



CMP Guide to Rimfire Sporter Shooting

Civilian Marksmanship Program



Cover Photos: The photos on the cover of this guide show scenes from recent CMP National Rimfire Sporter Championships. They show a pre-match rifle check conducted by a CMP gunsmith (top left), firing in the standing position (top right), a competitor firing a rapid-fire prone series (lower left) and a competitor firing a rapid-fire standing series (lower right).

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In 2015, Samuel Payne, from Kingston, Georgia, became the only Rimfire Sporter competitor to fire a perfect 600 x 600 score (600-50X) in a CMP-sponsored competition at the CMP Eastern Games at Camp Butner, NC.

Gary Anderson, CMP DCM Emeritus, presented his awards.



The CMP Guide To Rimfire Sporter Shooting

This **Guide** provides a detailed introduction to the shooting sports discipline called Rimfire Sporter. It describes the basic rules, equipment, course of fire and marksmanship skills needed to do Rimfire Sporter shooting. It also provides instructions on how to organize and compete in Rimfire Sporter competitions. This **Guide** was produced for 1) shooting club leaders who want to offer Rimfire Sporter matches at their clubs, 2) gun and sports enthusiasts who want to shoot Rimfire Sporter and 3) parents and coaches who want to teach youth how to shoot Rimfire Sporter.

The CMP and CMP Games Shooting Disciplines

The U.S. Congress and President Theodore Roosevelt enacted Federal legislation in 1903 that created the National Board for the Promotion of Rifle Practice (NBPRP) and the National Matches. Their objective was to foster improved marksmanship among military personnel and civilians to improve military preparedness. This government supported marksmanship program became known as the “civilian marksmanship program.” The Department of War and the Department of the Army administered the program from its inception until 1996. During this 93-year period, Army and CMP priorities shifted from military preparedness to teaching marksmanship and fostering target competitions among youth and adults, primarily through affiliated shooting clubs.



A 1996 Act of Congress established the Corporation for the Promotion of Rifle Practice and Firearms Safety, Inc. (CPRPFS) and privatized the Civilian Marksmanship Program by transferring the responsibility for conducting this program from the Army to the CPRPFS. This new organization became better known as the “Civilian Marksmanship Program” or “CMP.” 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 fulfills its statutory responsibility “to instruct citizens of the United States in marksmanship, to promote practice and safety in the use of firearms” and “to conduct competitions...” by promoting firearms safety training and rifle practice for qualified U.S. citizens with a special emphasis on youth. The CMP delivers its training and competition programs through affiliated shooting clubs and associations and CMP-trained and certified Master Instructors.

The National Matches, Excellence-In-Competition Matches and other competition programs have been important components of the CMP legacy since the early 1900s. One of the most important phases of the CMP competition program is the CMP Games Shooting Program that includes the Rimfire Sporter discipline.

The CMP Games Shooting Sports Program. The CMP Rimfire Sporter Rifle Match is part of a larger CMP shooting sports program called the “CMP Games.” CMP Games feature shooting events that stress participation, fun, accessibility and affordability. CMP Games rules are structured so that these competitions cannot be dominated by competitors with expensive equipment or “win at all costs” competitions. In Games matches, competitors primarily compete with themselves and their friends. The CMP Games program began in 1998 when the CMP introduced the John C. Garand Match for competitions with historic, “as-issued” military rifles. It featured a short course of fire that is accessible to thousands of competitors. The Garand Match also allows competitors to reenact military and marksmanship history and its rules make the match “new-shooter friendly.” These competitions feature camaraderie and many relaxed, fun-filled, yet challenging experiences.

CMP Games Shooting Events stress participation, fun, accessibility and affordability.

- CMP Games Shooting Events**
- ◎ Rimfire Sporter Match
 - ◎ As-Issued Military Rifle Match
 - ◎ John C. Garand Match
 - ◎ Springfield Rifle Match
 - ◎ M1 Carbine Match
 - ◎ Modern Military Rifle Match
 - ◎ Vintage Sniper Rifle Team Match
 - ◎ As-Issued M1911 Pistol Match
 - ◎ Military and Police Pistol

The National Garand Match became one of the biggest events in the annual National Matches at Camp Perry, Ohio, with 1200 competitors each year. In 2002, the CMP expanded the list of CMP Games events by introducing the Rimfire Sporter, Springfield Rifle and Vintage Military Rifle Matches. An M1 Carbine Match was added in 2006. The Vintage Sniper Team Match was added in 2011 and a Modern Military Rifle Match was included in 2012.

Introduction to Rimfire Sporter Shooting

The CMP Rimfire Sporter shooting sports discipline has grown quickly because it is affordable, accessible and enjoyable. The leading Rimfire Sporter attributes include the following:

- It's a game for shooting enthusiasts of all ages from ten to 70 or 80 and even beyond.
- Rimfire Sporter is open to all competitors regardless of age, sex or previous experience.
- Rimfire Sporter tests a variety of marksmanship skills by offering precision (slow-fire) and rapid-fire shooting in three different firing positions (prone, sitting and standing).
- The Rimfire Sporter course of fire can be completed by beginning competitors, yet it is still challenging for the best competitors.
- Rimfire Sporter equipment costs less than any other shooting sports discipline.
- Rimfire Sporter lets gun owners compete with .22 cal. sporter rifles they already own; there is no need to buy expensive new equipment.
- Rimfire Sporter rules and classifications reduce the need for expensive, tricked-up rifles that may turn the game into an equipment race.



Rimfire Sporter shooting is becoming more and more popular with junior and adult shooters because it's fun, easy to learn and does not require a lot of costly complicated equipment.



Rimfire Sporter is a perfect shooting sports activity for families. Fathers and daughters, mothers and sons can all enjoy shooting this game together.

- Rimfire Sporter shooting ranges do not require special targets or equipment; any 50-yard outdoor range can quickly be set up for Rimfire Sporter shooting.
- Rimfire Sporter can also be shot on indoor 50-foot ranges.
- Rimfire Sporter is one of the fastest growing shooting sports disciplines in the USA.
- The National Rimfire Sporter Championship is now the biggest smallbore rifle championship in the USA.

- Rimfire Sporter shooting is fun, it's accessible and it stresses practical marksmanship skills with commonly owned .22 cal. rimfire rifles.

Rimfire Sporter History. Rimfire Sporter was conceived at the Wolf Creek Olympic Shooting Complex near Atlanta in 1998 as an alternative to traditional smallbore rifle target competitions where the rifles and special clothing had become so expensive and oppressive that most gun enthusiasts gave up any hope of getting involved in that type of rimfire competition. The CMP adopted Rimfire Sporter in 2002 and became its national governing body. Rimfire Sporter became an ideal way to introduce youth and adults to the excitement and fascinating challenges of rifle target shooting. Today the CMP Rimfire Sporter competition program now offers nearly 300 local Rimfire Sporter competitions each year plus five Regional CMP Games Rimfire Sporter Matches and a National Rimfire Sporter Championship.

Rimfire Sporter Club Matches. CMP Games Club Matches were first offered in 1999. Today, a growing number of CMP-affiliated clubs now promote Rimfire Sporter programs by conducting CMP sanctioned matches, sponsoring new shooter clinics for Rimfire Sporter or sponsoring junior programs. One of the biggest groups of Rimfire Sporter supporters are 4-H Shooting Sports Clubs that include this discipline in their annual club programs.

Rimfire Sporter New Shooter Clinics. The CMP offers a comprehensive training program to help new competitors get started. This program cooperates with CMP-affiliated shooting clubs by training and certifying Club Master Instructors how to teach new shooter clinics and conduct competitions. PowerPoint slide presentations, instructor manuals and student handbooks are available. Shooting clubs with instructors that want to obtain Master Instructor training should check the CMP website for detailed information about the program and upcoming instructor training courses. New shooter clinic materials are available for both As-Issued Military Rifle and Rimfire Sporter shooting. Many Master Instructors now use CMP clinic material to teach Rimfire Sporter new shooter clinics at their shooting clubs.

CMP Competition Games. Each year the CMP organizes a series of major regional competitions in locations around the country. The CMP Competition Games offer Highpower Rifle events, Pistol events and Marksmanship 101 instruction courses.

