competitors whose 70th birthday occurred before the first day of the competition.

3.6 TEAMS

Teams consist of two, three or four competitors as specified in the Competition 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:

3.6.1 At-Large (Open) 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.

3.6.2 Junior At-Large (Open) 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 that do not meet the residency requirements in Rule 3.6.5 may also compete as At-Large Junior Teams.

3.6.3 State Association Teams. State Association teams must represent a CMP-affiliated state shooting association. Teams may include Junior competitors. State team members must be residents of the state they represent, except that state teams may include one member who is a resident of an adjacent state if that state does not enter a team in the event.

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

3.6.5 Junior Teams. Junior teams must represent a CMP-affiliated state association, CMP-affiliated club, or a school or JROTC unit. 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 3.5.2.

3.7 COMPETITOR CLASSIFICATIONS

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.

3.7.1 Disciplines With Classifications. The CMP Competitor Classification System is available for the Air Rifle and Air Pistol disciplines.

3.7.2 Events Recorded. All scores fired by competitors in individual Air Rifle events in CMP-sanctioned competitions must be scored in decimal values and will be recorded to establish Air Rifle classifications. All scores fired by competitors in individual Air Pistol events must be scored in whole number (integer) values and will be recorded to establish Air Pistol classifications. Scores will be recorded for complete 60-shot events; partial scores will not be recorded. Scores fired in team matches will not be recorded.

3.7.3 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 January 2022. After a competitor has a minimum of 120 recorded shots, their 10-shot average will be computed by considering the most recently reported scores for a maximum of 240 shots. When a competitor's recorded scores total more than 240 shots, the oldest recorded scores will no longer be considered, if scores for at least 240 recorded shots are considered. Classifications will be automatically updated for the most recently reported 240 shots when additional match scores are reported. Any classification changes will be displayed in the CMP Competitor Classification database and become effective immediately. Classifications may go up or down until 240 shots are recorded. After at least 240 shots are recorded, classifications will not go down regardless of the competitor's current average unless a competitor requests that CMP Competitions approve a lower classification for them based on the competitor's most recent 240 shots.

3.7.4 Current Classifications. A competitor's official current classification is the classification displayed in the CMP Competitor Classification database. Rifle classifications are based on decimal scores. Pistol classifications are based on whole number (integer) scores. Competitor Classifications are available for online lookups by the competitor or match sponsors. CMP Air Rifle and Air Pistol Classification scores are shown in the chart.

TABLE 1 – AIR RIFLE & AIR PISTOL CLASSIFICATION SCORES

Classification	High Master	Master	Expert	Sharp-shooter	Marksman

Air Rifle Standing	≥103.5	<103.5 to ≥101.70	<101.70 to ≥99.20	<99.20 to ≥95.80	<95.80
Air Pistol		≥93.00	<93.00-≥88.00	<88.00 to ≥82.00	<82.00

3.7.5 Classification System Use. Sponsors of CMP-sanctioned Air Rifle and Air Pistol matches may use the CMP Competitor Classification System as a basis for providing awards. When the Classification System 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 their current CMP classification.

3.7.6 Classification Reciprocity. Competitors who do not have a CMP Classification, but who have an NRA International Air Rifle or Air Pistol 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 = Master, A = Expert, B = Sharpshooter, C and D = Marksman).

3.7.7 New and Unclassified Competitors. Competitors who do not have a CMP, NRA, or USA Shooting Air Rifle or Air Pistol classification should be encouraged to compete. To do this, match sponsors may include them in the competition in one of the following ways:

a) **New Shooter Classification**. All new shooters may be included in a separate New Shooter Classification for which awards may be given.

b) **Temporary Classification**. If appropriate score data is available, this data may be used to give new shooters a temporary classification and allow them to compete in that classification until they have recorded a minimum of 120 shots and can be classified for a competition.

c) **Compete in Master Class**. If one of the above options is not feasible, a new shooter may be included in the Master Class until they have recorded a minimum of 120 shots and can be classified for a competition.

3.8 COMPETITORS WITH MEDICAL LIMITATIONS OR IMPAIRMENTS

Competitors 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 (3.8).

3.8.1 Eligibility for Awards

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

3.8.2 Applications for Special Authorizations

Competitors 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. Competitors with approved special authorizations are permitted to have necessary aids such as wheelchairs, 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.

3.8.3 Distinguished Marksman Authorization

A Competitor with a permanent disability or limitation who can complete the 60-shot Air Rifle or 60-shot Air Pistol EIC Match course of fire while using a WSPS SH1 or similar adaptive position may be authorized to compete to earn EIC credit points that count towards the awarding of the Distinguished Marksman Badge in accordance with Rule 11.4.

3.8.4 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.

3.9 COMPETITOR RESPONSIBILITIES

Every competitor who participates in a CMP competition must fulfill the following responsibilities. Failure to fulfill any of these responsibilities may result in disqualification in accordance with Rule 9.2.

3.9.1 Safety

Every competitor must be capable of safely completing the course of fire for that match and of following all safety rules. If, in the opinion of the range officers and match director, a participant cannot handle the rifle safely, that person may be removed from the firing activity. Any decision to remove a competitor must be made by at least two officials such as a Range Officer and Chief Range Officer or Range Officer and Match Director.

3.9.2 Knowledge of the Rules

Competitors are responsible for knowing and complying with the ***CMP Competition Rules***, the Match Program and any match director bulletins issued for the match.

3.9.3 Duty to Obey Match Officials

Competitors are responsible for following the instructions and range commands given by Match Officials who are acting in the proper conduct of their duties. Failure or refusal to obey the instructions of a Match Official may result in disciplinary action or disqualification (Rule 9.2).

3.9.4 Firing Line Behavior

Competitors may converse with Match Officials while they are firing. Conversations with other competitors should normally take place off the firing line. Competitors may not use loud or abusive language that disturbs other competitors. Verbal or physical abuse of a Match Official(s) or another competitor(s) by a competitor is prohibited and may result in disciplinary action or disqualification (Rule 9.2).

4.0 MATCH OFFICIALS AND THEIR DUTIES

Match Officials are responsible for the safe, legal, and efficient conduct of competitions. Everyone who serves as a Match Official has specific responsibilities described in this rule. Match Officials must always use their best judgment, and their actions and decisions must be characterized by adherence to the rules, impartiality, respect, and courtesy.

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 1.8). The Match Director appoints other Match Officials.

4.2 CHIEF RANGE OFFICER, RANGE OFFICERS

The Chief Range Officer oversees the conduct of firing on the range and is responsible for range safety and range operations. Their duties include giving range commands, ensuring that 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 they are firing a shot. Immediate action must, nevertheless, be taken when a matter of safety is involved.

4.3 CHIEF STATISTICAL OFFICER, STATISTICAL OFFICERS

The Chief Statistical Officer is appointed by the Match Director and is responsible for processing competitor entries, squadding competitors, scoring targets and processing scores to produce preliminary and final results lists. The Chief Statistical Officer may appoint additional Statistical Officers as required. If paper targets are scored in the statistical office, the Chief Statistical Officer must appoint and train the Scorers (Rule 4.5). There should, as a guideline, be sufficient Scorers to score the targets from one relay before the targets from a subsequent relay arrive in the statistical office. If the manual scoring of paper targets is used and a Score Challenge Officer(s) is not appointed (Rule 4.4), the Chief Statistical Officer shall be responsible for making final decisions on all score challenges (Rule 8.1.9). In a small competition, the Statistical Officer may also be the target Scorer. The Statistical Officer must post preliminary results on the Official Bulletin Board in a timely manner and provide a Final Results Bulletin for team officials and competitors. When Visual Image Scoring (VIS, rule 8.4) is used, the Statistical Officer should be someone with experience and training in the proper use of the VIS system. The Statistical Officer must retain all fired and scored targets until the expiration of the time allowed for challenges and protests.

4.4 SCORE CHALLENGE OFFICER(S)

If the manual scoring of paper targets is used, the Match Director and Chief Statistical Officer may appoint one or more Score Challenge Officers who are responsible for evaluating and making final decisions on all score challenges.

4.5 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 or VIS). When paper targets are used, Scorers are responsible for making all initial decisions regarding the number and scores of shots fired.

4.6 TECHNICAL OFFICER

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

4.7 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 protests at CMP-sponsored or sanctioned matches must be decided by a majority of the Jury. Jury decisions may be appealed to a CMP Protest Committee (Rule 9.6). Decisions by a CMP Protest Committee or a National Matches Protest Jury are final and may not be appealed (Rules 9.6 & 9.7).

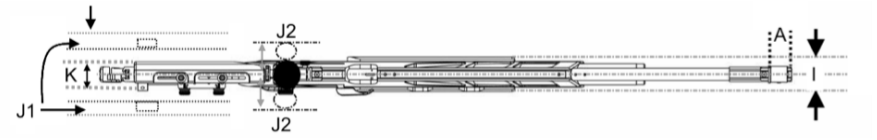
4.8 MATCH OFFICIALS' DUTIES

All Match Officials are responsible for carrying out their duties as described in this Rule (Rule 4.0) to ensure that competitors have fair, enjoyable competitions conducted according to applicable rules and the highest standards of sportsmanship. All Match Officials are duty-bound to conscientiously follow these Rules while acting with complete impartiality and treating competitors with respect. Match Officials may not contravene or overlook Rules. If a situation arises that is not covered by these Rules, Match Officials must decide the situation in a way that follows the intent of the Rules and is fair to all competitors. If situations arise in a competition that are not covered by the Rules, this must be reported to CMP Competitions.

5.0 AIR RIFLES, AIR PISTOLS, CLOTHING AND EQUIPMENT

5.1 AIR RIFLES

Any type of 4.5mm (.177 caliber) compressed air, CO_2 or pneumatic rifle that complies with these rules may be used. Rifles may have an adjustable butt-plate and an adjustable cheek-piece that comply with these rules. Rifles may not weigh more than 5.5 kg (12.125 lbs.), with sights and any attachments. Rifles may not have a thumb hole, thumb rest, palm rest or spirit level. Rifles must comply with the specifications shown in the diagrams and Table 2 below:



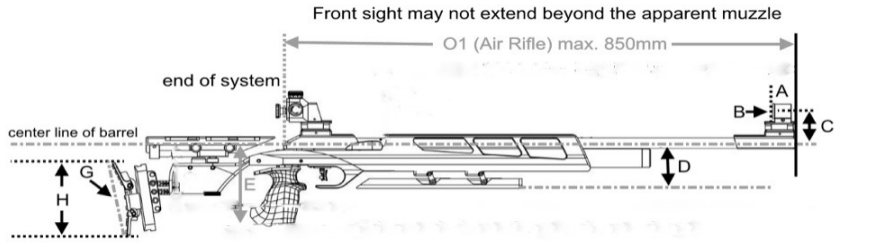
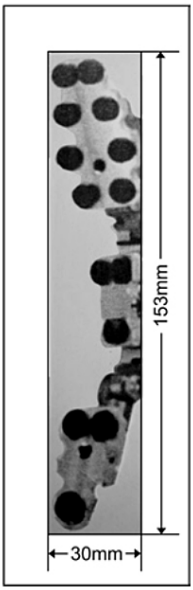


Table 2 – Air Rifle Specifications		Specification/Restriction
A	Length of front sight tunnel	50mm/2 in.
B	Diameter of front sight tunnel	25mm/1 in.
C	Distance from center of the front sight ring or top of post to center of bore either directly above or offset.	80mm/3.2 in.
D	Depth of fore-end	140mm/5.5 in.
E	Lowest point of pistol grip	160mm/6.4 in.
F	Not used in Air Rifle	-----
G	Depth of curve of butt-plate (no hook butt-plate permitted)	20mm/0.8 in.
H	Heel to toe length of butt-plate	153mm/6.1 in.
I	Total thickness of fore-end	60mm/2.4 in.
J1	Maximum distance (horizontal) of cheek piece from a vertical plane through the centerline of barrel	40mm/1.6 in.
J2	Maximum distance of any part of the pistol grip from a vertical line through the center line of the barrel	60mm/2.4 in.

K	Offset of the butt plate as measured from the left or right edge of the butt-plate to the butt-stock center (see note K below)	30 mm/1.2 in.
L	Trigger weight	Free
M	Weight with sights (If the rifle is used in one or more positions with a removable fore-end and hand stop, it must be weighed as configured for the position where it weighs the most.)	5.5kg/12.125 lbs.
N	The front sight may not extend beyond the muzzle of the rifle or of any extension to the muzzle (barrel weight, sight extension)	
O	Total length of the Air Rifle system (from end of barrel or extension to rear end of the action or system)	850mm/33.46 in.



K -- Butt-plate: The overall width of the butt-plate must not exceed 30mm. The butt-plate may be moved up or down, offset to the right or left of the butt-stock centerline and/or turned on its vertical and/or horizontal axis, but no part of the outer edges may extend more than 30mm from that centerline. If a multi-part butt-plate is used, each part may be turned either right or left but all adjustments must be contained within the overall width. The butt-stock center line is a vertical axis that is perpendicular to the centerline of the bore. The depth of the buttstock curve must not exceed 20mm (Table 2. G), when measured to the deepest point that is in contact with the shoulder. A template with internal dimensions of 153mm x 30mm may be used to check the overall width of the butt-plate (see illustration on left). The butt-plate is acceptable if it fits inside the template and no part is more than 30mm from the apparent centerline of the buttstock. The inside edge of the template should act as a reference point for the apparent centerline.

5.1.1 Exterior Weights

a) Weights can be added to the rifle provided the total weight of the rifle, with sights, and any attachments (detachable fore-end riser, etc.) does not exceed 5.5 kg (12.125 lbs.).

b) Only barrel weights that are within a radius of 30mm from the centerline of the bore are permitted. Barrel weights may be moved along the barrel. Weights added below the front sight are not regarded as barrel weights but are allowed provided that the overall weight of the rifle remains within the permitted maximum.

c) Any devices or weights projecting from the buttstock must be attached as a fixed part of the buttstock (screws or other means). They must not protrude sideways more than 25mm from centerline of buttstock or downwards more than 140mm measured from the center line of the barrel (Table 2, D). Any devices or weights projecting from the buttstock must be as a fixed part of the buttstock (screws or other fixation means). They must not protrude sideways more than 25mm from center line of buttstock or downwards more than 140mm measured from the center line of the barrel. Weights in addition to barrel weights may be attached to any part of the rifle but must be within the areas shown in the diagram or as in a) above. Weights on or in the lower part of the fore-end may not extend horizontally (laterally) further from the centerline of the barrel than the distance of the maximum extension of the cheek-piece from the center line of the barrel, (dimension J1).

d) Weights in the butt-stock area cannot extend further to the rear than a line that is perpendicular to the deepest point of the butt-plate. Weights must be rigidly attached to the rifle by semi-permanent means so that they cannot be accidentally dislodged or move position. The use of any type of visible adhesive tape to attach weights is prohibited. Manufactured metal weights, firmly attached to the rifle within the permitted areas shown on the diagram, are acceptable.

e) Electronic triggers are permitted provided that all components are attached to and contained within the action or stock of the rifle so that the battery and wires are not visible externally. The trigger must be operated by the right hand of a right-handed competitor or left hand of a left-handed competitor.

5.1.2 Grip Material

A material or substance that gives increased grip may not be added to any part of the rifle. Adhesive sprays may not be used on the rifle or athlete's clothing.

5.1.3 Barrels

Barrels and extension tubes must not be perforated in any way. Any construction or devices inside the barrel or tubes other than rifling and chambering for pellets is prohibited. The use of compensators or muzzle brakes on air rifles is prohibited.

5.1.4 Pistol Grip

The pistol grip must not extend laterally (to the side) more than 60mm from a vertical plane that is perpendicular to the centerline of the barrel. The lowest point must not exceed 160mm from the centerline of the barrel. Material that gives increased grip may not be added and it must not be anatomically formed. Any protrusion, extension or depression on the front or side of the pistol grip that is designed to prevent the hand from slipping (such as a hand or heel rest) is not allowed. Grips produced by 3-D printing or with a lattice construction are allowed provided they are not molded to personally fit a competitor's hand

5.1.5 Fore-end

The forward part of the *stock* below the barrel that contacts the supporting hand of the competitor. This may have an adjustable or removable section to extend the depth, but those must provide a straight plane surface. It may be inclined, but the lowest point may not be more than 140mm below the centerline of the bore, nor must the width exceed 60mm. If the width of the adjustable section is wider than the upper part of the fore-end, it may be offset left or right but the outer edge must not be more than 30mm from the centerline of the barrel. Material that gives increased grip may not be added and it must not be anatomically formed. A fore-end extension is not a palm rest and is not contrary to Rule 5.1.6 even if it is detachable.

5.1.6 Special Features

A thumbhole, thumb rest, palm rest, heel rest (Rule 5.1.4) or spirit level are prohibited. Detachable fore-end risers are not regarded as palm rests provided the dimension limit for the depth of the fore-end is not exceeded when they are in place (Rule 5.1.5) and the weight limit for the rifle is not exceeded (Rule 5.1). Any device, mechanism, or system, internal or external, that reduces, slows, or minimizes rifle oscillations or movements before the shot is released is prohibited.

5.2 RIFLE SIGHTS

Any sight that does not contain a lens or system of lenses and that complies with the following specifications may be used:

5.2.1 Corrective Lenses and Telescopic Sights

The athlete may wear corrective lenses and/or filters or a single corrective lens may be attached to the exterior of the rear sight but not to the interior.

5.2.2 Prohibited Devices. No light enhancing system, optical sight, optical system, or telescope may be attached to the rifle.

5.2.3 Light Filters

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

5.2.4 Front Sight. The front sight tunnel must be circular in profile when viewed through the rear sight and not have an external shape or additions that can be used as a horizontal reference. Internal front sight elements containing a horizontal and/or vertical reference are allowed.