These regional competitions are unique and popular because the national CMP staff



travels to the sites to organize and conduct them. CMP Competition Games currently include:

- Western CMP Games, Phoenix, AZ (March)
- Eastern CMP Games, Camp Butner, NC (April/May)
- Talladega D-Day Matches, Talladega, AL (June)
- New England CMP Games, Camp Ethan Allen, VT (September)
- Oklahoma CMP Games, Oklahoma City, OK (October)
- Talladega 600 Matches, Talladega, AL (November)

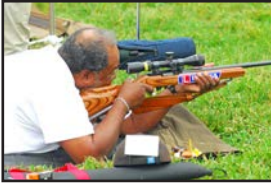
The Rimfire Sporter events in these regional games typically attract 50 to 100 competitors. Subscribe to the CMP online newsletter, The First Shot (<https://thecmp.org/news-media/the-first-shot/>) or obtain detailed information about CMP Competitions Games Rimfire Sporter matches, including their schedules and entry information, at (<https://thecmp.org/competitions/cmp-travel-games/>.)



This panorama photo shows the Rimfire Sporter range in operation during the Eastern CMP Travel Games at Camp Butner, North Carolina. The competitors are firing in the standing position from the 25 yard line.

National Rimfire Sporter Championship. The National Rimfire Sporter Match takes place each year during the National Matches at Camp Perry, Ohio. It is the largest smallbore rifle competition in the USA. National Rimfire Sporter Championships typically attract 350 to 400 entries per year, including many entries in the Women, Junior, Senior and Grand Senior categories. Check the “National Rimfire Sporter Match” webpage at (<https://thecmp.org/competitions/matches/cmp-national-matches/national-rimfire-sporter-match/>) to obtain coming year dates and information regarding the match program and how to enter the competition. The official program for this match is published in the **CMP National Matches Program**. The program will be posted on the CMP website at (<http://thecmp.org/competitions/cmp-national-matches>) and can be downloaded after it is released in March or April of each year.

Rimfire Sporter shooting is done in three different firing positions, Prone, Sitting and Standing, with either telescope sights or open sights.



What is Rimfire Sporter Shooting?

Rimfire Sporter takes its name from the rifles used in this shooting sports discipline. A founding concept was to make this a game everyone could shoot by letting them use rimfire plinking, rabbit or squirrel rifles that most gun owners already own. Anyone who owns one of these rifles can shoot it in a Rimfire Sporter match and be competitive without having to buy an expensive target rifle and equipment.

Rimfire Sporter rules are crafted so all types of smallbore rifles can be used, whether they are semi-automatics or manually operated. To keep conditions equal, competitors with manually operated rifles get an extra five seconds in each rapid-fire series. There are separate classes for telescopic and open sighted rifles. To make sure special match rifles are not brought in to turn this game into an equipment race, rifles are limited to 7.5 pounds, must have triggers that lift at least 3.0 pounds and must be configured as standard sporter rifles. To keep equipment costs down and make Rimfire Sporter even more accessible, specialized shooting jackets or other performance-enhancing equipment are not allowed.



Rimfire Sporter takes its name from the rifles that are used. .22 cal. rimfire rifles that cannot weigh more than 7.5 lbs. and that are already owned by most gun owners are the featured equipment.

When Rimfire Sporter was created, a decision was made to use paper targets, not steel or other types of targets, for three reasons. Paper targets with progressively more difficult scoring rings afford the best method of evaluating real marksmanship skills. Second, shooting on paper targets is the most effective way to teach shooting skills; paper targets show all shots, not just hits, and offer the best possibilities for corrective instruction. Third, paper targets are the least costly and safest way to set up shooting ranges to accommodate large numbers of competitors.

The Rimfire Sporter course of fire was modeled after the highpower rifle National Match Course. A key objective is to test a variety of rifle marksmanship skills with a course of fire that new and young competitors can complete while still providing a truly challenging test for the best competitors. Three positions,



Rimfire Sporter is shot on paper targets; Rimfire Sporter ranges are very economical and easy to set up even for large numbers of shooters.

prone, sitting or kneeling and standing are used. The course includes both slow-fire and rapid-fire stages for each position. Rapid-fire series start from a standing ready position to test competitor skills for quickly getting into position and orienting their positions on the target. Most Rimfire Sporter matches are shot outdoors where climate conditions and wind are also a factor. Many years of history has shown that even the newest and youngest competitors can get 60 hits in 60 shots. So far, only one competitor has posted a perfect 600 x 600.

Note: The official Rimfire Sporter Rules are published in the CMP rulebook, Competition Rules for CMP Games Rifle and Pistol Matches. Download these rules from the CMP website at <https://thecmp.org/competitions/cmp-competitions-rulebooks/>.

See especially Rules 3.0 and 8.0; Annex F provides Rimfire Sporter range procedures and commands.

Rimfire Sporter Rifles and Equipment

The starting point for Rimfire Sporter shooting is to have a legal rifle. All types of rifle actions are used, but semi-auto and bolt action rifles with clip-magazines are preferred. Straight-pull, lever and even pump action rifles are not unusual, however. Many Rimfire Sporter competitors enjoy the challenge of shooting these different types of rifles in competitions just to see how well they can do with them. Short rapid-fire time limits mandate the use of rifles with magazines, not single-shots. Detachable clips are preferred, although tube magazines are not uncommon. Range Officers will give competitors with tube magazines enough time to load.

Rifle Restrictions. Restrictions for rifles are few and simple. Rifles must weight 7.5 pounds or less with sights on, slings off and with one magazine (if the rifle has a detachable magazine). Triggers must be capable of lifting a 3.0 pound weight when cocked. Rifles may have a Monte Carlo cheek-piece, but may not have an adjustable cheek-piece or adjustable butt-plate. Sling swivels on the fore-end must be fixed and non-adjustable.



Here is all the equipment needed to shoot Rimfire Sporter: 1) a rifle with telescopic or open sights, 2) a sling, 3) a shooting mat, 4) an ordinary glove, 5) a spotting scope and stand and 6) ammunition, plus eye and hearing protection.

Ammunition. All rifles must be chambered for standard .22 caliber rimfire long rifle cartridges. To keep conditions equal, magnum rimfire cartridges or other rimfire calibers such as .17s are not allowed. With a 50 yard 1.75" ten-ring, it is not necessary to buy the most expensive match ammunition. Good quality standard velocity ammunition will shoot 10-ring or better groups in these rifles and is the most cost effective option.

Sights. Conventional rifles are divided into "T" and "O" classes according to the type of sights they have. T-Class rifles may have telescopes with a maximum of 6 power; variable power scopes must be taped at 6X or lower. O-Class rifles must have traditional open sights with a "U" or "V" rear sight notch and a post

or bead front sight. Since rifles with aperture sights are uncommon, competitors who occasionally bring them are usually placed in the T-Class. Match sponsors, however, have the option of offering an aperture sight class if there are sufficient entries.

Tactical Rimfire Rifles. A third, Tactical Rimfire Class was added in 2011 to allow competitors with modern military rifles chambered for .22 cal. rimfire cartridges to be used. Tactical rifles must comply with the 7.5 pound weight and 3.0 pound trigger requirements. Tactical rimfire rifles may have telescopic or aperture sights.



Rimfire Sporter competitors can now shoot modern military rifles chambered for the .22 cal. rimfire cartridge in a Tactical Rimfire class.

Competitors Clothing. No specialized clothing is required or allowed. Shooting jackets are not permitted. Up to two sweatshirts may be worn, but most competitors, in fact, shoot in the comfort of a normal T-shirt. An ordinary work or sports glove can be worn on the hand that supports the rifle, but special shooting gloves are not permitted.



Two slings that are ideally suited for Rimfire Sporter. Above, a U. S. Military web sling with the lower sling clip detached. Below, a commercial Daisy sling. Both are easy to put on and easy to adjust.

Sling. In the first years of Rimfire Sporter, many competitors did not use slings, but today almost everyone has learned how much slings improve scores and has accepted them as a required item of equipment. Slings must be simple straps no wider than 1 ¼ inches. Web or military type leather slings may be used. Padded slings or slings with asymmetrical shaping are not permitted. A legal sling may be used for support in the prone and sitting or kneeling positions. A sling may not be used in the standing position.

Other Equipment. There are only two other items of necessary equipment, a spotting scope and a shooting mat. It is possible to see bullet holes at 50 yards with a 6X scope, but O-class and most T-class competitors will want to have a spotting scope beside them so they can precisely check their shots and groups. A ground cloth or shooting mat is required to protect the elbows in prone and avoid lying on bare and sometimes wet ground. A 30" x 72" strip of old carpet makes a perfect early substitute for a commercial shooting mat.

Personal Safety. All CMP competitors are required to wear personal hearing and eye protection. Firing .22 rimfire rifles generates enough sound to eventually cause hearing loss so wearing ear plugs or earmuffs while on the firing line is mandatory. A cartridge rupture in smallbore rifle shooting is extremely rare,

but wearing prescription eyeglasses or shooting glasses while shooting is a necessity. Rimfire Sporter is an outdoor shooting activity in most parts of the country so competitors should bring water to help them stay hydrated. Taking sunscreen and insect repellent to the range is also a good safety precaution.

How to Safely Clear, Load and Unload Your Rifle

Before anyone starts dry or live firing, they must understand safe gun handling rules and know how to clear, load and unload the rifles they will fire. This knowledge is the foundation for all shooting range activities. It underscores the highest priority commitment target competitors place on safety and their common goal of “zero accidents.”

Safe Gun Handling Rules for Shooting Ranges. It all starts here. The “Fundamental Rules for Safe Gun Handling” apply in every gun handling situation, but they are especially adapted for target shooting. The first safety rule focuses on the **TRIGGER**

and how someone picks up or grasps a rifle; fingers must remain outside of the trigger guard until aiming at a target begins. The second rule centers on the **MUZZLE**; on target ranges rifle muzzles must be pointed up or down while carrying rifles and pointed up or downrange while handling them on the firing line. The third safety rule highlights the gun **ACTION**; on target ranges gun actions must always be cleared with actions open and safety flags inserted, except when they are on the firing line and a preparation period or firing time is authorized.

Safety Flags. The safety flag (formerly ECI or Empty Chamber Indicator) is a mandatory safety device. When inserted in the rifle chamber, a safety flag demonstrates that the rifle is cleared.

SAFE GUN HANDLING RULES FOR SHOOTING RANGES

- 1. TRIGGER.** Always keep your finger off of the trigger until aiming at the target begins.
- 2. MUZZLE.** Always keep gun muzzles pointed in a safe direction.
- 3. CLEARED.** Always keep guns unloaded with actions open, chambers empty, magazines out/empty and safety flags inserted until ready to shoot.



A cleared Rimfire Sporter rifle with a safety flag inserted.

Safety flags must have a probe to insert in the chamber and a visible yellow flag that projects out from the side of the rifle so it can easily be seen. As soon as a rifle is taken from a vehicle, its action must be opened and a safety flag inserted, even if the rifle is carried in a case. Safety flags may not be removed until rifles are on the firing line and the Range Officer starts the preparation and firing times.

Cleared Rifles. Every competitor must know how to clear the rifle they use. A cleared rifle must have 1) an open action, 2) an empty chamber (must be visually confirmed), 3) its magazine removed or empty (fixed magazines) and 4) a safety flag inserted. Clearing must be done every time a rifle is removed from a vehicle on the range and immediately after every firing stage.

RANGE OFFICER COMMANDS

Specific Range Officer commands that are described in this **Guide** are always shown in **CAPITALIZED BOLD LETTERS**. These commands are used to safely control range firing procedures and must always be given by an authorized Range Officer.

Loading Procedure. Loading in Rimfire Sporter for both slow-fire and rapid-fire is done from a magazine that is initially charged with five rounds. Single loading for slow-fire is not possible with most semi-automatic rimfire rifles because they do not have bolt hold-open devices or simply cannot be loaded one round at a time. The chart describes the three steps in proper loading procedures:

RIMFIRE SPORTER LOADING PROCEDURES		
Step	When	Procedure
1	When Range Officer announces the first or next series and gives the LOAD command	<ul style="list-style-type: none"> Semi-auto rifle: Close bolt on an empty chamber Manually operated rifle: Open bolt
2	After the LOAD command is given	<ul style="list-style-type: none"> Detachable magazine: Insert magazine charged with 5 rounds in rifle Tube magazine: Load 5 rounds in tube
3	When Range Officer gives START command AND the competitor has assumed a firing position	<ul style="list-style-type: none"> Semi-auto rifle: Cycle bolt/action to chamber the first round Manually operated rifle: Close action to chamber the first round

RIMFIRE SPORTER LOADING PROCEDURES

Step	When	Procedure
Notes	<ul style="list-style-type: none"> • <i>Clips (detachable magazines) may be pre-charged with 5 rounds only, but they may not contact the rifle until the LOAD command is given.</i> • <i>All firing series must begin with an empty chamber; a cartridge may not be loaded in the rifle chamber until after the START command AND the competitor is in the proper firing position.</i> 	

STOP Command. In slow-fire series when the time limit has expired or when all competitors have finished firing, the Range Officer will command **STOP**. **STOP** means that any competitor who is attempting to fire a shot must take their finger off the trigger and stop making any attempt to fire that shot. Any shot fired after a **STOP** command is an illegal shot that must be recorded as a miss (0).

In rapid-fire series, where competitors must assume position and fire five shots in 25 or 30 seconds, the Range Officer will command **STOP-STOP** at the end of the time limit. This is to make sure all competitors hear the **STOP** commands. The double **STOP** command also gives the competitor who is in danger of running out of time a split-second warning to fire their last shot. Rapid-fire shots fired after the second **STOP** command must be scored as misses.

Unloading Procedures. Sometimes a competitor will not have completed a firing series when the **STOP...UNLOAD** command is given. When this occurs, competitors must know how to quickly unload and clear their rifles. The proper unloading steps for each type of rifle are described in the chart. Different types of rifles are used in Rimfire Sporter so be sure to follow the correct unload procedure:

RIMFIRE SPORTER UNLOAD PROCEDURES

Type of Rifle	Steps in Unloading Procedure
Semi-auto, detachable magazine	<ol style="list-style-type: none"> 1. Remove magazine 2. Open action to eject cartridge in chamber 3. Visually confirm unloaded condition (lock action open if possible) 4. Insert safety flag and ground rifle

RIMFIRE SPORTER UNLOAD PROCEDURES

Type of Rifle	Steps in Unloading Procedure
Semi-auto, tube magazine	<ol style="list-style-type: none"> 1. Remove magazine tube follower and tip muzzle down to remove cartridges from the tube, reinsert tube follower 2. Open action to eject cartridge in chamber; cycle action at least two times to make sure no cartridges remain in the rifle 3. Visually confirm unloaded condition (lock action open if possible) 4. Insert safety flag and ground rifle
Manually operated, detachable magazine	<ol style="list-style-type: none"> 1. Open action to eject cartridge in chamber; leave bolt open 2. Remove magazine 3. Visually confirm unloaded condition 4. Insert safety flag and ground rifle
Manually operated, tube magazine	<ol style="list-style-type: none"> 1. Open action to eject cartridge in chamber; leave bolt open 2. Remove magazine tube follower and tip muzzle down to remove cartridges from the tube, reinsert tube follower 3. Visually confirm unloaded condition 4. Insert safety flag and ground rifle

Safe Range Firing Procedures

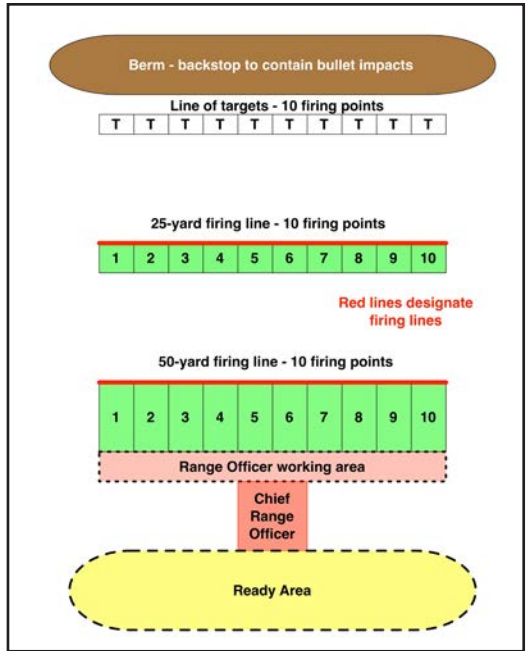
Competitors must understand the range safety and firing procedures they are expected to follow when they go to the range. Rimfire Sporter range firing procedures are similar to procedures for other shooting events, but there are also a few important differences.