5.3 RIFLE CLOTHING

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 trousers 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. Ordinary athletic type training trousers or normal athletic type training shoes may be worn in any event or position. If shorts are worn during competitions, the bottom of the leg material must be no more than 15 cm above the center of the kneecap.

SPECIAL STATEMENT REGARDING CLOTHING FOR AIR RIFLE EVENTS. This rulebook contains two different rules that apply to the shooting jackets and trousers worn by competitors; both are valid for 2027 CMP Air Rifle competitions. One rule (5.4 A) is essentially the rule that applied prior to the introduction of the 2026 ISSF clothing rules. The second rule (5.4 B) is based on current ISSF rifle clothing rules. The CMP recognizes that many athletes who participate in Air Rifle events governed by this rulebook also participate in competitions governed by ISSF and USA Shooting rifle clothing rules and have rifle clothing that complies with those rules. The CMP also recognizes that many Air Rifle competitors will compete with rifle jackets and trousers that comply with previous rifle clothing rules, but not with current ISSF/USA Shooting Rules. Experiences in 2026 demonstrated that competitors whose clothing complied with ISSF/USA Shooting rifle rules were not at a competitive disadvantage to athletes whose rifle clothing complied with pre-2026 clothing rules. **Competitors who compete in Air Rifle events governed by these rules may, at their option, use rifle clothing that complies with either rule, 5.4 A or 5.4 B.** Competitors whose rifle clothing complies with either rule are eligible to compete in CMP Smallbore Rifle 3-Position championships and sanctioned competitions in 2027.

5.4 A NATIONAL STANDARD RIFLE CLOTHING

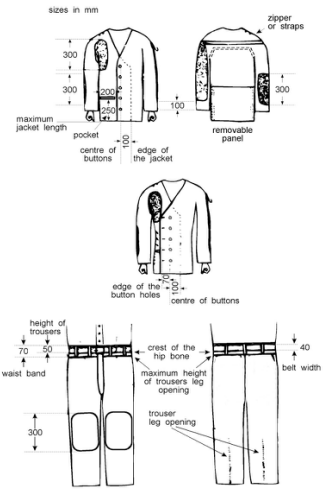
Rifle clothing that complies with the following rule (5.4A) is considered "National Standard" clothing and may be worn in all CMP sanctioned Air Rifle competitions.

5.4 A1 Shooting Jacket

A shooting jacket meeting the standards of Rule 5.3 and the following specifications/restrictions is permitted (also see drawing of jacket on right):

a) **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 o r 5mm double thickness may be approved (zero tolerance).

b) **Stiffness** – The body of the jacket must be sufficiently flexible to meet pre-2026 ISSF stiffness test requirements (minimum of a 3.0 mm depression within 60 seconds 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.

c) **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.

d) **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 100 mm at closure. The jacket must hang loosely on the wearer. To determine this, the jacket must be capable of being overlapped beyond the normal closure by at least 80mm, 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 80mm 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 their 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, Sticky Substance, Liquid or Spray - None** of these substances or similar materials may be applied to the outside or inside of the jacket, pads or shoes and/or floor or equipment. Roughening the material of the jacket is permitted.

5.4 A2 Shooting Trousers

Shooting trousers meeting the standards of Rule 5.3 and the following specifications are permitted (see trousers drawing on page 16):

a) **Thickness** – The shooting pants, 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. 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 3mm 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 3.0mm may be approved. Every part of the trousers must be capable of being measured with the 60mm 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 20mm in width, with at least 80mm 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:

- Only one other fastener or closure is permitted in the front to open and close the fly. The fly must not be lower than the level of the crotch.
- Only one other fastener is permitted in each trouser leg. The opening (fastener) must not start closer than 70mm from the top edge of the trousers. It may, however, extend to the bottom of the trouser leg. One fastener is permitted either in the front of the upper leg or the back of the leg, but not in both places on one leg.

g) **Padding** – Reinforcements or padding may be added to both knees of the shooting trousers. The kneepads must not be wider than half the circumference of the leg and can have a maximum length of 300mm. Seat pads are not permitted on shooting trousers.

5.4 B. ISSF COMPLIANT CLOTHING FOR AIR RIFLE EVENTS

Rifle clothing that complies with the following rule (5.4 B) is considered "ISSF Compliant" clothing that may be worn in all CMP sanctioned Air Rifle competitions

5.4 B1 Stiffness Testing Standards

Testing must be done by using the **Stiffness Measurement Device** as described in ISSF Rule 6.5.2 and using the Control Procedures described in the current

ISSF Rifle Equipment Control Guide, downloadable from the ISSF website. Rifle competition clothing must comply with these stiffness measurement standards: a) If the measuring cylinder is depressed at least 3mm, the material is acceptable; b) If a measurement below 3mm is displayed, the material is too stiff. No measurement below the minimum measurement of 3mm may be approved; and c) Every part of the jacket or trousers must be capable of being measured with the 60mm measuring cylinder. If a part is too small for normal testing (no flat area 60mm or larger), measuring must be done over the seams. d) Jacket seams must not be constructed to be so stiff that they are unable to bend with their adjacent panels. They must allow the jacket to collapse naturally when placed upright on a level surface and not act as a frame which holds the jacket rigid as if being worn. In cases of doubt, seams must be measured as above and be able to deflect 3mm in 30 seconds.

5.4 B2 Shooting Jacket

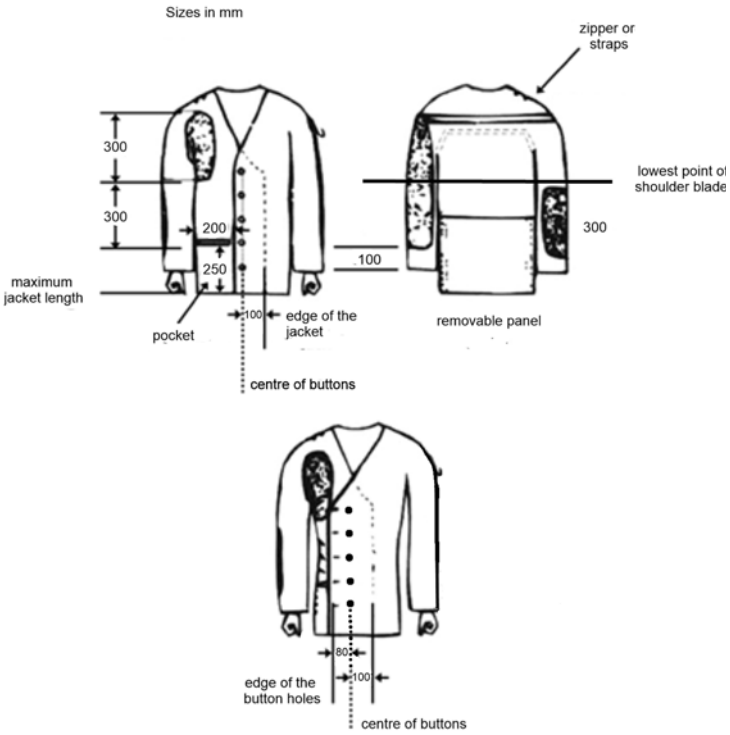
A shooting jacket meeting the standards of Rule 5.3 and the following specifications/restrictions is permitted (also see the jacket drawing on the next page):

a) **Stiffness** – When a competitor is wearing the jacket the entire area above the lowest point of the shoulder-blades, excluding the arms, may be stiffer than the remainder of the jacket subject to the following proviso: The upper area must pass the stiffness test when measured with the official stiffness-testing device and achieve a deflection of 3mm within a maximum time of **thirty, (30)**, seconds. The jacket below the lowest point of the shoulder blades, plus the sleeves, (single thickness), must pass the same test within **fifteen (15)** seconds. Stiffness measurements apply to a 'single' thickness of jacket panels irrespective of the number of layers of material used in the construction, i.e., unfolded panels with a maximum thickness of 2.5mm (see 5.4 B1 above).

b) **Thickness** – The body and sleeves of the jacket may consist of more than one layer of material, including a thin inner lining, provided that the maximum combined thickness of 2.5mm, (single) or 5mm (double) thickness is not exceeded.

c) **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 100 mm at closure. The jacket must hang loosely on the wearer. To determine this, the jacket must be capable of being overlapped beyond the normal closure by at least 80mm, 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 80mm overlap. Measurements will be taken with the arms at the sides. A measurement must be made with an overlap gauge with a tension of 6.0 kg to 8.0 kg. The area surrounding the buttonhole is limited to a maximum of 12mm, and this area may exceed the permitted 2.5mm thickness. A maximum number of five (5) buttons is allowed to close the jacket.

d) **Straps, Laces and Bindings** - 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.

e) **Shooting Jacket Measurements** – Shooting jackets must comply with the specifications shown in the drawing on the next page.

f) **Back Panel** – The construction of the back panel may include more than one (1) piece of material provided this construction does not stiffen or reduce the flexibility of the jacket. All parts of the back panel must comply with the thickness maximum of 2.5mm and the stiffness minimum of 3.0mm.

g) **Side Panels** - The construction of the side panels may not place any seam or seams under the elbow of the support arm in the standing position within a seam-free zone that extends 70mm above the tip of the elbow and 20 mm below the tip of the elbow. This must be checked with the competitor wearing the jacket fully closed and while holding the rifle in the standing position.

h) **Sleeves** – The competitor must be capable of fully extending both arms (straighten sleeves) while wearing their buttoned jacket. 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. The end of the sleeve may be allowed to touch the rifle if it does not give any apparent support.

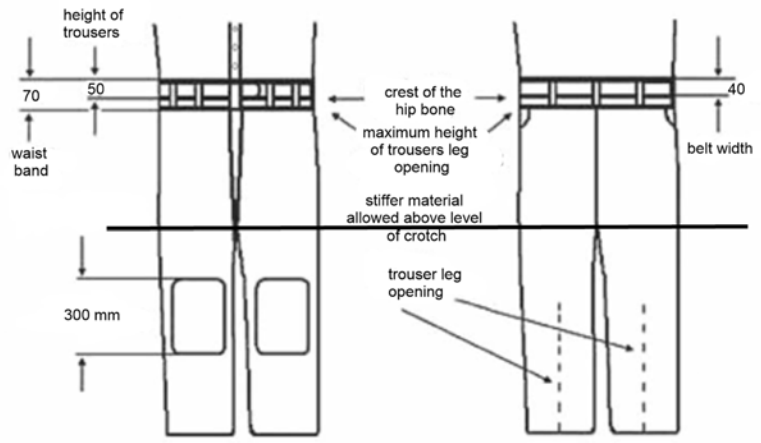
i) **Reinforcements** – Shooting jackets may have reinforcement patches added only to their outside surfaces subject to the following limitations: a) Maximum thickness, including jacket material and all linings: 10mm single thickness or 20mm when measured as a double thickness; b) Reinforcement may be added on both elbows but must not extend to more than half (1/2) of the circumference of the sleeve. On the arm which holds the sling, the reinforcement may extend from the upper arm to a point 100 mm from the end of the sleeve. The reinforcement on the opposite arm may have a maximum length of 300mm. Only one (1) 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. Reinforcement on the shoulder where the butt-plate rests must not be longer than 300mm in the longest dimension (see drawing above).

j) **Pockets -** All inside pockets are prohibited; and one (1) external pocket is permitted, located on the right front side (left front side for left hand athletes) of the jacket. The maximum size of the pocket is 250mm high from the lower edge of the jacket and 200mm wide.

k) **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.

l) **Velcro, Sticky Substance, Liquid or Spray -** None of these substances or similar materials may be applied to the outside or inside of the jacket, pads or shoes and/or floor or equipment. Roughening the materialof the jacket is permitted.

5.4 B3 Shooting Trousers



Shooting trousers meeting the standards of Rule 5.3 and the following specifications are permitted (see trousers drawing above):

a) **Thickness** - The trousers, 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. The number of layers of material is irrelevant provided that the permitted thickness is not exceeded.

b) **Stiffness** – Trousers may consist of more than one layer of material, including a thin inner lining, provided that the maximum combined permitted single thickness of 2.5mm is not exceeded, or 5mm if it is necessary to measure two total thicknesses (for example a sleeve or a leg) The upper part of the trousers above the level of the crotch may be stiffer than the lower part, subject to the following proviso: The trousers above the level of the crotch must pass the stiffness test when measured with the official stiffness-testing device and achieve a deflection of 3mm within a maximum time of thirty, (30), seconds. The material of both legs below the level of the crotch must pass the same test within fifteen (15) seconds.

c) **Height -** The top of the trousers must not fit or be worn higher on the body than 50mm above the crest of the hipbone.

d) **Pockets -** All pockets are prohibited.

e) **Tightening** - The trousers must be loose around the legs. All drawstrings, zippers, or fasteners to tighten the trousers around the legs or hips are prohibited.

f) **Waist Belt** - To support the trousers only a normal waist belt not more than 40mm wide and 3mm thick or braces (suspenders) may be worn. If a belt is worn in the standing position, the buckle or fastening must not be used to support the left arm or elbow. The belt must not be doubled, tripled etc. under the left arm or elbow.

g) **Waist-Band** - If the trousers have a waist-band it may not be more than 70mm wide. If the thickness of the waistband exceeds 2.5mm, a waist belt is not permitted. If a waist belt is not worn, the absolute maximum thickness of the waistband is 3.5mm.

h) **Belt loops -** There can be a maximum of seven (7) belt loops, not more than 20mm in width, with at least 80mm between belt loops.

i) **Closure** - The trousers may be closed by one (1) hook and up to five (5) eyes, or up to five (5) adjustable snap fasteners, or similar closure or Velcro that must not be multi-layered. Only one (1) type of closure is permitted. A Velcro closure combined with any other closure is prohibited.

j) Ordinary Trousers - If special shooting trousers are not worn, ordinary trousers may be worn providing they do not give artificial support to any part of the body.

k) **Zippers, Buttons, Velcro** or similar non-adjustable fasteners or closures, may be used in the trousers only in the following places:

- One type of fastener or closure in the front to open and close the trouser fly. The fly must not be lower than the level of the crotch;
- Any holes that cannot be closed are permitted; and
- Only one (1) 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 (see Shooting Trousers Measurements 5.4 B.3). One (1) fastener is permitted either in the front of the upper leg or the back of the leg, but not in both places in one (1) leg.

l) **Reinforcements** - may be added to both knees of the trousers. Knee reinforcements may have a maximum length of 300mm and must not be wider than half the circumference of the trousers leg. The thickness of reinforcement including the trousers material and any linings must not exceed 10mm in single thickness (20mm double thickness).

m) **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.

n) **Shooting Trouser Measurements** – Shooting trousers must comply with the specifications shown in the drawing below.

o) **Waist Band** – If the trousers have a waist-band it may not be more than 70mm wide. If the thickness of the waistband exceeds 2.5mm, a waist belt is not permitted. If a waist belt is not worn, the absolute maximum thickness of the waistband is 3.5mm.

p) **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.

q) **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:

r) 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.

s) 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.

t) **Padding** – Reinforcements or padding may be added to both knees of the shooting trousers. The kneepads must not be wider than half the circumference of the leg and can have a maximum length of 300 mm. Seat pads are not permitted on shooting trousers.

5.4.1 Rifle Undergarments and Training Clothing

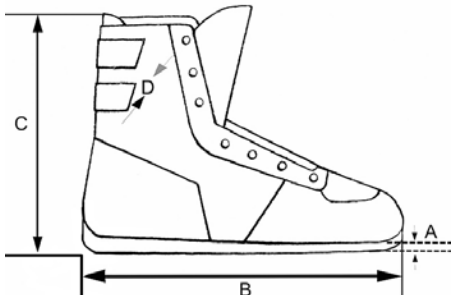
Clothing worn under the shooting jacket and under the shooting trousers (Rule 5.4A or 5.4B) must not be thicker than 2.5mm single thickness or 5mm double thickness. Only normal personal undergarments and/or training clothing that does not stabilize may be worn under the shooting jacket and shooting pants. No thickness measurement greater than these maximum thicknesses may be approved (zero tolerance). Jeans or ordinary trousers may not be worn under the shooting trousers. If shooting trousers 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 3.8.4.

5.4.2 Rifle Shoes

Normal street type or light athletic shoes are permitted in all positions. Special shooting shoes not exceeding the following specifications may be worn only in 10m Air Rifle events.

- The material of the upper part (above the line of the sole) must be of soft, flexible, pliable material, not thicker than 4mm, including all linings, when measured on any flat surfaces such as point D in the Shooting Shoe Measurements Table (Table 3).
- The shoe sole must be constructed of the same material and composition throughout its length and breadth, and the sole must be flexible in the entire forward part of the foot. Athletes may use removable inner soles or inserts in their shoes, but any inserts must also be flexible in the forward part of the foot.
- To demonstrate that soles are flexible, athletes must always walk normally when on the Field of Play, (heel-toe and bending the knees). This particularly applies when walking to their firing-points while being announced in Finals. If their clothing or shoes are so restrictive and over-supportive that such natural walking is impossible, a warning will be given for the first offence, and a two-point penalty and possible disqualification will be given for subsequent violations.
- The height of the shoe from the floor to the highest point (Dimension C, Shooting Shoe Measurements Table) must not exceed two thirds (2/3) of the length of the sole.
- Shoes worn by athletes must be a matching pair externally.
- **Shooting Shoe Measurements Table**. Competitor's shoes must not exceed the maximum dimensions shown in the drawing and chart:

TABLE 3 – RIFLE SHOE SPECIFICATIONS	
A	Maximum thickness of sole at the toe: 10mm
B	Overall length of shoe: According to size of wearer's foot
C	Maximum height of shoe: Not to exceed two-thirds (2/3) length of B
D	Upper part of shoe material maximum thickness: 4mm Shoe Material
The shoe sole must follow the external curvature of the shoe and may not extend more than 5mm beyond the external dimensions of the shoe at any point. Toes or heels may not be cut square or flat.	