Firing Line, Firing Points and Relays. Every range has a firing line that delineates the forward boundary of the firing points. **NO ONE CAN GO FORWARD OF THE FIRING LINE UNTIL FIRING IS COMPLETE AND THE RANGE OFFICER CLEARS THE FIRING LINE.** Competitors are assigned to fire on specific firing points on the firing line. If there are more competitors than there are firing points, competitors are divided into two or more relays. Firing point numbers are normally placed in the front-left corner of a firing point so competitors must set up their firing positions to the right of their firing point numbers. When a competitor takes his/her position, no part of the body (elbow or feet) may contact the ground ahead of the firing line.

A Model Rimfire Sporter Range Layout

Key features all shooters must know:

1. **Ready Area.** Remain in the Ready Area until your relay is called to the line.
2. **Firing Points.** Every competitor is assigned to a relay and firing point. The firing point number is in the left front of the firing point.
3. **Firing Line.** No one may go forward of the firing line unless specifically authorized to do so by the Chief Range Officer.



Removing Rifles from Vehicles. Almost all competitors bring their rifles to ranges in vehicles, usually in a gun case. When a rifle is stored in a gun case, it is standard practice to close the action and release the tension on the firing pin by pulling the trigger. When rifles come to the range, the first thing that must be done when they are removed from the vehicle is to take the rifle out of its case, open the rifle action and insert a safety flag even if the rifle is going to be carried on the range in the case. **NO RIFLE MAY BE CARRIED ANYWHERE ON A SHOOTING RANGE UNLESS IT IS CLEARED WITH A SAFETY FLAG INSERTED.**

Carrying and Handling. Competitors must understand the rulebook distinctions between “carrying” and “handling” rifles. Carrying is the act of moving a cleared rifle from one point to another such as from a vehicle to a check-in station or from the check-in station to the ready area behind the firing line. Rifles may be carried only if they are cleared and have safety flags inserted. “Handling” is any act that involves preparation for firing such as removing a safety flag, closing an action, shouldering or pointing a rifle, putting on a sling that is attached to a rifle or attempting to aim. **RIFLES MAY NOT BE “HANDLED” ANYWHERE ON A RANGE EXCEPT ON THE FIRING LINE.**

Grounded Rifle. A “grounded” rifle is a rifle that has been cleared, has a safety flag inserted, and is placed down on a shooting mat or the ground. **COMPETITORS MUST CLEAR AND GROUND THEIR RIFLES WHEN THEY FINISH A FIRING SERIES.** All rifles must be grounded on the firing points when it is necessary for anyone to go downrange (in front of the firing line) for any reason.

Call to the Firing Line. When it is time for a new relay to start, the Range Officer will call the competitors assigned to that relay to the firing line. This is their authorization to carry their rifles and equipment to their assigned firing points. After arriving at the firing line, competitors will normally be instructed to ground their rifles on their firing points so they may go downrange to place targets. It is common on most ranges to give a short “safety briefing” to competitors immediately before calling the first relay to the firing line.

Target Procedures. Competitors are expected to place, change and retrieve their own targets at most Rimfire Sporter Matches. Target procedures are always controlled by the Range Officer who must first make sure all rifles on the firing line are cleared and grounded before anyone can go downrange. No one may step forward of the firing line to go downrange until the Range Officer instructs competitors **YOU MAY GO DOWNRANGE AND PLACE YOUR TARGETS**. During the time when personnel are downrange, no one may touch a grounded rifle on the firing line. When target procedures are complete, the Range Officer will give the command **COMPETITORS, TAKE YOUR POSITIONS**. That is their authorization to handle their rifles.

Preparation Periods. After one minute, the Range Officer will announce **YOUR PREPARATION PERIOD BEGINS NOW**. During this time, competitors must finish getting ready to shoot. During preparation periods, they may remove safety flags and dry fire, but **COMPETITORS MAY NOT LOAD THEIR RIFLES BEFORE THE LOAD COMMAND**. The first preparation period before the sighting stage is three minutes. Preparation periods for the six record stages last one minute.

Slow-Fire LOAD and START Commands. At the end of the preparation period, the Range Officer will announce **YOUR PREPARATION PERIOD HAS ENDED**. For slow-fire stages, the Range Officer will then give the command **WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS**. All competitors must ensure that their rifle chambers remain empty until after the **START** command. After giving competitors sufficient time to load, the Range



Loading in Rimfire Sporter is always done by inserting a magazine with five rounds or loading five rounds in a tube magazine **AFTER** the **LOAD** command.



Chambering the first round may only be done by closing the action or cycling the bolt **AFTER** the **START** command and when the shooter is down in the firing position.

Officer will ask a question, **IS THE LINE READY?** Any competitor who has not been able to finish loading must inform the Range Officer by announcing “Not Ready.” As soon as all competitors on the line have safely loaded their rifles, the Range Officer will command **START**. After that command is given, competitors may close or cycle their rifle actions to chamber the first round, shoulder their rifles and fire the first five shots in the stage. Any shot fired before the **START** command must be scored as a miss. In slow-fire stages, competitors must load a second clip with five rounds or another five rounds in tube magazines without further commands and continue shooting. As soon as a firing stage or series is completed, they must open rifle actions, remove detachable magazines, insert ECIs and ground their cleared rifles on their mats.

Rapid-Fire LOAD and START Commands. When preparation periods for rapid-fire series are over, the Range Officer will instruct competitors to stand with the command **ON THE FIRING LINE STAND** and then give the command **WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS... LOAD FIVE ROUNDS**. The Range Officer will then explain that there will be two **START** commands, the first one for competitors with manually operated rifles and the second, five seconds later, for competitors with semi-auto rifles. The Range Officer will then ask **IS THE LINE READY**. As soon as he/she is satisfied that all competitors are safely loaded, he/she will command **THE LINE IS READY... MANUALLY OPERATED RIFLES...START**. Five seconds later, the command **SEMI-AUTOMATIC RIFLES...START** will be given.

STOP and UNLOAD Commands. At the end of the time limit or after all competitors finish firing, the Range Officer will command **STOP...UNLOAD**. Upon hearing the **STOP** command, no further attempt to fire a shot is permitted and any shots fired after this command must be scored as misses. After the **UNLOAD** command, any unfired cartridges must be removed from the rifle. At this point, competitors in slow-fire series will have fired 10 rounds and completed that stage. Competitors in rapid-fire stages will only have completed one five-shot series. They will have one minute to spot their shots on their targets, adjust sights and reload clips. During this one minute interlude between the two five-shot rapid-fire series, the rifle must remain unloaded, but it is not necessary to insert a safety flag. After one minute, the Range Officer will instruct competitors to stand and give commands for them to load and fire the second five-shot series in that stage.



After being authorized to load for a standing rapid-fire series, competitors must keep their rifle actions (bolts) open until the **START** command is given. Then they can close or cycle their rifle actions and shoulder their rifle to fire the first shots.

Clearing the Line. The final step in completing a firing stage is to clear the line. To do this, a Range Officer must visually check every rifle to be sure they are cleared with safety flags inserted and grounded on the firing line. Cleared rifles are confirmed with another question, **IS THE LINE CLEAR?** Competitors who have not been able to unload and clear their rifles must announce “Not Clear.” After the Range Officer is satisfied that all rifles are cleared and grounded, he/she will give instructions to start the next stage or send competitors downrange to score and/or change targets or to remove rifles and equipment from the firing line.

SAFE RANGE FIRING PROCEDURES		
Stage	Where	Safety Procedure
Before Relay is Called	Ready Area	Carrying cleared rifle with a safety flag inserted is OK Handling rifle (preparation for firing) is not OK
Call to Firing Line	Ready Area to Firing Point	Carry rifle with safety flag inserted and equipment to firing point Cleared rifle with safety flag inserted must be grounded on firing point
Target Placement	Firing Point to Targets and Back	OK to go downrange to hang targets after Range Officer authorization No one may touch any rifle while competitors are downrange After competitors return and Range Officer commands COMPETITORS TAKE YOUR POSITIONS , rifle handling is OK Safety flag must remain inserted; action cannot be closed
Preparation Time	Firing Point	Finish preparations for firing Removing the safety flag is OK Closing rifle action and dry firing is OK Loading is not permitted

SAFE RANGE FIRING PROCEDURES

Stage	Where	Safety Procedure
Firing Time	Firing Point	<p>OK to load only after the LOAD command is given</p> <p>OK to chamber the first round and start firing only after the START command is given</p> <p>OK to continue firing until series is finished</p> <p>Clear rifle, insert safety flag and ground rifle when finished</p>
Firing Finished	Firing Point to Ready Area	<p>When STOP...UNLOAD command is given, stop attempting to fire any shot</p> <p>If rifle is loaded, clear rifle, insert safety flag and ground rifle</p> <p>Move rifle and equipment to Ready Area only after instructions to do so are given</p>

The Rimfire Sporter Course of Fire

The Rimfire Sporter course of fire includes one sighting stage and six competition stages that are fired at distances of 50 and 25 yards or at 50 feet on 50 foot targets. Firing is done in three positions, prone, sitting or kneeling and standing, with one slow-fire or precision stage and one rapid-fire stage in each position. Each rapid-fire stage consists of two series of five-shots. The chart provides course of fire details (stages 5 and 6 follow on page 20).

RIMFIRE SPORTER COURSE OF FIRE

Stage	Distance	Type of Fire	Firing Position	Number of shots	Time Limit
Sighting	50 yards	Slow	Prone or supported prone	Unlimited	5 minutes
1	50 yards	Slow	Prone	10	10 minutes
2	50 yards	Rapid	Prone	10, fired in 2 series of 5	Semi-auto-25 sec. Manual-30 sec.
3	50 yards	Slow	Sitting or Kneeling	10	10 minutes
4	50 yards	Rapid	Sitting or Kneeling	10, fired in 2 series of 5	Semi-auto-25 sec. Manual-30 sec.

RIMFIRE SPORTER COURSE OF FIRE

Stage	Distance	Type of Fire	Firing Position	Number of shots	Time Limit
5	25 yards	Slow	Standing	10	10 minutes
6	25 yards	Rapid	Standing	10, fired in 2 series of 5	Semi-auto-25 sec. Manual-30 sec.

Rimfire Sporter Target. The target for this event was selected to 1) offer generous scoring rings all the way out to an 18 in. one ring so new competitors can get hits with their shots and 2) have a ten-ring that is small enough to challenge the best competitors. The scoring ring dimensions on the 50 meter international pistol target met these requirements perfectly and the 50-yard version of that target was adopted. Its 1.75 in. ten-ring is 3.5 MOA in diameter. In comparison, the ten-ring on the 200 yard highpower rifle target is also 3.5 MOA in diameter. The one change that was made to the original target was to print the 10 and X rings white to provide an aiming point for telescope sights. 50 foot reductions of this target are available for clubs and competitors that want to shoot Rimfire Sporter indoors.



The Rimfire Sporter target has a large "black" for open-sight aiming and a smaller, white 10-ring for scope aiming.

Sighting Stage. The course of fire begins with a practice stage; competitors have 10 minutes to fire as many shots as they wish. This stage can be fired in any position; a support can even be used. Most competitors, nevertheless, fire sighters in the prone position, the first competition position. The purpose of the sighting stage is for competitors to sight in their rifles and warm up for the competition or record stages.

Slow-Fire Stages. Each of the three positions start with a 10-minute slow-fire or precision stage. Competitors must load a magazine with five rounds on command, fire those shots, reload a second magazine with five rounds without further command and fire those shots. The object in these stages is to take enough time on each shot to make the best possible shots.

Rapid-Fire Stages. Every slow-fire stage is followed by a rapid-fire stage where competitors must move from a standing ready position to a firing position, orient their positions on the target and fire five shots, all within a time limit of 25 or 30 seconds. Being able to do this quickly and precisely is another of the rifle marksmanship skills that are tested in the Rimfire Sporter course of fire. After a one-minute preparation period or pause between the two series, competitors are instructed to stand and load five rounds. Range Officers must pay careful attention to making sure semi-autos start with bolts closed on empty chambers

while manually operated rifles start with actions open. Time limits for each five-shot series are 30 seconds for manually-operated rifles and 25 seconds for semi-automatic rifles. This gives competitors with manually-operated rifles an additional second per shot to cycle their actions.



The rules permit competitors who are over 70 or who have physical limitations that make getting into sitting or prone from standing difficult to start rapid-fire series in position. The shooter in the foreground is starting a sitting rapid-fire series in position.

After the Range Officer gives the two **START** commands, five seconds apart, competitors must assume their positions. After they are in position, they can cycle or close their bolts to chamber their first rounds. Then they can shoulder their rifles, adjust their positions to get their sights pointing naturally at their targets and begin shooting. The **STOP** command is given for all competitors at the end of 25 and 30 second time limits. If a shot is fired after **STOP**, the highest value shot on that target must be nullified. After a one-minute pause, competitors are again instructed to stand to start the second 5-shot series.

Sitting or Kneeling Position. The rules state that the third and fourth stages of the course of fire can be fired in the “sitting or kneeling” positions just as high-power rifle competitors have that same choice in their competitions. Virtually all competitors, however, prefer the sitting position because it has a lower center of gravity and is inherently more stable. The only exceptions might be juniors who shoot lots of 3-position air rifle or smallbore and who have already developed excellent kneeling positions.

Standing Ready Position. In the standing ready position, competitors must hold their rifles down with the toe of the butt below the belt line. They may not lift or shoulder their rifles until after their **START** command is given.

Standing Before Rapid-Fire. The rules (Rule 8.5.3) state that everyone must “begin all rapid-fire stages from the standing ready position.” Everyone who is able is expected to stand, but the rules make exceptions for competitors aged 70 or older or who have physical limitations that make it difficult for them to safely and quickly move from standing to the sitting or prone positions. Competitors who are eligible and need to start prone or sitting in position must:

1. Let a Range Officer know they will start in position.
2. Follow the same loading procedures (action open or bolt closed on an empty chamber) when the **LOAD** command is given.
3. After loading, keep the rifle down out of the shoulder.
4. After the **START** command, shoulder the rifle, but may not fire a shot until a competitor who started from standing has fired.

How to Use a Sling

Before going to a range and immediately trying to start shooting, it is a good idea to learn the correct way to put on a sling and adjust it. Try this at home a few times first.

It is important to consider the sling a vital necessity for good prone and sitting shooting, never an option. Every Rimfire Sporter rifle should have a sling swivel attached to its fore-end and a simple loop sling (1 ¼" max. width) to go with it. The illustrations show how to set up the sling, put it on correctly and then adjust it for the prone or sitting positions.



HOW TO PUT A SLING ON CORRECTLY: 1) With the sling attached to the rifle, extend it and open the arm loop. Turn the open loop ¼ turn to the left so the loop faces you. 2) Insert your left arm in the loop and place the sling high on the arm. Tighten the sling loop on your arm. 3) Extend the left arm and bring it OVER the sling and UNDER the rifle. When building a new position, always start with the sling loose and tighten it only AFTER establishing the body configuration for the prone or sitting position.

If a sling is being set up for the first time, be sure to extend the sling length so it will be too loose when getting into position. Tightening the sling must not be done until AFTER setting up the position. After determining and marking the sling length for the prone and sitting positions, the sling can be pre-adjusted for that length before putting it on the next time. The proper length adjustments for prone and sitting should be marked on the sling.



HOW TO ADJUST A SLING CORRECTLY: 1) Be sure the sling is adjusted so it is too long when first getting into a new position. 2) After shouldering the rifle, shift the left hand forward (to lower) or rearward (to raise) the rifle so the sights point at target level. 3) Tighten the sling so that it is tight enough to take over all the work of supporting the rifle. Start with that length adjustment the next time the position is used.

How to Fire a Shot – Correct Shot Technique

An important part of marksmanship is firing shots while applying correct “shot technique.” This is another prerequisite that should be understood before going to a range for the first time. The chart lists the five steps for firing accurate shots that are described in detail below.

5 Steps in Firing a Shot

1. **Shoulder the Rifle.**
2. **Align the Sights**
3. **Exhale, stop breathing and Aim**
4. **Trigger Contact and Center**
5. **Press Trigger and Call**

Right or Left Handed Shooting. Before shouldering a rifle for the first time, every new competitor must decide whether to shoot right or left handed. Many will have already decided, but a few will be unsure. The best way to decide which shoulder and eye to use is to do an eye dominance check. If someone is right-handed and is right-eye dominant, they should shoot from the right shoulder. If they are left-handed and left eye dominant, they must shoot from the left shoulder. However, if someone is nominally right-handed, but left eye dominant, or vice versa, they are “cross-dominant.”