5.4.3 Shooting Kit and Rifle Stand

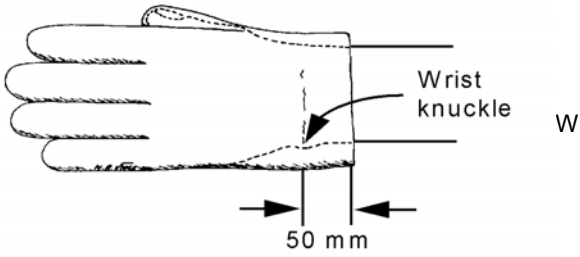
An adjustable rifle stand may be used as a rifle rest in standing, providing that no part of the stand is higher than the athlete's shoulders when in the standing position. When used as a rifle rest (standing position), part of the rifle stand may be placed forward of the firing line, but if the firing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

5.4.4 Rifle Glove

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

a) **Thickness.** Total thickness must not exceed 16mm, 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.

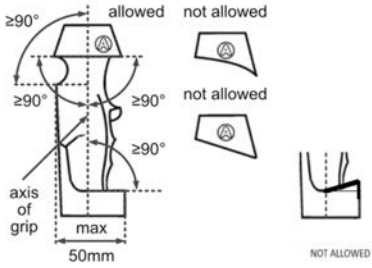


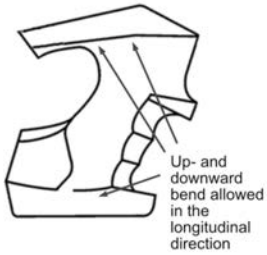
5.5 AIR PISTOLS AND AIR PISTOL EQUIPMENT

5.5.1 General Air Pistol Requirements.

Any 4.5mm (.177 cal.) compressed air, CO2 or pneumatic air pistol that complies with these requirements may be used.

a) **Grips.** Neither the grip nor any part of the pistol may be extended or constructed in any way that would allow it to touch beyond the hand. The wrist must remain visibly free when the pistol is held in the normal firing position. This must be visibly determined without the need to mark the athlete's hand in any way. It is forbidden to use any type of glue or resin to enhance contact between hand and gun. The use of chalk, talcum powder, magnesium or similar substance is allowed. Bracelets, wristwatches, wristbands, or similar items are prohibited on the hand and arm that holds the pistol. Adjustable grips are permitted providing that when they are adjusted for the competitor's hand they conform to this Rule. Compressible materials are not allowed. **Allowable construction of the grip is shown in the diagram.**





b) **Maximum Weight:** 1,500 g.

c) **Minimum Trigger Pull:** 500 g. Triggers may be mechanical or electronic. Electronic triggers are permitted provided that all components are attached to and contained within the frame or grip of the pistol, so that the battery and wires are not visible externally

d) **Maximum Dimensions**: 420 x 200 x 50mm. A measuring box with these internal measurements may be used to check a pistol's maximum dimensions.

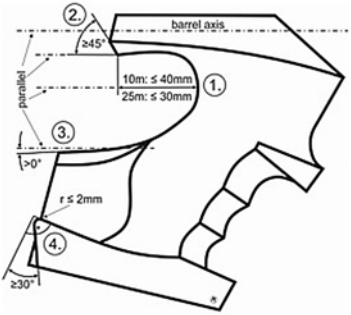
e) **Single Loading**. Pistols may only be loaded with one pellet. If a 5-shot Air Pistol is used in a 10m Air Pistol event only one pellet may be loaded at a time.

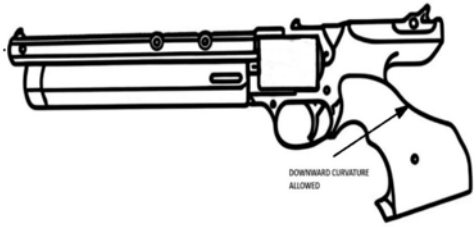
f) **Sights**. Only open sights are permitted. Sights using fiber optic, light enhancing or reflecting color surfaces are prohibited. Optical, mirror, telescope, laser-beam, and electronically projected dot sights etc. are prohibited. Sights may not be covered, and corrective lenses or filters may not be attached to the sights.

g) **Barrel**. Perforated barrel attachments and ported barrels are allowed. Compensators, muzzle brakes, perforated barrels or any device(s) functioning in a similar manner are not allowed.

h) **Grip design** (see diagrams on next page):

- No part of the grip, frame or accessories may touch any part of the wrist. The heel rest must extend at an angle of not less than 90







degrees to the grip. This applies to the heel rest in front and behind the grip as well as on the sides.

- On the side of the wrist, the end of the heel rest must be cut by an angle of 30 degrees or more perpendicular to the end of the heel rest.
- In addition, the rear part of the frame or grip which rests on top of the hand between the thumb and the forefinger, must not be longer than 40mm from the point where the grip first touches the top of the hand forward to the deepest part of the grip (C). The back (rear) part of the grip must be cut so that it angles upward from that point by not less than 45 degrees to center line of barrel.
- The curvature “D” must be in downward direction to the center line of the barrel from the deepest part of the grip and the grip must not encircle the hand. Curvature must not raise or be parallel with the center line of the barrel at any point from the deepest part of the grip backwards.
- The curved surfaces on the grips or frame, including the heel and/or thumb rest, in the longitudinal direction of the pistol are permitted.

i) **Movement or Oscillation Reduction Systems**. Any device, mechanism or system that actively reduces, slows, or minimizes pistol oscillations or movements before the shot is released is prohibited.

5.5.2 Weighing Air Pistol Triggers. The weight of the trigger pull (minimum 500 g) must be measured with the test weight suspended near the middle of the trigger and the barrel held vertically. The weight must be placed on a horizontal surface and lifted clear of the surface. The tests must be conducted by an Equipment Control official, who must place both elbows on the table while lifting the pistol and test weight (*see illustration*). When testing compressed air or CO_2 pistols, the propellant charge must be activated, and the trigger must be released after lifting the weight to confirm that the mechanism was activated. The minimum weight of the trigger pull must be maintained throughout the competition. A maximum of three (3) attempts to lift the weight are allowed. If it does not pass a pre-competition test, it may be resubmitted after adjustment. If it does not pass a post-competition test, the competitor must be disqualified.

5.5.3 Air Pistol Clothing. Competitors in Air Pistol events may wear ordinary sport or casual clothing. Only low-sided shoes that do not cover the ankle bone are permitted. The shoe sole must be flexible in the entire forward part of the foot. Removable inner soles or inserts may be used in competitors' shoes, but any inserts must be flexible in the forward part of the foot.

5.5.4 Pistol Transport Boxes. Competitors may use pistol transport boxes to take pistols and equipment to the shooting ranges. During Finals, pistol transport boxes or equipment bags must not remain on the firing line.

5.5.5 Pistol Support Stands. Competitors may place pistol support stands or boxes on the bench or table to rest their pistols between shots. The total height of the bench or table with a support stand or box on it may not exceed 1.00 m (see Rule 6.3.2, maximum bench height is 1.00 m). During Elimination or Qualification competitions, a pistol transport box may be used as a pistol support stand, provided the total height of the bench or table plus the box does not exceed 1.00 m. During Finals, a pistol transport box may not be used as a pistol support stand.

5.6 GENERAL SHOOTING EQUIPMENT RULES

The following rules apply to shooting equipment used in both Air Rifle and Air Pistol shooting events.

5.6.1 Ammunition

Pellets used in air guns must be made of lead or similar soft material. Only 4.5mm (.177") pellets may be used.

5.6.2 Spotting Telescope

The use of a spotting telescope, with stand, to visually observe shots on paper targets is permitted. The use of a spotting scope camera that transmits spotting scope images to another electronic device is not permitted. Spotting scopes are not permitted on ranges where electronic targets are used.

5.6.3 Sound Producing and Communications Devices

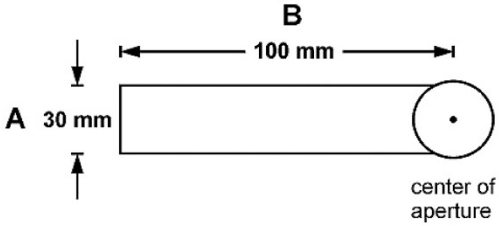
Competitors may only wear sound reducing devices on the firing line. Competitors may not wear sound-enhancing or receiving devices on or immediately behind the firing points during preparation and competition periods. Competitors may use personal mobile phones or other hand-held electronic devices (i.e., cell phones, 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 while on a range during competition firing.

5.6.4 Headgear and Blinders

It is permitted to wear a cap, hat, or visor and to use blinders that comply with Rule 5.6.5 and 5.6.6. A cap or visor made with a flexible material may touch the rear sight. A cap or visor that is made of non-flexible and stiff/hard material is not allowed to touch the rear sight.

5.6.5 Rear Sight Blinder

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



5.6.6 Front Blinder

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

5.6.7 Bipod

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

5.6.8 Competitor ID Badges

Competition sponsors may 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 their CMP number. Competitor ID badges should be worn on the back of the competitor's headgear or shooting jacket.

5.7 PROHIBITED SPECIAL EQUIPMENT

Any rifles, pistols, 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. See also Rule 1.3. 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 Match Officials for inspection in cases where doubt exists. Match Officials have the right to examine the competitor's equipment at any time to be sure it complies with these Rules.

6.0 COMPETITION CONDITIONS

6.1 SHOOTING POSITIONS

Competitors must take their positions on the firing line so that both feet contact the floor behind the rear edge of the firing line. The rifle or pistol may extend over and beyond the firing line if the feet remain behind the firing line. No form of artificial support may be used (*i.e., resting against a table, bench, or other device*). *Note: Position descriptions are given for right-handed competitors; for left-handed competitors, reverse right and left.*

6.1.1 Air Rifle 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 rifle is allowed to touch the jacket across the upper part of the chest.

c) The cheek may be placed against the rifle stock.

d) The right hand may not touch the left hand or left arm. The left hand may not touch the left shoulder. Neither hand nor fingers may touch the left side of the jacket. *Note: The rifle can "touch" the jacket, but the hand or fingers may not touch the jacket.*

e) 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.

f) The rifle must not touch or rest against any other point or object except in the areas permitted by 6.1.1. b) and c). There must be a clearly visible gap between the athlete's face and the rear-sight, including a blinder if attached to the rifle.

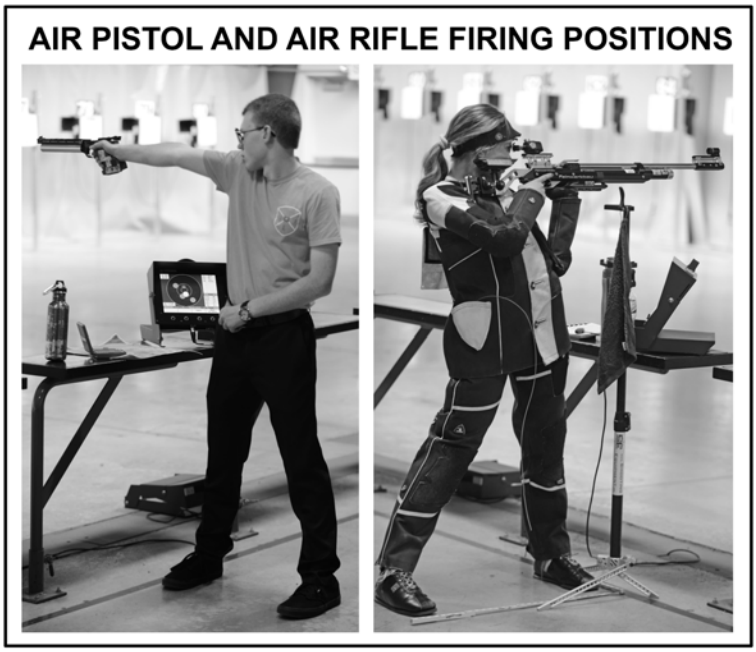
g) A palm rest may not be used.

h) The use of the sling or hand-stop is not allowed. Detachable fore-end risers may be used.

i) The sling swivel must be removed when shooting in the standing position.

6.1.2 Air Pistol Firing Position

The athlete must stand free, without any artificial or other support, with both feet and/or shoes completely within the firing point. The pistol must be held and fired



with one (1) hand only. The wrist must remain **visibly free when the pistol is held in the normal firing position.**

6.2 TARGETS

CMP air gun 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 (*i.e., Orion paper targets*).

6.2.1 Air Gun Targets. Scoring rings on air gun targets must comply with the following dimensions:

a) **10 Meter Air Rifle Target**. Air Rifle scoring rings must be within ±0.1 of the specified diameter.

Inner 10	-0.5 mm*	7 ring	15.5 mm	Aiming black	30.5 mm
10 ring	0.5 mm	6 ring	20.5 mm	3 ring	35.5 mm
9 ring	5.5 mm	5 ring	25.5 mm	2 ring	40.5 mm
8 ring	10.5 mm	4 ring	30.5 mm	1 ring	45.5 mm

*A shot scores as an inner 10 when a 4.5mm pellet hole completely covers the 0.5mm 10-dot. Any shot with a decimal score of 10.2 or higher is an inner 10.

b) **10 Meter Air Pistol Target**. Air Pistol scoring rings must be within ±0.5 mm of the specified diameter.

Inner 10	5.0 mm	7 ring	59.5 mm	4 ring	107.5 mm
10 ring	11.5 mm	Aiming Black	59.5 mm	3 ring	123.5 mm
9 ring	27.5 mm	6 ring	75.5 mm	2 ring	139.5 mm
8 ring	43.5 mm	5 ring	91.5 mm	1 ring	155.5 mm

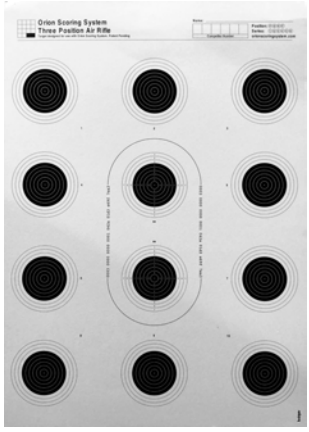
c) **Decimal Scoring, Maximum Radii.** Electronic targets and electronic scoring systems must comply with the decimal scoring maximum scoring ring radii as specified in the ***Decimal Scoring Ring Maximum Radii*** chart on page 69.

6.2.2 Sighting Targets

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

6.2.3 Target Cards

10m Air Rifle target cards may be printed with one target per card or with 10 Match targets (bulls) (numbered 1-10) and two Sighter targets per card (Sighter targets must have a guard ring that separates them from the Match targets. Competitors may fire only one Match shot on each Match target; they may fire unlimited numbers of shots on Sighter targets. In competitions below the national level, Air Pistol competitors may be allowed to fire a maximum of five shots on one target card. On 10-target rifle targets, the competitor may shoot the Match 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. Target cards with five Match targets are also available and



10 m 10-bull air rifle target. Note the guard ring around the two Sighter bulls in the center.

may be used on ranges equipped with target carriers.

6.2.4 Backing Cards

When electronic targets are used, new backing cards should be placed in the targets before every relay as required by the EST manufacturer's maintenance specifications.

6.2.5 Changing Targets

When paper targets are used, the Range Officer will give commands and instructions for changing paper targets. If possible, competitors should not be allowed to handle fired targets.

6.2.6 Electronic Target Monitors

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

6.3 RANGE SPECIFICATIONS

6.3.1 Distances

The firing distance as measured from the firing line to the target shall be 10 meters, ±0.05 m (32.81 ft., ±2.0").

6.3.2 The Firing Line and Firing Point

The "firing line" consists of the firing points on the range and the area immediately behind the firing points where Range Officers work. 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 back (rear) edge of the firing line stripe. 10 m firing points must be a minimum of 1.0 m wide (39.4"). There must be one firing point for each target. Each firing point may be provided with a removable or adjustable bench or table, approximately 0.50 m x 0.60 m in and 0.70 m to 1.00 m high. 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 and Range Lighting

All indoor air gun ranges should have artificial illumination providing the necessary amount of light without glare or distracting shadows on the targets or firing points. Air Gun Ranges should have a minimum general lighting of 500 Lux and a minimum of 1500 Lux on the targets (1,800 is recommended). The background area behind the targets must be a non-reflecting, light even neutral color. must be done by measuring reflected light from the target face. Measuring target illumination on targets with external lighting must be done with the measuring device held at the level of the target and pointed toward the firing point. Measuring target illumination on targets with internal lighting must be done by measuring reflected light from the target face.

6.3.5 Target Heights

Targets must be placed so that the target center or the center point of the record bulls is 1.40 m ±0.05 m (55 in. ±2.0") above the level of the range.

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.

6.3.7 Range Regulations

All persons in air gun ranges must comply with these range regulations:

a) Smoking or vaping is not permitted.

b) Photography is permitted; flash photography is not permitted until the competitions are completed.

c) Speaking in a normal conversational tone is permitted.

d) Mobile phones and other communication devices may be used if they are placed in silent mode.

6.4 COMPETITION EVENTS AND TIME LIMITS

CMP sanctioned Air Rifle and Air Pistol competitions must include one or more of these events:

6.4.1 10m Air Rifle 60 (AR60). 60 shots, fired as a separate event or fired as a qualification for an Air Rifle Final, according to these conditions:

a) All Air Rifle events are fired on the ISSF 10m Air Rifle target with all shots scored in decimal ring values (6.2.1 c).

b) If electronic targets are used, there will be a 15-minute Preparation and Sighting Stage, followed by a Match Fire Stage of 1 hour and 15 minutes (75 minutes).

c) If 10-bull paper targets are used for an Air Rifle event, three 20-shot stages will be timed separately. There will be a 10-minute Preparation and Sighting stage before the first Match Fire stage. Each Match Fire stage will consist of 20 Match Fire shots in a time limit of 25 minutes. After each 25-minute Match Fire stage, the firing line must be *CLEARED* so personnel may go downrange to change targets. There will be a 2-minute Pre-Preparation time and a 3-minute Preparation and Sighting stage before the second or third Record Fire stages start.

d) If the range is equipped with target carriers and single bull targets are used, there will be a 15-minute Preparation and Sighting time, followed by a Record Fire time of 1 hour and 30 minutes (90 minutes).

6.4.2 10m Air Rifle Final (AR60 + Final)

If a final is included in the Match Program, the top eight (8) competitors, in an individual event or aggregate will qualify to compete in the Final. Air Rifle Finals should be fired on electronic targets. The Air Rifle Final consists of Sighters and two 5-shot series, followed by 14 single shots, with eliminations beginning after the 12th shot and continuing after every second shot through the 24th shot. Details for conducting this Final are found in Rule 10.0.

6.4.3 10m Air Pistol 60 (AP60). 60 shots, fired as a separate event or fired as a qualification for an Air Pistol Final, according to these conditions:

a) All Air Pistol events are fired on the ISSF 10m Air Pistol target (6.2.1 b). Full ring (integer) scoring will be used.

b) If electronic targets are used, there will be a 15-minute Preparation and Sighting Stage, followed by a Match Fire Stage of 1 hour and 15 minutes (75 minutes).

c) If 4 single-bull paper targets are posted at one time, each 20-shot stage must be timed separately. There will be a 10-minute Preparation and Sighting stage before the first Match Fire stage. Each Match Fire stage will consist of 20 Match Fire shots (five shots on each bull) in a time limit of 25 minutes. After each 25-minute Match Fire stage, the firing line must be cleared so personnel may go forward to change targets. There will be a 2-minute Pre-Preparation time and a 3-minute Preparation and Sighting stage before the second or third Match Fire stages start.

d) If the range is equipped with target carriers and single bull targets are used, there will be a 15-minute Preparation and Sighting stage, followed by a Record Fire time of 1 hour and 30 minutes (90 minutes).

6.4.4 10m Air Pistol Final (AP60 + Final)

If a final is included in the Match Program, the top eight (8) competitors, in an individual event or aggregate will qualify to compete in the Final. Air Pistol Finals should be fired on electronic targets. The Air Pistol Final consists of Sighters and two 5-shot series, followed by 14 single shots, with eliminations beginning after the 12th shot and continuing after every second shot through the 24th shot. Details for conducting this Final are found in Rule 10.0.

6.4.5 Multi-Event or Multi-Day Aggregates

Sanctioned competitions may have Match Programs that provide for the AR60 and AP60 events, with or without Finals, to be fired two or more times. Final rankings in these events may be based on total scores of all events or by an alternative method that must be described in the Match Program.

6.4.6 Team Events

Any competition may include fired team events or concurrent individual and team events.

a) **Team Members** - Teams may consist of two (2), three (3) or four (4) members as specified in the Match Program. 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 6.4.

c) **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.

6.4.7 Air Rifle and Air Pistol Mixed Team Events

Two-person teams, with one male and one female firing members, compete in Qualification and Final stages of Air Rifle or Air Pistol Mixed Team events to determine the winning teams. Air Rifle or Air Pistol Mixed Team events may be included in the programs of any CMP sponsored or sanction competition.

a) Qualification Round Stage

- All teams entered in this event compete in the Qualification Round. Multiple relays may be scheduled.

- After teams are called to the line, they will have five to ten minutes to set up their equipment, followed by a fifteen (15) minute Preparation and Sighting Time.
- Match firing begins after a 30 sec. pause. Each team member fires thirty (30) Match shots (60 total shots per team), with a time limit of forty (40) minutes. Each athlete fires independently of their partner.
- Decimal ring scoring will be used for Air Rifle Mixed Team Qualification Rounds; Integer scoring will be used for Air Pistol Mixed Team Qualification Rounds.
- The scores of each team member will be added together, and the team results will be ranked. Ties will be broken by applying Rule 8.5 (totals of the two team member scores).
- The four (4) top-ranked teams will advance to the Medal Round.

b) Medal Round Stage

- Mixed Team Medal Rounds should, if possible, take place on a finals range. The four teams in the Medal Round must be squadded according to a random draw.
- Each team member will fire three (3) series of five (5) Match shots each fired in a time of 250 sec. per series (5 + 5 + 5 shots). This is followed by nine (9) single Match shots each fired on command in a time of 50 sec. Eliminations of the lowest scoring team begins after the 18th shot and continue after every three shots until the gold and silver medals are decided. There is a total of twenty-four (24) shots in the Medal Round.
- Scoring in Medal Rounds is done with tenth-ring (decimal) scoring. Combined cumulative total scores in the Medal Round determine final rankings, with ties broken according to shoot-off scores.

c) Medal Round Procedures

- Call the four teams to the line 8:00 min. before the start time.
- Medal Round teams must stand at the back of their firing points facing the audience while the Announcer introduces them.
- CRO commands ***TAKE YOUR POSITIONS***
- CRO commands ***FIVE MINUTES PREPARATION AND SIGHTING TIME…START.*** After 5 minutes, the CRO will command ***STOP…UNLOAD***.
- The CRO will conduct three 5-shot series in 250 seconds by using the commands and procedures in Rule 10.2.5.
- The CRO will conduct nine single shots in 50 seconds each by using the commands and procedures in Rule 10.2.6. The fourth-place team will be eliminated after the 18th shot; the third-place team will be eliminated after the 21st shot and the first and second place teams will be decided after the 24th shot.
- The CRO will command ***STOP…UNLOAD…. RESULTS ARE FINAL***. The Announcer will recognize the three medal-winning teams following the order described in Rule 10.1.8.

6.5 COACHING

6.5.1 Coaching On the Firing Line

In all individual events, non-verbal coaching is allowed, the written word is non-verbal, as is sign language with no audible sound. While on the firing line, an athlete may only speak with Range Officers or Match Officials. The use of electronic communications between an athlete and coach while the athlete is on a firing point is prohibited. In fired team events, one coach per team may be present on the firing line to provide verbal coaching to team members. When team and individual events are fired concurrently, only non-verbal coaching is permitted.

6.5.2 Coaching Off the Firing Line

a) If a competitor wishes to speak with their coach or team official during a regular event, the competitor must unload his gun and leave it in a safe condition on the firing line with the action open and a safety flag inserted. A competitor may leave the firing line only after notifying a Range Officer and without disturbing other athletes.

b) If a coach or team official wishes to speak with a competitor on the firing line, the team official must not contact the competitor directly or talk with the competitor while they are on the firing line. The team official must obtain permission from a Range Officer or Jury Member, who will call the competitor from the firing line.

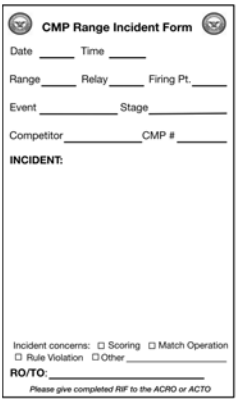
6.6 Sports Presentation and Music During Finals

"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 enrich 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 activities, match sponsors should recognize that the use of music and appropriate announcer commentary is not only legal but highly encouraged.

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.


CMP Range Incident Form

Date _____ Time _____

Range _____ Relay _____ Firing Pt. _____

Event _____ Stage _____

Competitor _____ CMP # _____

INCIDENT:

Incident concerns: ☐ Scoring ☐ Match Operation ☐ Rule Violation ☐ Other _____

RO/TO: _____

Please give completed RIF to the ACRO or ACTO

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 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 Match Officials and must be given to the Statistical Office, so that this information is available for preparing results lists.

7.4 FIRING PROCEDURES

The CRO must conduct all stages of fire by using commands and procedures specified in this Rule (Rule 7.0) and in the "Firing Procedures and Range Officer Commands for Air Rifle/Air Pistol" that are posted on the CMP website at https://thecmp.org/rulebooks/. The conduct of Finals must use commands and procedures for Finals (Rule 10) and the "Firing Procedures and Range Officer Commands for Air Rifle/Air Pistol Finals" that are posted on that same page. When the command ***LOAD*** or ***START*** is given, competitors are authorized to load a pellet in their air gun. 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 a Match Fire stage, they must open their air gun actions, insert safety flags, and bench their air guns. The CRO may command ***STOP-UNLOAD*** before the shooting time expires if all competitors finish firing before the end of the time limit.

7.5 FIRING PROCEDURES, RANGES WITH ELECTRONIC TARGETS OR TARGET CARRIERS

These firing procedures shall be followed for competitions on ranges with electronic targets or target carriers:

a) **Call to the Line and Pre-Preparation**. To start a relay of competitors, the CRO should call competitors to the firing line ten (10) minutes prior to the start of the Preparation and Sighting stage with the command ***COMPETITORS, YOU MAY MOVE YOUR (RIFLES/PISTOLS) AND EQUIPMENT TO THE FIRING LINE…YOUR PREPARATION AND SIGHTING TIME WILL BEGIN IN FIFTEEN MINUTES***. After this call to the firing line, competitors may place their equipment on their firing points and handle their Air Rifles or Air Pistols, adjust, and prepare their equipment, get into their firing positions, and do holding or aiming exercises, but they may not remove safety flags, close air gun actions or dry fire.

b) **Preparation and Sighting Time**. After the Pre-Preparation time is over, competitors will be given a 15-minute Preparation and Sighting time before the start of Record Firing. This stage begins with the command ***PREPARATION AND SIGHTING TIME…START…YOU WILL HAVE FIFTEEN (15) MINUTES TO FIRE UNLIMITED SIGHTING SHOTS***. During this stage, competitors may continue to prepare their positions, remove

safety flags, dry fire, and fire unlimited Sighting shots. After 15 minutes, the CRO will command ***PREPARATION AND SIGHTING TIME…STOP***.

c) **Record Fire Time**. After the Preparation and Sighting Time, and the targets are cleared for Match Fire (or the CRO instructs competitors, ***COMPETITORS…ADVANCE YOUR FIRST MATCH TARGET***). The CRO will command ***THIS STAGE WILL BE 60 MATCH SHOTS IN A TIME LIMIT OF (75/90) MINUTES…START***. After 75 minutes (*electronic targets*) or 90 minutes (*when target carriers are used*) the CRO will command ***STOP***.

d) **Relay Changeover**. If two or more relays are scheduled, the CRO will clear the firing line at the end of the previous relay and have competitors on that relay remove their air guns and equipment from the firing line. After they have removed their equipment from their firing points, the CRO may call the next relay to the firing line and announce the start of their ten (10) minute Pre-Preparation Time.

e) **Target Carriers**. If target carriers are used, Air Rifle competitors should be given 60 single bull Record targets and four (4) single bull Sighter targets or 12 five-bull Record targets and one five-bull Sighter target. Air Pistol competitors may be given 60 single bull Record Targets (one shot per target) or 12 single bull Record Targets (five shots per target) and four (4) Sighter targets.

7.6 FIRING PROCEDURES WHEN DOWNRANGE TARGET CHANGES ARE REQUIRED

These procedures will be used for competitions on ranges where it is necessary to go forward to place or change targets. The competition will be fired in three 20-shot stages in which competitors fire 20 Record Fire shots by following these procedures:

a) **Call to the Line**. To start a relay of competitors, the CRO should call competitors to the firing line approximately fifteen (15) minutes before the first Preparation and Sighting time is scheduled to begin with the command ***YOU MAY MOVE YOUR (RIFLES/PISTOLS) AND EQUIPMENT TO THE FIRING LINE…GROUND OR BENCH YOUR (RIFLES/PISTOLS) AND STANDBY TO HANG TARGETS***. After this call to the firing line, competitors may place their equipment on their firing points and bench or ground their Air Rifles or Air Pistols on their firing points.

b) **Target Hanging**. After ensuring that all air guns are cleared and benched or grounded, the CRO will instruct competitors and/or Match Officials to go forward to hang targets. Two 10-bull air rifle targets should be placed on each firing point, or one pistol sighter target and four single bull air pistol record fire targets should be placed on each firing point.

c) **Pre-Preparation and 1st Preparation and Sighting Time**. After confirming that all personnel are back from downrange, the CRO will authorize a pre-preparation time with this command ***COMPETITORS TAKE YOUR POSITIONS…YOUR PREPARATION AND SIGHTING TIME WILL BEGIN IN TEN (10) MINUTES.*** After ten (10) minutes, the CRO will command ***PREPARATION AND SIGHTING TIME… START…YOU WILL HAVE TEN (10) MINUTES TO FIRE UNLIMITED SIGHTING SHOTS***. During the Preparation and Sighting stage, competitors may handle their air guns, adjust, and prepare their equipment, get into their firing positions, remove safety flags, close air gun actions and dry fire and fire unlimited Sighting shots. After 10 minutes, the CRO will command ***PREPARATION AND SIGHTING TIME…STOP.***

d) **1st Match Fire Stage**. At the end of the Preparation and Sighting stage, the CRO will start the first Match Fire stage of 25 minutes with the command ***THIS STAGE WILL BE 20 MATCH SHOTS IN A TIME LIMIT OF 25 MINUTES…START***. During this time, competitors may fire 20 Match Fire shots. After 25 minutes, the CRO will command ***STOP…CLEAR AND BENCH ALL (RIFLES/PISTOLS) …IS THE LINE CLEAR***. The CRO will then authorize competitors and/or Match Officials to go forward to change targets.

e) **2nd and 3rd Preparation and Sighting Times**. After competitors return to their firing points for the second or third stages of the competition, the CRO will announce, ***YOUR THREE-MINUTE PREPARATION AND SIGHTING TIME WILL BEGIN IN TWO MINUTES.*** After two minutes, the CRO will announce ***PREPARATION AND SIGHTING TIME… START…YOU WILL HAVE THREE (3) MINUTES TO FIRE UNLIMITED SIGHTING SHOTS***. During the Preparation and Sighting time, competitors may handle their air guns, adjust, and prepare their equipment, get into their firing positions, remove safety flags, close air gun actions and dry fire and fire unlimited Sighting shots. After 3 minutes, the CRO will command ***PREPARATION AND SIGHTING TIME…STOP.***

f) **2nd and 3rd Match Fire Stages**. At the end of the Preparation and Sighting times, the CRO will start the second and third Match Fire stages of 25 minutes with the command **THIS STAGE WILL BE 20 MATCH SHOTS IN A TIME LIMIT OF 25 MINUTES…START**. During this time, competitors may fire 20 Match shots. After 25 minutes, the CRO will command ***STOP…CLEAR AND BENCH ALL (RIFLES/PISTOLS) …IS THE LINE CLEAR***. The CRO will then authorize competitors and/or Match Officials to go forward to change or retrieve targets.

g) **Relay Changeover**. If two or more relays are scheduled, the CRO will clear the firing line at the end of the previous stage and have competitors on that relay remove their air guns and equipment from the firing line. After they have removed their equipment from their firing points, the CRO may call the next relay to the firing line and repeat these same procedures.

7.7 SIGHTING SHOTS

Sighting shots are practice or zeroing shots that are not scored or counted. Competitors may fire unlimited Sighting shots during a Preparation and Sighting stage. Sighting shots may not be fired during Match Fire stages. The release of the propelling charge during a Preparation and Sighting stage is permitted and there is no penalty.

7.8 MATCH SHOTS

Match shots are shots that count in the competitor's score. On air rifle paper targets, one shot only shall be fired on each Match target (bull) or on each Match bull on 10-bull targets. On Air Pistol paper targets, one or five shots will be fired on each Match target (bull). Any release of the propelling charge during a Match stage without a hit on the target must be scored as a miss (0).

7.9 TIME WARNINGS

The CRO will give competitors the following time warnings:

7.9.1 Preparation and Sighting Time

After 14 minutes, 30 seconds have elapsed in the Preparation and Sighting Time, the CRO must announce ***30 SECONDS***.

7.9.2 Match Fire Time, 60-Shot Events

The CRO must announce the time remaining at both ten (10) minutes and five (5) minutes (***TEN MINUTES…FIVE MINUTES*****).**

7.9.3 Match Fire Time, 20-Shot Stages

The CRO must announce the time remaining at both five (5) minutes and two (**2**) minutes (***FIVE MINUTES…TWO MINUTES*****).**

7.10 LEAVING THE FIRING LINE OR REMOVING EQUIPMENT

If, during any Preparation or Match stage, a competitor wishes to leave the firing line for any purpose they must a) leave their 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 them 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.

7.11 IRREGULAR SHOTS

An irregular shot is any shot that is not fired in accordance with these Rules. Any competitor who becomes aware that they have an irregular shot must immediately report this to a Range Officer. The Range Officer must complete a RIF to document irregular shots and report this information to the Statistical Office for consideration in preparing results lists. When paper targets are used, a written record may also be made on the target itself.

7.11.1 Shots Fired Before the Command LOAD

If a competitor fires a shot before or during the Pre-Preparation time and before the command ***START*** for a Preparation and Sighting stage, they must be disqualified and may not continue firing in that event.

7.11.2 Shots Fired Before the Command START

If a competitor fires a shot after the ***STOP*** command for the Preparation and Sighting stage and before the command ***START*** for a Match stage, that shot must be scored as a miss on the first Match shot. Direct the competitor to leave the first Match target (bull) open (unfired) or fire only four shots on the first Air Pistol target.

7.11.3 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.

7.11.4 Double Loading

Air guns may only be loaded with one (1) pellet. When a gun is accidentally loaded with more than one (1) pellet:

a) If the athlete is aware of the situation, they may inform a Range Officer who will supervise the unloading of the gun, and no penalty will be incurred. No extra time will be allowed for this; or

b) If an athlete loads two pellets and fires both at the same time, the Range Officer must be notified. If the Range Officer determines that two shots on the target (*both are usually low*) are the result of a double loading, the highest value shot will be scored, and the lowest value shot will be nullified. The Range Officer must note the location of the nullified shot and mark this on the target after the line is cleared. If an athlete loads and fires two pellets while firing Sighters and one or both shots hit outside of the sighter guard ring, they must notify the Range Officer so the shot can be marked. In cases where the highest value shot cannot

be scored, the athlete must be given the score of the lowest value shot fired in that series.