Cross dominant competitors have two good options. They can shoot from the same shoulder as their dominant eye or they can shoot from the other shoulder and use some means of blocking the view of their dominant eye. This can be done by placing a short strip of translucent tape on the shooting glasses lens or by inserting a 1.0-1.5” wide strip of cardboard or other material in the cap band and positioning it to block the non-aiming eye’s view of the sights.

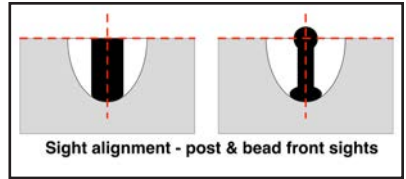
The correct technique for firing a shot is best broken down into five distinct steps that must be performed in order. With practice, the five steps will blend together in a smooth flowing dynamic that produces consistent good shots.



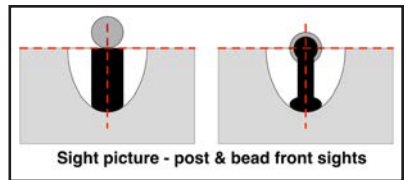
A simple way to do an eye dominance check is to form an aperture with the thumb and index finger. Extend the arm and hold the aperture over a distinct object while keeping both eyes open. Then bring the hand back to the eyes. The hand will come back to the dominant eye.

1. **Shoulder the Rifle.** Firing a shot starts with placing the loaded or cocked rifle in the shoulder and bringing it into a firing position with the support elbow (left elbow) in the correct position. The key to shouldering the rifle correctly is achieving consistency by placing the butt-plate in the same location in or on the shoulder for every shot.

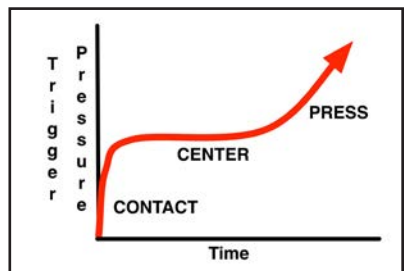
2. **Align the Sights.** The next step is to place the head on the cheek-piece to see and align the sights. With a telescope sight, all that is necessary is to look through the center of the scope; the optical design of the scope will handle the aligning. Aligning open sights means holding the front sight in the proper relationship with the rear sight "U" or "V" notch (see sight alignment illustration). The top center of a post or the center of a bead front sight must be aligned with the top center of the "U" or "V" notch. Focus the eye on the front sight and let the rear sight be slightly fuzzy.



3. **Exhale, Stop Breathing and Aim.** It is necessary to stop breathing while attempting to fire a shot because it is not possible to hold a rifle still while breathing. After aligning the sights, take two or three normal breaths while bringing the aligned sights onto the target. When the sights are on the target, exhale, stop breathing and start aiming at the target. Proper aiming (sight picture) with a telescope is simple; hold the crosshairs on the white dot (10 ring) in the center of the target. In correct aiming (sight picture) with open sights, point the aligned sights at the correct aiming point. The best initial aiming point with a post front sight is to hold it at the 6 o'clock position on the target. With a bead front sight, center the bead over target (see sight picture illustration). As experience is acquired, alternate aiming points may be tried.



4. **Trigger Contact and Center.** As soon as aiming at the target (acquiring sight picture) begins, the index finger must move from the trigger guard to contact the trigger. The trigger pressure diagram shows the recommended three-phase application of pressure on the trigger. It is crucial to get initial pressure on the trigger when aiming begins (phase 1). Try applying what feels like about half of the pressure needed to release the trigger. With initial pressure on the trigger,



shift attention to the sight picture, that is, the movement of the crosshairs or front sight over the aiming point. Concentrate full attention on centering the sight picture movements over the aiming point (phase 2). No one, not even champion competitors, can hold the aligned sights perfectly still. The sights are going to move a little bit or a lot, depending upon the competitor's skill level so it is essential to maximize the possibilities for making good shots by keeping sight picture movements centered.

5. Press the Trigger and Call the Shot.

The secret to getting good shots is centering the sight picture movements over the aiming point on the target (see "laser trace" illustration) while adding pressure to the trigger. When the sight picture movements on the target are centered, fire the shot by adding additional, smooth pressure to the trigger until the shot breaks (phase 3). At the instant the shot is fired, the competitor must make a mental "snapshot" of what the sight picture looked like. This is "calling the shot." With practice, shot calls will become valuable tools to ensure follow-through and to analyze sight settings and shot technique.



An imaginary "laser trace" of a shooter's sight picture movements when they are centered.

The Prone Position

The keys to building a stable prone shooting are placing the left elbow in the correct location, using the sling to support the rifle and orienting the position so the rifle and sights point naturally at the target.



Features of a good prone position are: 1) the body lies on the mat at an angle of 20-30 degrees to the target; 2) the left elbow (right handed shooter) lies directly under an imaginary straight line drawn along the left side of the body; 3) the butt-plate is well up in the shoulder so aiming is easy; 4) rifle height is determined by the placement of the hand that supports the rifle; 5) the sling is adjusted so it fully supports the rifle and upper body and 6) the position is fine-tuned so the rifle points naturally at the target (left-right, up-down).

The Sitting Position

There are two equally good sitting position variations, the cross-legged sitting position with the legs crossed and pulled back close to the body and the cross-ankled sitting position with the legs crossed and extended in front of the body. The choice depends upon the competitor's body proportions, not on what some-



Features of a good sitting position are: 1) the body is turned 30-60 degrees from the target; 2) the left leg is crossed over the right leg and pulled back to the body (left) or extended in front of the body (right); 3) the elbows rest in the Vs formed by the bent legs (left) or on the legs below the knees (right); 4) rifle height is controlled by the left hand location on the fore-end; 5) the sling is tightened to fully support the rifle and 6) the position is rotated over the buttocks to orient the rifle and sights on the shooter's target.

one else does. Someone with a relatively short torso or longer arms is ideally suited for the cross-legged position. Someone with a relatively long torso or shorter arms is best suited for the cross-ankled position. The latter position allows the competitor to lean further forward and lower the head and shoulders so it is possible to raise the rifle to a comfortable shoulder height. New competitors or competitors who are searching for an effective sitting position should try cross-legged first. However, if they have difficulty getting the rifle high enough for a comfortable head position, they should switch to the cross-ankled position.

The Standing Position

In Rimfire Sporter, the standing position is fired at a shorter distance, 25 yards instead of 50 yards, so standing scores are similar to prone and sitting scores. However, the importance of practicing to develop a stable standing position is not reduced. The beauty of standing is that building a good position is simple; there are only four primary teaching points. From there on, getting good standing scores is a matter of practice and repetition with a balanced, relaxed position.

Detailed instructions for building each of the firing positions used in Rimfire Sporter shooting are found in pages that follow.



Features of a good standing position are: 1) the feet, hips and body are turned 90 degrees away from the target; 2) the support elbow is directly under the rifle, 3) the butt-plate is high in the shoulder to keep the head reasonably erect and 4) the support arm is configured to hold the rifle up at target level. Different hand-wrist configurations are used to determine rifle height. Note how both shooters shown here keep their wrists straight.

Learning and Practicing Marksmanship Skills

There are many things to learn and several essential skills to master before one can become an effective target rifle marksman. Fortunately there are some easy-to-do practice methods that can speed up this learning process. This section describes some simple practice methods that will help this process go easier and quicker. And as a competitor's practice progresses, he/she will learn that **SHOOTING IS A SPORT WHERE HOW GOOD YOU BECOME IS DIRECTLY RELATED TO HOW MUCH YOU PRACTICE.**

Practice at Home. Before going to the range and especially before going to a competition, find a safe place at home where shouldering and aiming a rifle will not point it at another person. Set up simulated targets on a plain wall with one at chest height for standing, one about 24 inches high for sitting and one 10-12 inches high for prone. This home practice location can be used to perfect firing positions and practice correct shot technique while dry firing. Competitors who shoot manually operated rifles can also practice working their rifle actions in rapid-fire sequences on a home dry-fire range.



A dry fire aiming bull. Correct dimensions for dry fire bulls are:

10 ft. = .47" black & .12" 10 ring.

20 ft. = .94" black and .24" 10 ring.