7.11.5 Misplaced Sighting Shot

If a competitor fires a Sighting shot outside of the Air Rifle 10-bull target guard ring during a Preparation and Sighting stage, they must notify a Range Officer, who must note its location so that the misplaced sighter shot can be nullified. The Range Officer must complete an RIF to inform the Statistical Office regarding the value and location of the misplaced sighting shot.

7.11.6 Shots Not Fired

Match shots that are not fired within the time limit must be scored as misses on any unfired Match target(s) (bulls).

7.11.7 Internal Crossfires

An internal crossfire is a shot that is fired on the wrong target/bull on the competitor's own target card (10-bull targets for 10m Air Rifle/4 targets for 10m Air Pistol). If a competitor fires an extra shot on one target (6 shots on one 10m Air Pistol Target or 2 shots on an Air Rifle target), they will not be penalized for two such occurrences in a 60-shot event if one shot is not fired on a succeeding target for each internal crossfire. A two (2)-point penalty will be assigned for the third and each additional such occurrence. The lowest value shot on a target with an internal crossfire must be assigned to the target with fewer shots. Penalties for the third or subsequent occurrence must be assigned to the lower value shot that is transferred.

7.11.8 Too Many Shots in a Stage or Position

If a competitor fires too many shots in an event (61 or more shots in a 60-shot event, the highest value shot(s) on the last bull in the series must be nullified 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) is 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 nullified and a 2-point penalty must be deducted for each excessive shot from the lowest value shot(s) in the first 10-shot series. *Note: This rule may also be applied if too many shots are fired during a Final.*

7.11.9 Crossfires

A crossfire occurs when a competitor fires a shot on another competitor's target. Crossfire shots on paper targets may be detected when a competitor disclaims a shot fired on their target. Crossfire shots on electronic targets may be indicated by the target system, by a combined missing shot on a target and an unfired shot on an adjacent target, or by an analysis of shot timings. Crossfire shots will be scored as follows:

- A crossfire Sighting shot on the Sighting target of another competitor: No penalty.
- A crossfire Sighting shot on the Match target of another competitor: A deduction of two (2) points from the score of the competitor's first series.
- A crossfire Match shot on the Match target of another competitor: The crossfire shot must be scored as a miss.

- If a competitor receives a crossfire shot, and it is impossible to determine which shot was fired by that competitor, they will receive the score of the highest undetermined shot.

7.11.10 Disclaimed Shot

If a competitor disclaims a shot on their target, they must immediately notify the Range Officer. If the Range Officer cannot confirm beyond all reasonable doubt that the athlete did not fire the disputed shot(s), the shot(s) must be credited to the athlete and must be so recorded. The following must be considered as reasons to justify the annulment of a shot:

- If a Range Officer confirms by his observation of the athlete and the target that the athlete did not fire the shot;
- If a missing shot is reported by another athlete or a Range Officer at approximately the same time, and from within two or three adjacent firing points.

7.12 INTERRUPTIONS

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

7.12.1 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.

7.12.2 Interruptions where Additional Sighting shots May be Authorized

If the interruption lasts more than five (5) minutes, or if the competitor is moved to another target or resquadded to complete the stage of fire on another relay, the competitor must be allowed to fire additional Sighting shots and 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.

7.12.3 Interruptions of Entire Range

If firing on an entire range or section of a range is interrupted for more than one (1) minute, all competitors must be given additional time equal to the amount of time remaining when the interruption occurred when firing resumes. If firing is interrupted for more than five (5) minutes, all competitors must be allowed to fire additional unlimited Sighting shots and 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 MALFUNCTIONS

A malfunction occurs when a gun fails to fire a projectile when the trigger is pulled. Malfunctions may be either ALLOWABLE or NON-ALLOWABLE. **Allowable Malfunctions are:**

- A pellet is lodged in the barrel; or
- The gun fails to fire or function properly, and the trigger mechanism has been released.

Non-Allowable Malfunctions are:

- The athlete has opened the action of his gun;
- The safety was engaged;

- The athlete did not properly load his gun;
- The athlete did not pull the trigger;
- The malfunction is due to any cause that could reasonably have been corrected by the athlete; or
- When an electronic trigger is used and the battery fails.

If a competitor has a gun or ammunition malfunction, they may repair it and continue firing or, if the malfunction was an ALLOWABLE malfunction, they may continue shooting with another gun of the same type that complies with these Rules. A broken sight or other item of equipment may, with the approval of the Range Officer, be replaced. No extra competition time is allowed to repair or replace a gun after any malfunction. The Range Officer may allow a competitor to fire additional Sighting shots after repairing or replacing a malfunctioning gun if the malfunction was ALLOWABLE.

7.13.1 Low Gas Pressure

No additional time or Sighting shots will be allowed to compensate for time lost to change or fill a compressed air or CO_2 cylinder. It is the responsibility of the competitor to arrive at the firing line with a properly charged gas cylinder.

7.13.2 Replacing Cylinders

If a competitor must replace or refill an air or CO_2 cylinder during a competition, this may be done with the approval of the Range Officer, but no additional time may be allowed. An athlete who must replace or refill a cylinder must insert a safety flag in their air gun, have the Range Officer clear the air gun and then remove it from the firing line to replace or refill the cylinder.

7.14 LATE ARRIVALS

A competitor who arrives late for a scheduled relay on which they were squadded will be permitted to start provided time remains in the first stage of fire, but no extra time will be allowed. If the late arrival was not the fault of the competitor, the competitor may be resquadded on a subsequent relay or be given additional time to complete a Match Fire stage.

8.0 SCORING TARGETS

8.1 SCORING PRINCIPLES

All Match Fire shots in a competition must be scored, totaled, and ranked in accordance with these Rules.

8.1.1 Shot Values

Air Rifle 60-shot events must be scored in tenth ring (decimal) values. Air Pistol 60-shot events must be scored in whole ring (integer) values. If Finals are conducted, all Air Rifle or Air Pistol shots must be scored in decimal ring values. To score shots in tenth ring (decimal) values, match sponsors must have either electronic targets or use Orion VIS scoring. If a match sponsor does not have electronic targets or VIS scoring, they may send fired Orion targets to the CMP for scoring *(Targets may be provisionally scored at the match and confirmed as soon as an official score report is posted by the CMP.*).

8.1.2 Scoring Methods

Tenth ring (decimal) shot values must be determined by using one of two methods of scoring: a) CMP-approved electronic targets or b) CMP-approved visual image electronic (Orion VIS) scoring. Scoring whole ring (integer) values may be done by using electronic targets, VIS scoring or the manual scoring of paper targets. All shots fired in one competition must be scored with only one method of scoring,

except that for competitions on ranges that have both electronic and paper targets, a Match Program may provide for exceptions. In EIC Matches, all Non-Distinguished competitors must have all their shots scored with the same scoring method. One scoring method cannot be used to check scores determined by another method of scoring.

8.1.3 Determining Shot Values

In tenth ring (decimal) scoring, a shot is scored according to the radial distance from the center of the shot hole to the center of the target as specified in the Decimal Scoring Ring Maximum Radii Chart on page 69. In whole ring (integer) scoring, a shot is given the score of the highest value scoring ring that is hit or touched by that shot as specified in Rule 6.2). When paper targets are used, all initial scoring decisions must be made by Scorers (Rule 4.5). Scoring decisions are subject to challenges and final decisions by Score Challenge Officers (Rule 8.1.9).

8.1.4 Visible Hits and Close Groups

All hits that are clearly visible on the target card will be scored. In Air Pistol events where five shots are fired on a target, 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(s) has gone elsewhere than through the assigned target (*no evidence of a crossfire or off-target miss*), the competitor 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.

8.1.5 Misses

Any Match shot that fails to hit the scoring rings of the competitor's appropriate target must be scored as a miss (0).

8.1.6 Irregular Shots

Irregular shots must be reported to the Statistical Office by the Range Officer by completing a RIF and be scored according to Rule 7.3.

8.1.7 Scoring Integrity

Match Officials 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, ranked, and posted on the Official Bulletin Board and/or posted electronically so that all scores are available to participating competitors.

8.1.9 Score Challenges (See Chart on page 71)

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 method of scoring (Rule 8.1.2).** If electronic targets are used, the scoring challenge period ends 10 minutes after scores are posted. When VIS or manual scoring is used, 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 ELECTRONIC TARGETS (EST)

8.2.1 Approved Electronic Targets

Current CMP-approved electronic targets are produced by Scopos Athena, DISAG, Kongsberg (KTS), Megalink, Meyton, and SIUS AG. If a match sponsor is considering the use of other electronic targets, they may contact the CMP to determine if the target can be added to the approved targets list.

8.2.2 Electronic Target Scores

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

8.2.3 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 a paper strip to advance. Decisions by the Statistical and/or Technical Officers regarding protested shots or complaints on electronic targets are final and may not be appealed.

a) **Shot Does Not Register (Missing Shot).** If a competitor fires a shot that does not register (display) on their monitor, take these steps to resolve the complaint:

   If Athena targets are used, and a competitor complains that a shot did not register, direct the athlete to fire one extra shot at the end of the stage. Note: It is possible in certain circumstances where there are shot holes in the aiming mask to have a shot hitting the edge of the aiming circle that does not register. After that stage, the Range Officer and Technical Officer must obtain the paper strip and examine it to determine if the missing shot hit the target. Do this by counting the shot holes in the paper strip (*there will be an open space on the paper strip where the stage with the questioned missing shot started*).

   - If the shot hit the target, there will be a shot hole in the paper strip where the missing shot should be; nullify the missing shot and count the extra shot.
   - If there is no shot hole in the paper strip or mask where the missing shot should be, score the missing shot as a miss (0) and nullify the extra shot.

   If KTS targets or targets without witness strips are used, the Range Officer must confirm that the athlete actually fired a shot and that there is no possibility that the athlete fired an off target miss or crossfire. If the Range Officer concludes that the athlete fired a shot at their target, direct the athlete to fire another Record shot.

   - If the shot registers, count the replacement shot and direct the athlete to continue Match Fire.
   - If the replacement shot does not register, nullify the missing shot and the replacement shot and move the athlete to another target.

If other EST with witness strips (paper strips) are used, direct the athlete to fire another Match shot. If the shot registers, direct the athlete to continue firing to complete the stage of fire. At the end of the stage, the Technical Officer and Range Officer must obtain the witness strip and determine if the missing shot hit the target.

- If the shot is found and can be scored (a plotting technique for doing this is described in the CMP 3PAR Match Officials Manual), count that shot and nullify the last (now extra) shot. If the shot is found but cannot be scored, count the extra shot.
- If the missing shot is not found on the witness strip, score the missing shot as a miss (0) and nullify the extra shot.
- If the replacement shot did not register, nullify the missing shot and the replacement shot and move the athlete to another target. Give the competitor extra time and sighters according to Rule 7.13.2.

SCORING PROTESTED SHOTS IN TARGET MASKS

If the edge of the shot hole cuts the edge of the mask by 2.25 mm or less = 4

If the radial distance from the edge of the mask to the shot hole center is:

4.50mm – 2.26mm = **3**

7.00mm – 4.51mm = **2**

9.50mm – 7.01 mm = **1**

>9.50mm = **0**

b) **Erroneous Scoring: Paper Strip Not Advancing**. If a paper strip 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 refire all Record shots that were fired after the paper strip stopped advancing before continuing with the remaining Record shots. After firing is complete, the Statistical and/or Technical Officer will determine the exact number of refired shots to be counted (*starting with the first shot fired after the paper strip stopped advancing*) according to ISSF Rule 6.10.6.

c) **Protested Shot Value.** If a competitor feels that a score registered on their monitor is incorrect, they may protest that score. The Range Officer must first determine that the protest is valid. If another shot has been fired after the protested shot, or if the protested shot is a 9.5 or higher, the score may not be protested. If targets without witness strips are used, only shots with values of 1, 2, 3, 4 or 0 may be protested. If the protest can be accepted, then:

If Athena targets are used, do not direct the firing of an extra shot. The athlete and Range Officer may view the location of a questioned shot on the athlete's monitor by pressing VALIDATE on the monitor. Pressing VALIDATE will display the image of the last shot fired. If the athlete then wishes to protest the score, the Range Officer and Technical Officer must examine the shot in the main computer (Orion match management system). If they determine that the protested shot is scored within two (2) decimal rings (0.2 points) of the original indicated value, the protest must be denied (ISSF Rule 6.16.5.2 b).

- If the shot was scored incorrectly (*if a correction of more than 2 decimal rings was required*), make a manual correction in the main computer.
- If the shot was scored correctly (*within 2 decimal rings of the indicated value*), assign a 2-point penalty to the protested shot.

If Athena targets are used, and a frame hit ("FH") is indicated and there is no evidence of a frame hit (*frame hits are rare but may occur when a shot perfectly doubles a shot hole already in the paper tape*), the Range Officer may ask the Technical Officer to nullify the frame hit and instruct the athlete to refire the shot.

If targets without witness strips are used, do not direct the firing of an extra shot. The Technical Officer and Range Officer must obtain the target mask at the end of the stage of fire, identify the protested shot (must have been scored a 4 or lower) and decide if it was scored correctly. Do this by measuring the radial distance from the edge of the mask to the center of the protested shot hole, then use the table (on left) to decide the score for that shot:

- If the shot was scored incorrectly, decide the score; make a manual correction.
- If the shot was scored correctly, assign a 2-point penalty.

d) **Extra Shot**. If a competitor complains that their target has an unclaimed or extra shot, this is usually due to receiving a crossfire from another firing point. Take these steps to resolve the complaint:

- Confirm the complaint; check with adjacent targets for a missing shot (possible crossfire).
- If an adjacent target has a missing shot, nullify the extra shot; make a manual entry in the main computer to record a crossfire zero (0) for the athlete who fired the crossfire.
- If an extra shot cannot be identified before the end of the series, ask the Technical Officer to examine the shot times to determine if the crossfire shot can be identified. If yes, nullify that shot.
- If the crossfire/extra shot(s) cannot be identified, nullify the lowest value shot(s).

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.

8.3 VISUAL IMAGE SCORING SYSTEMS

8.3.1 Definition

A Visual Imaging Scoring (VIS) system uses computer vision techniques (i.e., scanning, digitizing, 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.

8.3.2 Approved systems

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

8.3.3 Scoring rings on VIS Targets

When paper targets are scored with a VIS system, the scoring rings printed on those targets are only to be used for 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.

8.3.4 Visual Image Electronic Scores

Scores determined by an approved VIS system are final unless protested in accordance with Rules 8.1.8 and 8.3.5. During VIS scoring, the Statistical Officer may correct obvious scoring errors, such as failure to correctly locate a shot due to paper tears, etc.

8.3.5 Requests for Re-Evaluation of Visual Image Scores

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

a) The Statistical Officer must evaluate the indicated shot by examining the original scanned image to determine if the shot location was correctly identified. To evaluate, the Statistical Officer must decide if there is an obvious error, that is when the scored shot is not a reasonable interpretation of the actual shot location (see diagram). If the Statistical Officer concludes that there is an obvious error, they must make a manual correction of the shot location.

b) The 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 or more, the Statistical Officer may rule that this is an obvious error and make a manual correction to the scoring ring location and score.

8.4 MANUAL SCORING OF PAPER TARGETS

Manual scoring may be used to score Air Pistol paper targets. When paper targets are scored manually, two scorers should 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 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 final scoring

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

8.4.1 Using a Scoring Gauge or Template

Doubtful shots must be scored with a scoring gauge or scoring template. A scoring gauge may only be inserted once. Scorers should look at the gauge from a slight angle to clearly see where the edge of the gauge's flange and target meet. An Eagle Eye™ or other scoring template should be used to score 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. The Scorer(s) must mark and initial any shot scored with a gauge or 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. If a third opinion is required, that person must also mark and initial the shot. Scorer's decisions regarding the value of any shot scored with a gauge or template are final and may not be protested.

8.4.2 Scoring Inner Tens

Inner tens are used to break ties when whole ring (integer) scoring is used. In Air Pistol, an inner ten is a shot that scores with a radius of 5.00mm or less. Inner tens are used to break ties when full ring scoring is used.

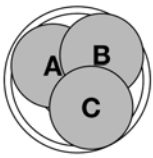
8.4.3 Using an Outward Scoring Gauge

An outward scoring gauge, with a flange diameter of 11.50mm (+0.00/-0.05mm) (0.453 in.), may be used to score Air Pistol shots in the 2 to 10 rings. If the outer edge of the flange breaks the outside edge of the scoring ring, the lower value is scored. If the outer edge of the flange is tangent to or lies inside of the outside edge of the scoring ring, the higher value is scored. See diagram on left.

8.4.4 Using the Inward Scoring Gauge

The inward scoring gauge, with a flange diameter of 4.50mm-4.55mm (0.178-0.182 in.), may be used to score Air Pistol shots in the 1 ring. The shot is scored according to the highest value ring that the flange of the inward gauge touches. When using the inward scoring gauge, if there is even a faint black gap between the edge of the scoring gauge and the outside edge of the scoring ring,

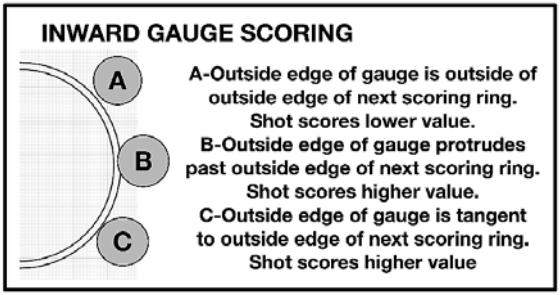
OUTWARD GAUGE SCORING



A-Outside edge of gauge is inside of outside edge of next scoring ring. Shot scores higher value.
B-Outside edge of gauge protrudes past outside edge of next scoring ring. Shot scores lower value.
C-Outside edge of gauge is tangent to outside edge of next scoring ring. Shot scores higher value

Scoring Inner Tens with an 11.50mm OUTWARD Gauge

When using an 11.5mm **OUTWARD** air pistol gauge, read the outside edge of the gauge on the seven (7) ring. If the outside edge of the gauge is tangent to or inside of the outside edge of the seven (7) ring, the shot is scored as an Inner Ten. If the outside edge of the gauge is outside of the outside edge of the seven (7) ring, the shot is not an Inner Ten.



the shot receives the lower value. If you do not see a gap and the edge touches or breaks into the outside edge of the scoring ring, the shot receives the higher value. See the diagram on left.

8.4.5 Scoring Torn Shot Holes

When the edge of a shot hole is torn, the shot must be scored according to the location where the pellet actually hit the target. A shot hole that is torn so badly that an inserted scoring gauge will not remain in that location may not be scored with a scoring gauge. Torn shot holes must be scored with a template or overlay gauge. *Note: An Eagle Eye™ magnifying scoring template may be used for this purpose.*

8.4.6 Score Protests of Manually Scored Targets

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

8.5 BREAKING TIES

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

8.5.1 Ties in Events with No Finals or before Finals

a) In Air Rifle events where decimal scores are determined with VIS scoring, ties must be broken according to the highest score in the last 10-shot series, then by the next to the last 10-shot series, etc. If a tie remains unbroken, scores on the last numbered target (bull #10 in 6th series) will be compared, then the next to the last numbered target (bull #9, 6th series), etc. If any ties remain, tied competitors will be ranked with equal rank and be listed alphabetically according to their family names.

b) In Air Rifle events where electronic targets are used, ties will be broken according to the highest score in the last 10-shot series, then by the next to the last series, etc. If a tie remains unbroken, scores will be compared on a shot-by-shot basis, beginning with the last shot, then the next to the last shot, etc.

c) In Air Pistol events where whole number (integer) scoring is used, ties must be broken in favor of the competitor with the highest number of inner tens, then by a series-by-series countback, beginning with the last 10-shot series, then the next to the last series score, etc. If 10-shot series scores are equal, a 10-shot series score with a greater number of inner tens ranks higher. If electronic targets are used, any remaining ties may be broken by a shot-by-shot countback. If any ties remain, tied competitors will be ranked with equal rank and be listed alphabetically according to their family names.

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 10.3.5).

8.5.3 Ties in Multiple Event Individual Aggregates

When a competition consists of two or more 60-shot events, tie breaking must use the same rules that are used for single 60-shot events (Rule 8.5.1). If there is a final or last final, the final and final tie-breaking procedures (Rule 8.5.2) apply.

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 an Air Pistol event is to total the inner tens fired by the team members. The first step in breaking team ties in an Air Rifle event is to total the last 10-shot series scores fired by the team members.*

8.6 RESULTS LISTS

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 (Rule 8.1.9). After all scoring protests are decided and all ties are broken, the Statistical Officer must produce a Final Results List. Results Lists 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 DISCIPLINARY ACTIONS AND PROTESTS

9.1 Rule Violations

Competitors or team officials may be disciplined or disqualified from a match for any of the following acts of misconduct:

a) Violating CMP safety rules (Rule 2.0) and/or range safety rules;

b) Failure to comply with CMP Competition Rules;

c) Refusing to obey the instructions of a Match Official or failure to make a correction after a warning is given (Rule 9.2 a);

d) Falsifying or being an accessory to falsifying scores;

e) Disorderly or unsportsmanlike conduct; or

f) Interfering with or disrupting a competitor on the firing line.

g) **Abuse of a Competitor or Match Official.** A competitor or Match Official who physically, verbally or emotionally abuses or injures another competitor or Match Official may be excluded from further participation in a competition. Such acts shall include acts of sexual abuse or harassment. Any alleged act of abuse must be reported to the CRO or Match Director. Reports must identify potential witnesses or physical evidence. Any competitor or Match Official who is accused of such abuse must be given an opportunity to offer an explanation or defense. The Match Director, plus one additional Match Official, must then decide whether the athlete or team official should be excluded from that competition. Any decision to exclude a competitor or Match Official must be reported to the Chief Competition Officer, International Disciplines, who may refer

the matter to the CMP Rules Sub-Committee for further action in accordance with Rule 9.8, if warranted.

9.2 Rule Enforcement

In the event of rule violations, Match Officials shall take the following corrective or disciplinary actions.

a) **Warning**. Whenever possible, a warning and opportunity to correct a rule violation must be given before imposing any further penalties;

b) **Penalty**. A penalty of two (2) or five (5) points may be deducted from the competitor's score in the event or stage where the violation took place. Any decision to penalize a competitor must be made by at least two Competition Officials (must be a Range Officer, Target Officer, Chief or Assistant Chief Range Officer, Chief or Assistant Chief Target Officer, Technical Officer, Match Director); unless the applicable rule specifies a five (5) point deduction, initial deductions should be for two (2) points; or

c) **Disqualification**. A competitor may be disqualified without further warning in case of a refusal to respond to a warning. A competitor may be disqualified without warning in case of a serious violation. Any decision to disqualify a competitor must be made by at least two Competition Officials (must be a Range Officer, Target Officer, Chief or Assistant Chief Range Officer, Chief or Assistant Chief Target Officer, Technical Officer, Match Director). If a team member is disqualified, the team may be disqualified and the scores of other team members may be disqualified from consideration for other awards, depending upon the circumstances of the disqualification. Any competitor or team that is disqualified must be notified of that decision and be given an opportunity to protest the decision to disqualify them.

9.3 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 these Rules may protest the competition conditions or decision in question. However, scoring decisions by an authorized Statistical Officer or Technical Officer made in accordance with applicable scoring rules (Rule 8.0) regarding the number and scores of shots are final and may not be protested.

9.4 PROTEST PROCEDURES

If a competitor or coach has a complaint or protest, it must be adjudicated by following these procedures (*Note: The "Complaint and Protest Procedures" chart on page 71 provides additional details regarding protest procedures*.).

9.4.1 Complaint

A competitor or team coach may "complain" about competition conditions or a Match Official's decision to any Match Official who may answer the complaint or involve another Match Official in responding to the complaint.

9.4.2 Verbal Protests

If this informal procedure does not resolve the complaint, a competitor or team coach may state their intent to make a "verbal protest" to any Match Official within 30 minutes of the condition or decision being protested. At least two Match Officials (*must be a Range Officer, Statistical Officer, Technical Officer or Match*

Director) must hear and decide the protest. There is no fee for making a verbal protest.

9.4.3 Written Protest and Request for Jury Decision
If the competitor or team coach is not satisfied with the Match Officials' decision, the competitor or team coach may request a Jury decision. Any appeal to a Jury must be in writing (*Match sponsors may copy and use the Protest Form printed on page 70 to document protests.)*, 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 upholds the protest. The Match Director must appoint a Jury in accordance with Rule 4.7 to decide the protest, except that at the National Matches, a National Matches Protest Jury (see Rule 9.7) shall decide protests. A Match Official who was involved in the original Match Officials' decision may not serve on the Jury.

9.5 PROTEST DECISIONS

A majority of the Jury must decide written protests. The Jury decision must be based on these 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.

9.6 APPEAL OF PROTEST DECISION

Any party involved in a written 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 Chief Competition Officer, International Disciplines ~~Director of Civilian Marksmanship~~. Decisions by a CMP Protest Committee are final. There is no further right of appeal.

9.7 PROTESTS AT NATIONAL MATCHES

A CMP National Matches Protest Jury, appointed by the Chief Competition Officer, International Disciplines , 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.

9.8 ADDITIONAL CMP DISCIPLINARY ACTION

In the event of a serious violation, additional disciplinary action may be taken by the CMP Rules Sub-Committee to disqualify or suspend a competitor from the National Matches, EIC matches or other CMP-sanctioned matches for such time as it determines, and to deny any current award already won. When a competitor is charged with a serious violation, the Chief Competition Officer, International Disciplines shall investigate the charges and all available evidence and shall present a report on this investigation, together with recommendations, to the CMP Rules Sub-Committee. Any person who may be suspended must be notified as soon as possible that suspension is being considered. After the submission of the report of the Chief Competition Officer, International Disciplines. The CMP Rules Sub-Committee shall offer the competitor an opportunity for a hearing on the charges and evidence provided by the investigation by the Chief Competition Officer, International Disciplines. The accused competitor must be given an opportunity to present evidence or contravening

arguments before a final decision is made. After a hearing on these charges, the CMP Rules Sub-Committee shall make a final decision regarding the charges and the suspension or other disciplinary action for the competitor if they are determined to be guilty of the charges against them. The decision of the CMP Rules Sub-Committee regarding suspension or other disciplinary action shall be final.

10.0 FINALS

A Final is a dramatic, visual, and exciting way to conclude shooting competitions. In Finals, the top eight (8) competitors in an individual event or aggregate Qualification event compete to decide their final placings while other competitors and interested persons participate as spectators.

10.1 GENERAL FINALS PROCEDURES

10.1.1 Option to Conduct Finals

A Final is not required in CMP-sanctioned Air Rifle and Air Pistol competitions, but, if eight electronic targets are available, a Final is highly recommended as a means of offering competitors an exciting and rewarding experience and a dramatic way to determine top award winners. A Final may be used to decide match winners, or it may be a separate event for the top eight competitors in an individual event or aggregate, 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 4 additional points, the 2nd 3.5 points, etc. If a point system is used instead of the start-from-zero Final, this must be announced in the Match Program.*

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 Targets and Scoring Finals

B75Match shots must be scored in decimal (tenth) ring values.

10.1.4 Finalist Reporting

The start time of the Final is when commands for the first Match series begin. The start time of the Final must be announced in advance. Finalists should report to the CRO or a Finals Preparation Area at least 30 minutes before the start of the Final to have time to prepare, be introduced, and complete their Preparation and Sighting stage. After reporting to the Preparation Area, finalists or their coaches must be allowed to place their guns and equipment on their firing points at least 20 min. before the Final start time. Gun cases and equipment containers must not be left on the final range. Aiming exercises are not permitted at this time. Athletes must then return to the Preparation Area, ready to be called to the firing line for their presentation and warm-up period. Coaches will take their allocated seats on the finals range.

10.1.5 Match Officials

The CRO is responsible for conducting the Final and giving all commands. The CRO or an Announcer is responsible for introducing the finalists and giving score announcements and commentary. The electronic targets used for a Final and the results display are operated by a Technical Officer. A Range Officer script with

the procedures and commands for conducting this Final may be viewed and downloaded at https://thecmp.org/competitions/cmp-competitions-rulebooks/.

10.1.6 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. An electronic scoreboard displaying scores and current rankings that is visible to spectators should be on the range. The CRO or an Announcer should give scores and commentary about current rankings after each series or shot in the Final.

10.1.7 Music and Spectator Response

During a Final, appropriate music should be played. Enthusiastic audience support is encouraged and recommended during all Finals (*applause and cheering is permitted and encouraged*).

10.1.8 Ending the Final

If there are no ties at the end of the Final, the CRO or Announcer shall 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)***. *Note: It is recommended that as soon as the gold and silver medals are decided that the gold, silver and bronze medal winners be assembled with their rifles or pistols so that they can be recognized and photographed.*

10.2 PROCEDURES FOR CONDUCTING AIR GUN FINALS The Air Rifle and Air Pistol Finals consist of Sighting and Match shots, to be conducted according to this Rule:

10.2.1 Air Rifle and Air Pistol Final Course of Fire

The Final consists of 24 Match shots with progressive eliminations occurring in the following sequence:

- ***TAKE YOUR POSITIONS*** (30/10 sec.)
- Preparation and Sighting Time (5 minutes)
- 30 second time warning…***STOP***
- Pause to reset targets (+/- 30 sec.)
- 5 shots in 250 seconds
- 5 shots in 250 seconds
- 2 single shots, each in 50 seconds, eliminate 8th place.
- 2 single shots, each in 50 seconds, eliminate 7th place.
- 2 single shots, each in 50 seconds, eliminate 6th place.
- 2 single shots, each in 50 seconds, eliminate 5th place.
- 2 single shots, each in 50 seconds, eliminate 4th place.
- 2 single shots, each in 50 seconds, eliminate 3rd place.
- 2 single shots, each in 50 seconds, the 24th shot decides 1st and 2nd places.

10.2.2 Call to the Line and Introduction of Finalists

Finalists should line up close to the Finals Range ten (10) minutes before the Finals START time. When finalists are called to the firing line from the Preparation Area, they must walk to the line fully dressed with trousers and jackets closed. The CRO will announce ***FINALISTS TO THE LINE…BENCH (GROUND) YOUR (RIFLES/PISTOLS)***. After benching their air guns, finalists must turn towards spectators for their introductions. Finalist introductions should give the name and hometown (team or club name); the Announcer may comment on the competitor's competition record. After finalist introductions, the Range Officer will command ***TAKE YOUR POSITIONS***. Competitors then have 30 seconds for Rifle and 10 seconds for Pistol when they may handle their air guns and take their positions. After they are in position, they may carry out holding and aiming exercises, but they may not remove safety flags from their air guns.

10.2.3 Five (5) Minute Preparation and Sighting Stage

a) After 30/10 (rifle/pistol) seconds, the CRO will command ***PREPARATION AND SIGHTING…TIME LIMIT FIVE (5) MINUTES…START***. Competitors may complete their preparations for the Final, load and fire unlimited Sighting shots during this time.

b) The CRO must give competitors a verbal warning when thirty seconds remain in the Preparation and Sighting time with the command ***THIRTY SECONDS.***

c) The Preparation and Sighting time ends with the command ***PREPARATION AND SIGHTING TIME…STOP***.

10.2.4 Changing from Sighting to Match Shots

There must be a brief pause (maximum 30 seconds) after the ***STOP*** command and before the commands for the first Match shot. This pause gives the Technical Officer time to change the targets from Sighting to Match.

10.2.5 Final 5-Shot Series Commands

The initial Match shots in the Final consist of two 5-shot series to be conducted as follows:

a) For each 5-shot Match series, the CRO will command ***FOR THE FIRST/NEXT COMPETITION SERIES…LOAD***.

b) After a 5-second delay to give finalists time to load, the CRO will command ***START***.

c) 250 seconds after the ***START*** command, the CRO will command ***STOP***. If no count-down clock is visible to all finalists, the CRO may give a "30 Seconds" warning.

d) After the ***STOP*** command, the CRO or Announcer will give brief commentary about the scores and current rankings.

e) After commentary for the first series is finished, the CRO will conduct the second 5-shot series using the same procedures.

f) The lowest ranked finalists (8th and 7th places) are eliminated after the second 5-shot series.

10.2.6 Final Single Shot Commands

After the two 5-shot series, the CRO will continue the Final with single shots. Eliminations after single shots shall be made in accordance with Rule 10.2.1.

a) After the commentary for the previous series/shot is finished, the CRO will command ***FOR THE NEXT COMPETITION SHOT…LOAD***.

b) After a 5-second delay to give Finalists time to load and resume their firing positions, the CRO will command ***START***.

c) 50 seconds after the ***START*** command, the CRO will command ***STOP***.

d) After the ***STOP*** command, the CRO or Announcer will announce the scores and give brief commentary about the current rankings. Eliminated finalists must be recognized in accordance with Rule 10.2.1.

e) After commentary regarding each shot is finished the CRO will conduct the next Match shot by using the same procedures until the 1st and 2nd place winners are decided.

10.2.7 Early Stop Command

If the command **STOP** is given before the time limit expires and a competitor has not fired their shot or completed a 5-shot series, the competitor must be given a new 50-second time limit to fire any shot that was not fired (*2 unfired shots in a series = 100 seconds*). The CRO 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/series is completed before results for all shots are announced and the Final is continued.

10.3 SPECIAL REGULATIONS FOR FINALS

When special circumstances apply, the following special regulations shall be applied.

10.3.1 Loading Before the LOAD Command

Competitors may not contact their air gun with a pellet (see Rule 2.8) before the command ***LOAD***. The first violation results in a warning. The second violation must be penalized with a two (2) point deduction.

10.3.2 Firing Before the *START* Command

Any shot fired after the ***LOAD*** command and before the ***START*** command must be scored as a miss for that shot.

10.3.3 Firing After the STOP Command

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

10.3.4 Aiming or Holding Exercises

Aiming or holding exercises between Match shots are allowed. Dry firing between Match shots is not allowed. A <u>one-point penalty</u> must be deducted from the score of the next shot for each instance of dry firing.

10.3.5 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 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 can continue. 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.

10.3.6 Malfunctions in Finals

If a competitor has a malfunction that is not their fault, the competitor will be given a maximum of one (1) minute to repair the malfunction or replace the rifle or pistol. As soon as the malfunction is repaired or the air gun is replaced, the CRO will

give a new 50-second time for each unfired shot for the competitor to fire the malfunction shot(s), 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.

10.3.7 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 Match Officials 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 their hand and announcing "Protest."

c) Match 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, Match Officials may decide that the target malfunctioned, count the refire shot and continue the Final.

10.3.8 Target Malfunctions

a) **Single Target Malfunction** – If an electronic target fails to function, the competitor must be moved to a new target. They will be allowed an additional two (2) minute period for Sighting shots before they complete the missing shot(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.

10.3.9 Delay Procedures

During any delay in Record firing while Match Officials resolve a missing shot or target malfunction issues, other finalists are permitted to do aiming exercises and dry fire. If the total delay to resolve the issue is longer than five (5) minutes, all finalists must be given two (2) minutes Sighting time before Record firing resumes.