Dry Firing. One of the most beneficial methods of practice is dry firing. Live firing where ammunition is actually loaded and fired must always be done on a safe shooting range. Dry firing simulates live firing, but it can be done on a shooting range or in any safe location where shots can be simulated without pointing the rifle at another person. Dry firing is done by cocking the rifle without loading ammunition and then going through the steps of firing a shot by shouldering and aiming the rifle, applying breath and sight movement control and pressing the trigger. Dry firing at home is one of the best methods of rifle practice because it is a very efficient way to perform lots of repetitions.

The keys to productive dry firing are effort and calling the shots. As much effort must go into executing correct shot technique on dry-fire shots as would be made on a shooting range with live ammunition. Dry firing will not be effective, however, unless each dry-fire shot is called. At the instant the firing pin falls, the competitor must call the shot saying where the front sight was in relation to the aiming point.

With practice, the competitor will be able to call shots according to their score and clock direction (i.e. "9 at 5 o'clock"). Marksmen who practice at home must remember that range safety procedures regarding the use of safety flags and not permitting anyone to be in front of a rifle muzzle apply during dry fire practice as well as during live firing.

"Slow Practice" to Master Shot Technique. Executing correct shot technique is especially challenging for new competitors because five different multi-phase action steps must be performed in proper sequence. In order to mentally and physically program correct shot technique, it is necessary to repeat these steps correctly, over and over, until they truly are mastered. One method of mastering correct shot technique is, during dry fire practice, to slow down the shot process by taking enough time to carefully and correctly perform each step before progressing to the next step.

- 1. Lift the rifle and place the butt-plate in a precise location in or on the shoulder.*
- 2. Put the left elbow in place under the rifle and check to be sure it is in the same location for every shot.*
- 3. Consciously relax the left arm muscles.*
- 4. Place the head on the cheek-piece to see front sight through the center of the telescope or rear sight blade.*
- 5. Look through the center of the telescope/align the front sight in the rear sight blade.*
- 6. Continue to breath normally while bringing the aligned sights onto the target.*
- 7. When the aligned sights come to the target center, take one more breath, exhale and stop breathing.*
- 8. Apply "half pressure" on the trigger while beginning to aim.*
- 9. Focus full attention on the sight picture and centering the crosshair/front sight movements over the aiming point.*

10. *Continue to keep the crosshair/front sight movements centered over the aiming point while adding smooth pressure to the trigger.*
11. *Continue adding smooth pressure to the trigger until the shot breaks.*
12. *Call the shot by forming a mental picture of where the crosshair/front sight was when the shot broke.*

After becoming comfortable in working through the distinct steps in this “slow practice” exercise, speed up the sequence until it is possible to complete a shot at a regular tempo for slow-fire repetitions and later at a faster tempo for rapid-fire repetitions.

Rapid-Fire Simulation. Practicing getting into position and manipulating rifle actions to simulate rapid-fire shooting can be another beneficial phase of dry fire practice at home. Competitors with semi-auto rifles can practice getting into position from standing and dry-firing the first shot in a rapid-fire series. They should be able to get that first shot off in 12 to a maximum of 15 seconds. Competitors with manually operated rifles will gain the extra advantage of being able to practice smooth operation of their bolt or lever action rifles to simulate the firing of all five shots within 30 seconds.

Individual Practice at the Range. Another great way to master marksmanship skills and prepare a rifle for competition firing is to practice alone or with one or two friends at a club range. These practices are most valuable when it is possible to take as much time as necessary to sight in a rifle or work out a particular marksmanship skill. Sighting in an open-sighted rifle is done most effectively when there is plenty of time to carry out the trial and error process necessary for adjusting these usually difficult-to-adjust sights. Practicing rapid-fire series at a slowed-down pace and then building up to match pace timing can help to develop improved skills for firing these stages of the course of fire.

Shooting Rimfire Sporter Matches

Most competitors who become interested in Rimfire Sporter will soon want to shoot in a Rimfire Sporter Match. Rimfire Sporter Matches are informal affairs where the emphasis is on having fun and encouraging as many people as possible to participate. Competitors’ goals can be anything from “just completing the course of fire” to “competing only against myself” or against close friends to “trying to earn CMP Achievement Awards” to “competing to win.” Here are some things to consider when participating in a Rimfire Sporter Match.

How to Find Rimfire Sporter Matches. Competitors who are members of a club that sponsors Rimfire Sporter Matches or residents of a community with a club that does this are fortunate. They can start by attending those local matches. The best place to find out about other Rimfire Sporter Matches is on the CMP website. The Competitions webpage (<http://thecmp.org/competitions/>) will provide announcements of upcoming national and regional events. Upcoming Rimfire Sporter club matches are listed under https://ct.thecmp.org/app/v1/index.php?do=matchRegistrationListUpcoming&filter=designation&filter_value=RIMFIRE. Dates, locations and match sponsor contact information

are provided in each listing. Contact the sponsor to obtain a copy of the match program and enter the match. In most cases, advanced entry is recommended and makes match sponsor preparation much easier.

Check-In at the Match. Competitors entered in a match should plan to arrive about an hour before the scheduled start time so they can check-in and prepare at a leisurely pace. Tasks a competitor must accomplish during the hour before his/her match starts are:

1. *Remove the rifle and equipment from the vehicle. Confirm that the action is open with a safety flag inserted, even if the rifle is to be carried in a case.*
2. *Check in at the match sponsor's entry station to confirm entry information, pay entry fees and pick up a scorecard(s). Squadding assignments are sometimes issued during check-in as well.*
3. *If there is a rifle inspection, take the rifle to that station for trigger weighting and checking.*
4. *Connect with old friends or meet some new friends.*
5. *Pick up a squadding ticket (when they are issued on the firing line).*
6. *Report to the ready area to await the call to the firing line.*



Many match sponsors issue squadding tickets that assign competitors to specific relays and firing points shortly before the match starts.

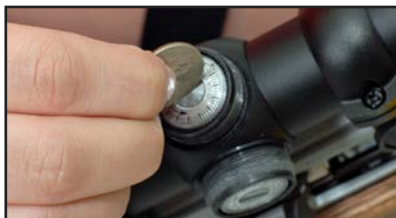
Squadding. “Squadding” is the process of assigning competitors to specific relays and firing points. If there are more competitors than there are firing points, they must be divided into two or more relays. Depending upon how many targets are hung on each firing point, one Rimfire Sporter relay will take between one hour, 15 minutes and one hour, 30 minutes to complete, if there are no problems or delays. If only one target can be hung at one time, a 60-shot relay can take up to two hours. Each relay should have a published (in the match program) start time. Match sponsors should communicate relay assignments in advance so competitors know when to arrive. Most match sponsors will try to accommodate special requests for squadding if family members want to shoot together or two competitors are sharing the same rifle.

Target Issuance and Labeling. The standard procedure at most matches is to issue seven targets to each competitor and have them place their own targets on the target backer board or frame. Issuing targets is normally done shortly before a relay of competitors is called to the firing line. As soon as a competitor receives his/her targets, they must be labeled with the competitor's ID number (competitor labels are often used), relay and firing point and rifle class (T, O or Tactical).

Call to the Firing Line. The first step in starting a relay of competitors occurs when the Range Officer announces **RELAY ONE, MOVE YOUR RIFLES AND EQUIPMENT TO THE FIRING LINE...GROUND YOUR RIFLES.** As soon as the Range Officer calls a relay to the line, competitors must quickly move their rifles, shooting mats, spotting scopes and any other necessary equipment to their assigned firing points. As soon as competitors have their gear on their firing points, they should ground their rifles on the firing line with safety flags inserted. They will then be given instructions to go downrange to place targets.

Preparation Periods. After competitors return from placing targets, the Range Officer will instruct them to **TAKE YOUR POSITIONS.** One minute after that he/she will start the first preparation period. The sighting stage has a 3-minute preparation period; all six competition stages have 1-minute preparation periods. During preparation periods, competitors must prepare their firing positions. This involves laying out the mat, putting on the sling and getting into position. The spotting scope should be placed close to the left eye (right handed competitor) so it will not be necessary to move out of position to spot shots. Ammunition and clips should also be placed within easy reach for loading and reloading. As soon as competitors are in position, they must orient their positions on the targets (natural point of aim) and dry fire a few repetitions.