10.3.10 Other Irregular or Disputed Cases

If other irregular or disputed cases occur during a Final that are not covered by Rule 10, the CRO and Range Officer may decide irregular or disputed matters according to **Rule 7.11 Irregular Shots**.

11.0 NATIONAL RECORDS AND AWARDS

11.1 CMP ACHIEVEMENT AWARDS

To provide incentives for Air Rifle and Air Pistol competitors to participate and improve, the CMP provides Achievement Pins for competitors who equal or exceed established Achievement Award cut-scores. Achievement Award cut-scores are determined based on previous National Championship scores. Gold, silver, and bronze Achievement Pins may be presented to approximately the top 40 percent of all competitors. Achievement Award scores are calculated so that approximately the top one-sixth of the top 40 percent of all competitors receive gold awards, the next two-sixths receive silver awards, and the remaining three-sixths receive bronze awards. In 2022 CMP-sanctioned Air Rifle and Air Pistol Matches, Gold, Silver, and Bronze Achievement Pins may be awarded according to the following standards.

Table 4 – Air Rifle & Air Pistol Achievement Award Cut Scores

Event	Gold	Silver	Bronze
Air Rifle, 60 Shots (decimal scoring)	**≥621.0**	**614.0.0-620.9**	**606.0-613.9**
Air Pistol, 60 Shots (integer scoring)	**≥562**	**545-561**	**535-544**

11.2 NATIONAL RECORDS

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

11.2.1 Eligible Competitions

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

11.2.2 Record Recognition Procedure

CMP Staff compiles the official list of National Records. This list is 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 airgun@thecmp.org.

11.2.3 Tied Scores

If two or more competitors have the same decimal score that is a possible National Record, the tie will not be broken, and they will be recognized as National Record co-holders. If two or more competitors have the same integer score, the competitor with the higher number of inner tens will be recognized as the National Record holder. If two or more competitors have the same integer score and the same number of inner tens, the tie will not be broken, and they will be recognized as National Record co-holders.

11.2.4 National Record Events

National Records are recognized for the following events.

- Individual, 10m Air Rifle 60 shots
- Individual, 10m Air Rifle Final, 24 shots
- Individual, 10m Air Pistol 60 shots
- Individual, 10m Air Pistol Final, 24 shots
- Teams, 4 members, 10m Air Rifle 60 shots X 4
- Teams, 4 members, 10m Air Pistol 60 shots x 4

11.2.5 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 (O60 men, Rule 3.4.2 d)
- Senior Women (O60 women, Rule 3.4.2 d)
- Grand Senior Men (O70 men, Rule 3.4.2 e)
- Grand Senior Women (O70 women, Rule 3.4.2 e)
- Junior Men (U21 men, Rule 3.4.2 a)
- Junior Women (U21 women, Rule 3.4.2 a)
- Intermediate Junior Men (U18 men, Rule 3.4.2 b)
- Intermediate Junior Women (U18 women, Rule 3.4.2 b)
- Sub-Junior Men (U15 men, Rule 3.4.2 c)
- Sub-Junior Women U15 women, Rule 3.4.2 c)
- Open Team (mixed, male and female)
- Junior Team (mixed, male and female)

11.3 DISTINGUISHED AIR RIFLE AND AIR PISTOL BADGES

Gold Distinguished Badges are the highest individual awards authorized by the U.S. Government for excellence in marksmanship competitions. Distinguished Badges are awarded by the CMP and the respective military commands in accordance with 36 USC §40722 [3]. The CMP only issues Distinguished Badges to competitors who earn them according to ***CMP Competition Rules***. The name of the recipient, the year the badge was earned, and the badge serial number are engraved on each badge. The first Distinguished Badges were awarded by the U.S. Army in 1884. The current Distinguished Badge Program offers opportunities for competitors to earn these prestigious badges in 12 different Distinguished Badge programs. The chart (below) describes the Distinguished Badge programs administered by the CMP under authority granted to it by Federal law. The regulations that follow govern the awarding of Distinguished Air Rifle and Distinguished Air Pistol Badges.

TABLE 5 -- CMP DISTINGUISHED PROGRAMS

Badge Title	Awarded for Excellence in:
U.S. Distinguished	**ISSF Championships, while competing as a member of the USA National Team; or WSPS**

International Shooter Badge*	Championships while competing as a member of the USA National Team.
Distinguished Rifleman	Highpower Service Rifle NT and EIC competitions
Distinguished Pistol Shot	Service Pistol NT and EIC competitions
Distinguished 22 Rimfire Pistol	22 Rimfire Pistol EIC competitions
Distinguished Service Revolver	Service Revolver EIC competitions
Distinguished Marksman	NT and EIC Service Rifle or Pistol competitions
Distinguished Action Pistol	Action Pistol competitions
Junior Distinguished	Junior three-position air rifle competition in either the precision or sporter categories
Distinguished Smallbore Rifle Position	Smallbore Rifle three-position EIC competitions
Distinguished Smallbore Rifle Prone	Smallbore Rifle prone EIC competitions
Distinguished Air Rifle*	**Air Rifle EIC competitions**
Distinguished Air Pistol*	**Air Pistol EIC competitions**

**Regulations for these Distinguished Badges are found in this rulebook.*

11.3.1 Distinguished Air Rifle and Air Pistol Badges

The CMP awards two Distinguished Badges for excellence in Air Rifle and Air Pistol marksmanship, the Distinguished Air Rifle Badge, and the Distinguished Air Pistol Badge after a Non-Distinguished competitor earns at least 30 EIC credit points, including at least one eight- or 10-point award, in National Matches and CMP-sanctioned Air Rifle or Air Pistol competitions.

11.3.2 Limited EIC Match Eligibility

Non-Distinguished Air Rifle and Air Pistol competitors may compete for EIC points in one National Matches Air Rifle or Air Pistol Championship aggregate (2 x 60 shots), and five (5) CMP-sanctioned Air Rifle or Air Pistol Matches 60-shot EIC events in any calendar year. If a competitor competes in more than five CMP-sanctioned Air Rifle or Air Pistol Matches in a year, the first five matches that are reported to the CMP will count as EIC Matches. Two-day (2 x 60 shots) aggregates in the annual Camp Perry Open and Alabama Airgun and Smallbore Cup competitions will count as one of the five matches with 120-shot aggregates being used to determine EIC credit point winners. Distinguished Air Rifle or Air Pistol competitors may compete in as many EIC matches as they wish.

11.3.3 Recognition of EIC Match Results

For Distinguished credit points earned in a CMP-sanctioned EIC match to be recognized, the match must:

a) Comply with ***CMP Competition Rules*** and be sanctioned by the CMP as an Air Rifle or Air Pistol Match. CMP Monthly Matches at Camp Perry, Ohio and Anniston, Alabama are recognized as CMP-sanctioned EIC Matches.

b) Air Rifle: Use the 10 m 60-shot course of fire.

c) Air Pistol: Use the 10 m 60-shot course of fire.

d) Be one of the eligible EIC matches permitted for that competitor (Rule 11.3.2).

e) Be completed at all stages. Only completed 60-shot matches will be recognized. If there is a final, Non-Distinguished rankings for awarding EIC credit points will be based on scores in the 60-shot course of fire.

f) Have at least six (6) eligible Non-Distinguished competitors who fire 60 Record shots in the competition. (*Note: 10% of six competitors equals 0.6 legs. 0.6 rounds up to 1.0 in accordance with EIC regulations*.)

11.3.4 Determining EIC Credit Points in Air Gun Matches

The highest scoring 10 percent of all eligible Non-Distinguished competitors in Air Rifle or Air Pistol 60-shot EIC matches are awarded EIC credit points in accordance with this formula (see EIC Credit Point Table), provided the score fired by the competitor equals or exceeds the EIC Minimum Credit Score ("MCS," Rule 11.3.5):

a) Highest one-sixth of the top 10 percent: ten (10) points.

b) Next highest two-sixths of top 10 percent: eight (8) points.

c) Remaining three-sixths of top 10 percent: six (6) points.

d) In computing the awarding of EIC points, fractions of 0.6 or higher are rounded to the next higher number (For example, for 76 Non-Distinguished competitors there would be 8 medals awarded. 10% = 7.6 which rounds up to 8.).

e) All legs awarded in the CMP National Matches Air Rifle and Air Pistol Championships count ten (10) points.

TABLE 6 – EIC CREDIT POINT TABLE

Eligible Competitors	Legs	Gold	Silver	Bronze
6 to 15	1	0	0	1
16 to 25	2	0	1	1
26 to 35	3	0	1	2
36 to 45	4	1	1	2
46 to 55	5	1	1	3
56 to 65	6	1	2	3
66 to 75	7	1	2	4
76 to 85	8	1	3	4
86 to 95	9	1	3	5
96 to 105	10	1	3	5
Etc.				

11.3.5 EIC Minimum Credit Scores

To receive EIC credit points, the score fired by the competitor must fulfill the requirements of Rule 11.0 (top 10%, etc.) and equal or exceed the EIC Minimum Credit Score (as follows):

a) Air Rifle: 590.0 (decimal score).

b) Air Pistol: 540 x 600 (integer score).

11.4 DISTINGUISHED MARKSMAN BADGE

The Distinguished Marksman Badge is a Distinguished Badge that may be earned by competitors with limitations or disabilities that require them to compete with adaptive firing positions, adaptive equipment, or special techniques to complete EIC rifle or

pistol courses of fire. The Distinguished Marksman Badge may be earned in any CMP Rifle or Pistol discipline where EIC Matches are sponsored or sanctioned. The awarding of the Badge is governed by this Rule:

11.4.1 Competitor Eligibility

A competitor with a permanent disability or impairment who fulfills the general CMP eligibility requirements (Rule 3.0), and who is approved by the CMP to participate in the Distinguished Marksman Program in accordance with Rule 3.7.3 is eligible to compete in EIC Matches and earn EIC credit points that count towards the awarding of the Distinguished Marksman Badge.

11.4.2 Criteria for Earning EIC Credit Points

Eligible competitors who are approved to participate in the Distinguished Marksman Program may earn EIC credit points as follows:

a) An authorized competitor (Rule 11.4.1) with a WSPS SH1-type disability may compete in Air Rifle or Air Pistol EIC Matches while firing in a WSPS authorized rifle standing position or Pistol stance will be awarded Distinguished Marksman credit points when they fire a score that is equal to or exceeds the score fired by the lowest ranking competitor who earned Distinguished Air Rifle or Air Pistol EIC credit points in that competition.

b) An authorized competitor with a WSPS SH2-type disability who competes in an EIC or National Championship Air Rifle or Air Pistol Event and fires a score that equals or exceeds a Distinguished Marksman Minimum Credit Score of 620.0 will receive six (6) EIC credit points.

c) If a competitor earned fewer than 30 EIC Distinguished Air Rifle or Air Pistol credit points before becoming disabled and eligible for this program, those EIC credit points may be credited as Distinguished Marksman credit points.

11.4.3 Limited EIC Match Eligibility

Competitors who are approved to participate in the Distinguished Marksman Program may compete for EIC points in a maximum of one National Matches Air Gun Championship (2 x 60 shots) and five (5) CMP-sanctioned Air Rifle or Air Pistol EIC matches in any calendar year, except that in years when there are no National Matches, a maximum of six (6) CMP-sanctioned EIC matches may be fired.

11.4.4 Awarding of Distinguished Marksman Badges

The CMP will award the Distinguished Marksman Badge when an authorized competitor earns 30 or more points in Air Rifle or Air Pistol EIC Matches in accordance with Rule 11.4.2.

11.5 DISTINGUISHED INTERNATIONAL SHOOTER BADGE

The CMP awards the Distinguished International Shooter Badge (DISB) to athletes who compete with distinction in international championships governed by the International Shooting Sport Federation (ISSF) or World Shooting Para Sport (WSPS,[1] formerly the International Paralympic Committee, IPC). The Distinguished International Shooter Badge was established by the U.S. Department of Defense in 1963, and the first badge (serial #1) was presented by President John F. Kennedy in 1963. To earn the Badge, USA athletes must first qualify for membership on a USA National Team that represents the USA in an ISSF or WSPS Championship and then

distinguish themselves by winning medals or achieving exceptionally high place finishes in those Championships. The awarding of the Badge is governed by these Regulations.

11.5.1 ISSF Championships

DISB credit points are awarded for medal-winning or high place finishes in current Olympic individual and Mixed Team events and for medal-winning or high-place finishes in ISSF Championships according to the DISB credit point schedule in Table 7 below.

11.5.2 WSPS Championships

DISB credit points are awarded for medal-winning or high place finishes in current Paralympic individual and Mixed Team events and for medal-winning or high-place finishes in WSPS Championships according to the DISB credit point schedule in Table 7 below.

***Table 7 Explanation**. Table 7 shows how DISB credit points are awarded for an athlete's outstanding performance in an ISSF or WSPS Championship event. DISB credit points are awarded, according to the priority of the Championship, the type of event and whether the event is an Olympic or Non-Olympic event. DISB credit points are awarded for outstanding performances in Olympic or Paralympic Games, World Championships, Continental Championships and World Cups. The three types of events are: (a) individual events, b) Mixed Team events and c) 3-person team events. DISB credit points are awarded only if the event is an "Olympic" event, but not for Non-Olympic events. To be recognized as an Olympic event, that discipline must have an event in the Program of the current Olympic quadrennial.*[2]

Table 7 – Distinguished International Shooter Badge Credit Points

ISSF Championships

ISSF CHAMPIONSHIP	Individual Olympic Events				Olympic Mixed Team Events		
	1ST	2ND	3RD	4TH-8TH	1ST	2ND	3rd
Olympic Games	30	30	30	15	60/2	60/2	60/2
World Championship, (Olympic events and 3-person team events in Olympic disciplines)	15	15	15	10	30/2	30/2	30/2
	Credit Points for 3-Person Teams: 1st 30/3, 2nd & 3rd 15/3						
Pan American Games (Olympic events only)	10	5	5		20/2		

World Cups (Olympic events only)	10	5	5		20/2	10/2	10/2
Championship of the Americas (Olympic events only)	10	5	0		20/2		
ISSF Junior Championships							
Junior World Championship (Olympic events only)	10	10	10	5	20/2	20/2	20/2
	Credit Points for 3-Person Teams: 1st 30/3, 2nd & 3rd 15/3						
Junior World Cups (Olympic events only)	10	5	5		10/2	10/2	10/2
WSPS Championships							
WSPS CHAMPIONSHIP	**Individual Paralympic Events**				**Paralympic Mixed Team Events**		
	1ST	2ND	3RD	4TH-8TH	1ST	2ND	3rd
Paralympic Games	30	30	30	15	60/2	60/2	60/2
World Championship, (Paralympic events and 3-person team events in Paralympic disciplines)	15	15	15	10	30/2	30/2	30/2
	Credit Points for 3-Person Teams: 1st 30/3, 2nd & 3rd 15/3[2]						
ParaPan American Games (Paralympic events only)	10	5	5		20/2		
World Cups (Paralympic events only)	10	5	5		20/2	10/2	10/2

[1]The IPC and WSPS have agreed to transfer their international governing responsibilities for para-shooting to the ISSF. A transition process is taking place during 2026 and 2027. When that is complete the ISSF will become the international governing body for para-shooting.

[2]Shooting events approved for the 2028 Los Angeles Olympic Program are: 10m Air Rifle (women / men / mixed teams); 50m Rifle 3 Positions (women / men); 10m Air Pistol (women / men / mixed teams); 25m Rapid Fire Pistol (men); 25m Pistol (women); Trap (women / men/mixed teams; Skeet (women / men).

[3]DISB credit points are awarded in WSPS 3-Person Team Events only if team participation criteria are met—see Rule 11.5.3 c) below.

11.5.3 DISB Credit Points

The Distinguished International Shooter Badge is awarded to athletes who earn a total of 30 or more credit points in eligible ISSF or WSPS competitions. Credit points are awarded by the CMP in accordance with the ***Distinguished International Shooter Badge Credit Points Table*** (Table 7). In addition, the following supplemental rules apply:

a) **Mixed Team Events:** Medal winning 2-person Mixed Teams in Mixed Team events on the 2028 Olympic Games Program will receive DISB credit points according to Table 7 (team points are shown; they are divided between the two team members. The DISB credit points awarded for Mixed Team events was increased, effective in 2027; Mixed Team credit points for years prior to 2027 will be awarded according to the regulations in effect when they were earned.

b) **World Championship Team Events.** Each member of a USA Shooting Team (3-Person) that wins a gold medal in an ISSF or WSPS World Championship team event shall receive 10 points; each member of a USA Team that wins a silver or bronze medal shall receive 5 points. Each member of a USA Shooting Team that wins a gold medal in an ISSF Junior World Championship team event shall receive 10 points; each member of a USA Team that wins a silver or bronze medal shall receive 5 points.

c) DISB credit points are awarded in WSPS 3-Person Team events only if minimum participation criteria are met: To award 1st place credit points, 10-14 teams must participate; to award 1st and 2nd place awards, 15-19 teams must participate; to award 1st, 2nd and 3rd place credit points 20 or more teams must participate.

d) **Non-Olympic and Non-Paralympic Events.** DISB credit points are not awarded for events that are not on the current programs of the Olympic and Paralympic Games.

e) **Olympic or Paralympic Participation Quotas.** An athlete who earns an Olympic Games Quota Place or a Paralympic Games Quota earns 10 additional credit points.

f) **World Records.** Athletes who establish New or Equal World Records will receive additional credit points as follows:

- New World Record in an ISSF Olympic or WSPS individual or mixed team Final: 20 points.
- New World Record Junior in an ISSF Olympic or WSPS Paralympic individual or mixed team Final: 10 points.

- Equal World Record in an ISSF Olympic or WSPS individual or mixed team Final: 10 points.
- Equal World Record Junior in an ISSF Olympic or WSPS individual or mixed team Final: 5 points

g) Credit points must be earned according to Table 7 in official Championship program events where the regular Olympic, Paralympic or World Championship course of fire is followed; place finishes in grand prix, demonstration, badge, or special events are not counted.

11.5.4 Award of Badge

The CMP, in cooperation with USA Shooting, will review official results from all eligible Championship events where USA athletes can earn DISB credit points and determine the awarding of credit points. The CMP maintains the official record of athletes who earn DISB credit points that count towards Distinguished International Shooter designation. When an athlete who has not previously earned the badge, earns a total of 30 or more points, the CMP will issue the Distinguished International Shooter Badge to that athlete. The CMP will coordinate the issuance of these badges with USA Shooting.

11.5.5 Retroactive Awarding of the Badge

a) Athletes who would have earned the Distinguished International Shooter Badge prior to 1 January 1962 under the original criteria will be credited with earning it. The original criteria for earning the badge prior to 1 January 1999 was to win an individual or team medal in the Olympic Games (1896-1960), Pan American Games (1951-1959), Pan American Rifle Match (1912-1924), World Shooting Championships (1897-1958) or the World Moving Target Championships (1959-1961).

b) Athletes who have not earned the Distinguished International Shooter Badge who participated in eligible ISSF Championships after 1 January 1962 and prior to 1 January 1999 and who would have won credit points under the new system will be credited with those points.

c) Athletes who participated in the 1912, 1913 or 1924 Pan American Rifle Matches may be credited with earning credit points on the same basis as credit points are awarded for the Shooting Championship of the Americas.

11.5.6 Credit Points for Paralympic Games and WSPS Championships Prior to 2013

Athletes who participate in the Paralympic Games and WSPS Championships became eligible to earn the Distinguished International Shooter Badge in accordance with these regulations in 2013. Credit points earned in those Championships are listed in Table 7. Credit points earned in prior Championships may be awarded as follows:

a) Paralympic Games Results from 1992 and earlier Games will be evaluated by applying Rule 11.5.2 and Table 7 criteria on a case-by-case basis.

b) Results from WSPS World and Regional Championships and World Cups from 2012 and earlier will be evaluated by applying Rule 11.5.2 and Table 7 criteria on a case-by-case basis.

DECIMAL SCORING RING MAXIMUM RADII (in mm)

Score	AR	AP	Score	AR	AP	Score	AR	AP
10.9	0.25	0.80	6.9	10.25	32.80	2.9	20.25	64.80
10.8	0.50	1.60	6.8	10.50	33.60	2.8	20.50	65.60
10.7	0.75	2.40	6.7	10.75	34.40	2.7	20.75	66.40
10.6	1.00	3.20	6.6	11.00	35.20	2.6	21.00	67.20
10.5	1.25	4.00	6.5	11.25	36.00	2.5	21.25	68.00
10.4	1.50	4.80	6.4	11.50	36.80	2.4	21.50	68.80
10.3	1.75	5.60	6.3	11.75	37.60	2.3	21.75	69.60
10.2	2.00	6.40	6.2	12.00	38.40	2.2	22.00	70.40
10.1	2.25	7.20	6.1	12.25	39.20	2.1	22.25	71.20
10.0	2.50	8.00	6.0	12.50	40.00	2.0	22.50	72.00
9.9	2.75	8.80	5.9	12.75	40.80	1.9	22.75	72.80
9.8	3.00	9.60	5.8	13.00	41.60	1.8	23.00	73.60
9.7	3.25	10.40	5.7	13.25	42.40	1.7	23.25	74.40
9.6	3.50	11.20	5.6	13.50	43.20	1.6	23.50	75.20
9.5	3.75	12.00	5.5	13.75	44.00	1.5	23.75	76.00
9.4	4.00	12.80	5.4	14.00	44.80	1.4	24.00	76.80
9.3	4.25	13.60	5.3	14.25	45.60	1.3	24.25	77.60
9.2	4.50	14.40	5.2	14.50	46.40	1.2	24.50	78.40
9.1	4.75	15.20	5.1	14.75	47.20	1.1	24.75	79.20
9.0	5.00	16.00	5.0	15.00	48.00	1.0	25.00	80.00
8.9	5.25	16.80	4.9	15.25	48.80			
8.8	5.50	17.60	4.8	15.50	49.60			
8.7	5.75	18.40	4.7	15.75	50.40			
8.6	6.00	19.20	4.6	16.00	51.20			
8.5	6.25	20.00	4.5	16.25	52.00			
8.4	6.50	20.80	4.4	16.50	52.80			
8.3	6.75	21.60	4.3	16.75	53.60			
8.2	7.00	22.40	4.2	17.00	54.40			
8.1	7.25	23.20	4.1	17.25	55.20			
8.0	7.50	24.00	4.0	17.50	56.00			
7.9	7.75	24.80	3.9	17.75	56.80			
7.8	8.00	25.60	3.8	18.00	57.60			
7.7	8.25	26.40	3.7	18.25	58.40			
7.6	8.50	27.20	3.6	18.50	59.20			
7.5	8.75	28.00	3.5	18.75	60.00			
7.4	9.00	28.80	3.4	19.00	60.80			
7.3	9.25	29.60	3.3	19.25	61.60			
7.2	9.50	30.40	3.2	19.50	62.40			
7.1	9.75	31.20	3.1	19.75	63.20			
7.0	10.00	32.00	3.0	20.00	64.00			

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 AIR RIFLE & AIR PISTOL COMPETITIONS

PROCEDURAL STEPS	Reason for Complaint or Protest	Time Limit	Rule	Hearing and Decision By:	Fee
COMPLAINT	Disagreement with competition conditions or a Match Official's decision	None	9.4.1	Any Match Official	None
VERBAL PROTEST	Complaint was not resolved.	30 minutes after incident	9.4.2	2 Match Officials	None
WRITTEN PROTEST For NM protests, see below	Competitor was not satisfied with Match Officials' decision; protest must be submitted in writing (if possible, use the Protest Form).	30 minutes after Match Officials' decision	9.4.3 and 9.5	3-person Jury appointed by Match Director At National Matches, the NM Protest Committee makes a final decision, which is not subject to appeal.	$20.00
APPEAL TO CMP	The Competitor or Match Officials may appeal a Jury decision to a CMP Protest Committee, except that a NM Protest Committee decision is not subject to appeal.	72 hours after Jury decision	9.6	CMP Protest Committee: decisions are not subject to appeal.	None

Match Officials who may decide protests are the Match Director, Range Officers, Statistical Officers and, if EST are used, also the Technical Officer (Rule 4.0).

CMP SCORE CHALLENGE 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 means 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 SOs.	8.1.9	Competitor may challenge value of a shot or number of shots that were not decided by using a gauge or template.	**Chief Statistical Officer** (Rules 4.3).	>$3.00, must be returned if challenge is upheld
VIS Scoring	Orion Scoring System	8.3.5	Competitor may protest that shot hole was not correctly identified.	**Statistical Officer** must decide if there was an "obvious error."	
Electronic Target	EST target and computer system	8.2.3	• Shot does not register (missing shot) • Erroneous scoring (tape/belt not advancing) • Protested Shot value • Unexpected zero	**Technical and Statistical Officers** must decide if target score (or no score) indication was correct.	

RULES FOR SPECIAL AIR GUN EVENTS

In addition to 60-shot Air Rifle and Air Pistol events, with or without Finals, the CMP sponsors special air gun events during the annual National Match Air Gun Events at Camp Perry, Ohio, as well as during weekly public shooting activities at the Gary Anderson CMP Competition Center at Camp Perry and the Judith Legerski CMP Competition Center at Anniston, Alabama. Descriptions and basic rules for these events are published here so that affiliated clubs and match sponsors who wish to use them in their programs may do so.

BEST CENTER-SHOT CONTESTS

In best center shot competitions, competitors fire single shots or series of shots according to the Match Program. In best center-shot contests, competitors are ranked according to how close their shots are to the target center or to a designated point on a pictorial target. Since the Middle Ages, German and Central European shooting clubs have featured best center-shot contests in shooting festivals (prize shoots) and annual Shooting King and Queen (*Schützenkönig, Schützenkönigin*) competitions. Firing a winning center shot requires skill to make a precise center shot, but it also requires a great deal of luck to have a shot fall near the exact center of the target. It is this combination of skill and luck that makes center-shot or prize shooting events popular in the areas where they are practiced. The best shooters have better chances to have good center-shots, but every competitor has the possibility of firing one great center-shot. Here are basic rules for conducting best center-shot contests:

1. **Course of Fire**. Best center-shot events may be either a) one-shot events, b) events limited to a small number of shots (i.e., 3, 5 or 10 shots with only the best center shot being measured), c) events where limited or unlimited reentry is permitted, or d) events where a designated shot or shots in a regular competition also are evaluated for a center-shot contest.

2. **Air Guns**. Best center-shot events can be staged for either Air Rifles or Air Pistols that are defined in regular competition Rules 5.1 and 5.4.

3. **Targets**. Regular 10m Air Rifle or Air Pistol targets are used. Event sponsors must have either electronic targets or use Orion paper targets with Orion scoring to be able to measure center-shot radii to the required hundredths of a millimeter.

4. **Firing Positions**. Air Rifle best center-shot events are fired in the regular standing position (Rule 6.1.1). Air Pistol center-shot events are fired in the standing, one-arm stance (Rule 6.1.2).

5. **Scoring**. Shots are scored and ranked according to the radial distance of a shot center from the target center. A smaller radial distance ranks higher. All measurements must be made in hundredths of a millimeter. In case of ties, a shoot-off can be used to break a tie in a one-shot event. In multiple shot events, ties are broken in favor of the competitor who had the better second-best center shot. To obtain accurate radial distance scores, match sponsors must use either Orion scoring on paper targets or electronic targets.

6. **Entry.** Entries in best center shot competitions can either be taken by having competitors enter and pay an entry fee for the center-shot event, or by making entry in a center shot competition automatic when someone enters a regular scored event. A third option is to allow reentries where a competitor can pay additional entry fees to shoot as many shots as they wish (unlimited reentry).

BENCH REST AIR RIFLE

Bench rest air rifle has become popular with many older, recreation-oriented competitors at the CMP Competition Centers. In these events, competitors sit at a bench or table and rest their rifle on a support or sandbag while aiming and firing. Persons with no previous marksmanship or competitive shooting experience can quickly learn proper sight picture and how to hold their bodies still while aiming and firing precise shots. This is an ideal event to use with seniors or new shooters to quickly introduce them to the challenges of target shooting.

1. **Course of Fire**. The course of fire is optional but normally consists of 20 or a maximum of 30 shots. Competitors may be allowed to shoot unlimited sighting shots before starting Record shots. If electronic targets are used, a 5-minute Sighting Time is allowed before a Record Fire time of one minute per shot (i.e., 20 min. for 20 shots, etc.). If paper targets are used, the time limit should be one minute for each record shot plus 5 minutes for Sighting shots. As an alternative, Bench Rest Air Rifle events are often conducted informally with no time limits.



The bench rest firing position with a Sporter Class Air Rifle.

2. **Air Rifles**. This event may be shot with either Precision Air Rifles (5.5 kg/12.12 lbs. maximum weight) or Sporter Class Air Rifles (7.5 lbs./3.40 kg maximum weight; 1.5 lbs./680.4 g minimum trigger pull weight).

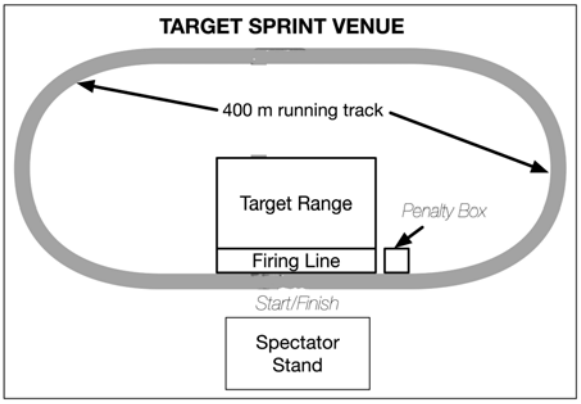
3. **Targets**. The 10 m air rifle target is normally used. Some bench rest air rifle events may also use the Highpower Rifle SR or MR targets that are reduced for firing at 10 m with air rifles (*these targets can be ordered from the CMP E-Store*: https://shop.thecmp.org).

4. **Firing Position**. The firing position illustration (*on left*) shows a legal bench rest position. In this position, the competitor sits in a chair or stool, rests the fore-end of the rifle on a rest that is placed on a table or bench. In the position shown, the competitor is allowed to place one hand on the rifle forward of the action but may not place either elbow on the bench or table. An alternative bench rest position allows the competitor to rest one or both elbows on the table or bench.

5. **Scoring**. Depending upon the skill level of participants, targets may be scored in whole number (integer) or decimal ring values.

AIR RIFLE TARGET SPRINT

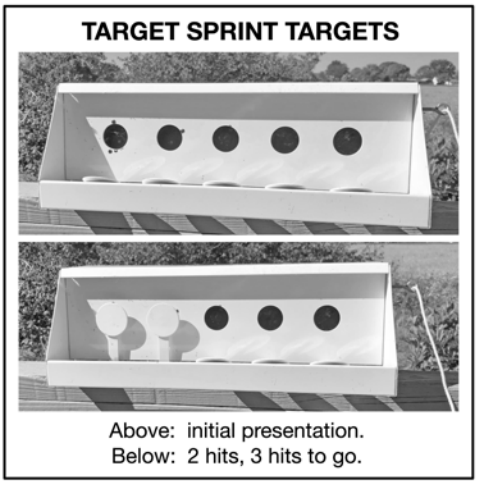
Target Sprint combines middle distance running and air rifle shooting. Target Sprint is frequently practiced as a young person's sports discipline where competitors must be both capable shooters and in good physical condition. International rules also provide categories for seniors (*ages 46-55*) and older seniors (*senior II, ages 56 and older*). In a Target Sprint event, athletes run 400 m loops that start and end at a 10 m Air Rifle shooting range. Rifles are placed in a gun rack at the range while athletes run. After running one loop, the athletes pick up their rifles, go to their assigned firing points to shoot at their targets. Targets have five hit/miss knock-down plates. Athletes cannot start running again until all five targets have been hit. Athletes have a maximum of 15 shots to hit the 5 targets. If after 15 shots, all targets are not hit, the athlete must wait 15 seconds in a penalty box for each missed target. After the first shooting series, the athletes run another 400 m loop and then shoot a second series of five shots. After hitting all five targets (*or serving 15 second penalties for missed targets*) the athletes run a third 400 m loop to the finish line. Athlete rankings are determined by the total time it takes for them to complete the event with 1,200 m of running and 10 knock-down targets.



The diagram shows a standard Target Sprint venue layout scheme.

Air Rifles. Target Sprint competitions may be organized for one of two air rifle categories, Precision Class Air Rifles or Sporter Class Air Rifles. Precision Air Rifles have a maximum weight of 5.5 kg/12.12 lbs. Sporter class rifles have a maximum weight of 7.5 lbs./3.40 kg maximum weight; 1.5 lbs./680.4 g minimum trigger pull weight.

Targets. Biathlon-type knock-down targets are used for this event. Target Sprint targets have five knock-down steel plates behind 35 mm openings (*the same size as the 3-ring on the 10m air rifle target*). Whether targets are hit or missed is clearly visible to spectators, which makes Target Sprint an exciting spectator event. After an athlete hits all five targets and begins another running lap, a pull cord is used to reset the targets for the next shooting series. Targets should be mounted so target height is 1.40 m



Above: initial presentation.
Below: 2 hits, 3 hits to go.

± 0.10 m. In the USA, legal Target Sprint targets may be purchased from Devin Manufacturing (Model BT-100, http://www.devinmfg.com/targets1.html).

Shooting Positions. Athletes fire in unsupported standing positions. As an alternative, events for new shooters may allow them to fire from a supported standing position. Younger juniors may be allowed to fire from supported prone positions. In this case, targets must be mounted at a height of 0.35 m ± 0.05 m.

Rules for ISSF Target Sprint Competition. Target Sprint Rules are now printed in the regular ***ISSF Rule Book 2026*** (Edition 2025, 3rd Print, Effective 19 October 2026, page 483). Download these rules at: https://backoffice.issf-sports.org/getfile.aspx?mod=docf&pane=1&inst=455&file=ISSF-Rule-Book-2026-Edition-2025-Third-Print-10-2026-Effective-19-October-2026.pdf.

Range Equipment. Ranges may have one common rifle rack located at the entrance to the shooting range or individual rifle racks may be located on each firing point. Each firing point should also have a loading stand approximately 1.0 m in height on which athletes may place their pellets.

Athlete Clothing. Special shooting clothing is not allowed. Normal athletic shoes, shorts, shirts, etc. must be worn.

Event Organization. Competing athletes should be scheduled to race in relays according to their sex and age group category. If there are more entries in a category than can be squadded in one relay, qualification relays followed by a final for the best qualifiers may be conducted. Before each relay starts a race, the athletes in that relay should be allowed to bring their Air Rifles to the range, have a brief Sighting time and place their rifles in the gun rack. International age group categories are as follows:

- U15 M, U15 W
- U18 M, U18 W
- U21 M, U21 W
- U46 M, U46 W
- Senior I M, Senior I W
- Senior II M, Senior II W

Range Safety. A Range Officer must always be present on the target range when athletes or rifles are on the range. All rifles carried on the Target Sprint venue must have open actions with safety flags inserted. Safety flags may be removed after rifles are placed in a rifle rack on the range but must be replaced when rifles are removed from the range. A Range Officer must inspect all rifles before they are removed from the range.

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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 Airgun@TheCMP.org
Tel. 419-635-2141

These Rules may be viewed or downloaded from the CMP web site at https://thecmp.org/rulebooks/.