Sighting Stage. Shooting the Rimfire Sporter course begins with a 10-minute sighting stage. New competitors should fire 3-shot groups to determine if the rifle is zeroed; more experienced competitors should be able to adjust sights based on one or two shots. When shooting with a telescope, it is essential to make sight adjustments if groups are not well-centered. O-Class competitors may have to modify their aiming points if their sighting shots are not centered. The sighting stage also serves as a warm up period when competitors should pay attention to performing correct shot technique.



Shooters who use telescopic sights must know how to make sight adjustments during shooting to keep their shot groups centered.

Slow-Fire Stages. In slow-fire stages, there is plenty of time to take the rifle down from the shoulder to rest after each shot. Many experienced competitors, however, prefer to reload with the rifle in the shoulder and to continue firing all five shots before reloading, albeit at a somewhat slower pace than in rapid-fire. Shot locations should be checked with a scope after each shot and additional sight or aiming point adjustments may be necessary.

Rapid-Fire Stages. Rimfire Sporter competitors soon learn there is nothing to fear from rapid-fire stages and that their rapid-fire scores will average almost as high as their slow-fire scores. 10-shot rapid-fire stages are fired in two series of five shots, with each beginning from a standing ready position. A pivotal skill in rapid-fire is being able to quickly assume a consistently stable position and make slight body adjustments to get the sights and rifle oriented on the



Rimfire Sporter shooters who use manually operated rifles must learn to operate actions while keeping their rifles in the shoulder during rapid-fire series. The best method is to lift the whole arm to grasp and cycle the bolt. This minimizes body movements during bolt operation.

may want to take a breath before the first shot and then fire all five shots since this will be completed in about 10 seconds.

A critical factor in rifle and ammunition selection is reliability. Rifles must be in good condition and function reliably with the ammunition being used. There are no refires or extra time allowed in rapid-fire series, so a rifle that does not feed cartridges or cycle dependably can result in unfired shots that must be scored as misses. Before taking any rifle to a Rimfire Sporter competition, clean it thoroughly and check it for unflinching function with the ammunition to be fired.

Changing Stages and Positions. In the Rimfire Sporter course, competitors must change from slow-fire to rapid-fire three times and from one position to the next two times without being able to take additional sighting shots. To do this effectively and efficiently, competitors must mark or record the exact sling adjustments for their prone and sitting positions. They must also know if any sight adjustments from slow-fire to rapid-fire or from one position to the next are needed. It is normal for different positions and different shooting tempos to have slightly different zeros. Keeping a logbook or journal where this information is recorded can help determine any necessary sight changes. Once the sight changes needed between one stage and the next are determined they must be applied before the next stage starts.

Other Important Competition Rules. Rimfire Sporter rules are simple, but there are a few additional rules that competitors need to know. Coaching on the line is generally allowed if it involves assisting new competitors to get into position, adjust slings or make sight corrections. Coaching experienced competitors is generally not allowed, however (see Rule 3.4.5). There are no refires for malfunctions in Rimfire Sporter. This means that during slow-fire series, any malfunction or misfire must be cleared and the competitor can re-fire the shot if possible. If a malfunction occurs in a rapid-fire series, it can be cleared and the competitor can continue if time is available. Since there are no refires, malfunc-

target center. Competitors should practice this movement to make sure they can do this in 10 to 15 seconds. That leaves somewhere between 10 and 20 seconds or two to four seconds to fire each of the five shots. With low-recoil .22 rimfire rifles, that is more than enough time to fire a series of accurate shots. Good rapid-fire technique requires quickly centering sight picture movements and applying absolutely smooth pressure to the trigger.

Competitors need to work out a rapid-fire breathing technique. With manually operated rifles and the extra second per shot it is best to take a short breath with each action cycle. With semi-autos, competitors

tions in rapid-fire must be avoided or minimized by making sure the rifle is clean and functioning reliably with the ammunition being used.

After the Match. Once the firing line is cleared and empty brass has been picked up, competitors must retrieve their targets for scoring. Scoring may either be done by volunteer scorers or by the competitors. If competitors are assigned to score the “Instructions for Scoring Rimfire Sporter Targets” that are printed on page 44 should be reproduced and copies given to all competitors. After targets are scored and recorded on scorecards, the scorecards must be turned in to the Statistical Officer so that all scores can be entered into a database that ranks all competitors according to their scores.

How to Start Rimfire Sporter in Your Club

Rimfire Sporter is becoming more and more popular with shooting clubs that want to provide an affordable, accessible smallbore rifle program either as an open activity for all club members or as a club junior rifle program. Rimfire Sporter has become especially popular with 4-H Shooting Sports Clubs for the same reasons. Rimfire Sporter programs are easy to start because so many club members already own rifles that can be used. Clubs don’t have to raise a lot of money to buy special equipment or equip special ranges. Here are some things to consider in getting started.

Program Components. Clubs that want to start a Rimfire Sporter program need 1) leadership, 2) a range suitable for rifle shooting and 3) a training and competition plan. The first step is for the club leadership to make a decision to start a Rimfire Sporter program. Then to get started, the club must appoint a Rimfire Sporter Director or committee to plan and supervise these activities. The club must have a shooting range that will be available for Rimfire Sporter activities. The range can be a 50 yard outdoor range or a 50 foot indoor range. The club training and competition plan can provide for:

- **Conducting Rimfire Sporter new shooter clinics.** Clinics are usually organized so that the clinic schedule includes firing a match.
- **Conducting Rimfire Sporter Matches.** Established club Rimfire Sporter competition programs should strive to offer four to six matches or more each year.
- **Organizing a Junior Rimfire Sporter program.** Club junior programs typically offer youth training courses, practice sessions and junior matches.
- **Promoting attendance by club members** at CMP travel events. This is more fun if two or more club members can travel together.

CMP Guide to Rimfire Sporter Shooting. The primary resource for learning about Rimfire Sporter and how to get started in this shooting sports discipline is this Guide. All club members who are associated with the program should have copies. Clubs that plan to start junior Rimfire Sporter programs should obtain copies of the **Guide** for coaches, youth participants and their parents. The

information in the **Guide** on safety, range procedures, shot technique and the firing positions can be used as a text for teaching new competitors about Rimfire Sporter. The quickest and easiest way to obtain copies is to download them from <http://thecmp.org/wp-content/uploads/Rimfire.pdf>. Printed copies can also be requested free of charge from the CMP.

Club Master Instructor Courses. Each year, the CMP offers several comprehensive one or two-day courses to train club Master Instructors how to teach As-Issued Military Rifle and Rimfire Sporter new shooter clinics. CMP Master Instructor courses cover safety, range operations and “best practice” methods for teaching fundamental marksmanship skills. Detailed information on the Master Instructor program and the next available courses are posted on the CMP website in the “Training” section. Master Instructors receive up-to-date training and have access to resources that will enable them to organize and lead great new shooter clinics in Rimfire Sporter shooting. Clubs that plan to offer new shooter clinics and instructional matches should definitely consider encouraging one or more of their club instructors to attend a CMP Master Instructor Course.

Range Officer Training Course. The CMP now offers a comprehensive Range Officer Training Course to train and certify Range Officers and Match Officials who will conduct CMP-sanctioned matches. Detailed information on this program is available from the CMP website at <http://thecmp.org/training-tech/range-officer-training-course/>. Starting in July 2018, there will be a Level II Range Officer Course for Rimfire Sporter that will be conducted during the National Matches at Camp Perry.

How to Conduct Rimfire Sporter Competitions

Most competitors who become active in Rimfire Sporter will want to participate in Rimfire Sporter Matches. One of the most appealing features of these matches is that they are non-intimidating, relaxed, friendly and welcoming. Every effort is made to make them “new shooter friendly” where instruction and assistance is readily available. Competitors who try this game usually come away saying, “this is the most fun I have ever had in shooting.” This section of the **Guide** describes the requirements, actions and resources necessary for the successful conduct of Rimfire Sporter Matches.

Rimfire Sporter Rules. A starting point for any club that wants to conduct Rimfire Sporter Matches is to obtain a copy of the official rules. Every club member who will be associated with the conduct of these matches should have their own copy of the rules. Rimfire Sporter Rules are now included in the **Competition Rules for CMP Games Rifle and Pistol Matches**. The latest version of this rulebook can be downloaded at <http://thecmp.org/competitions/cmp-competitions-rulebooks/>.

CMP Sanctioned Matches. The CMP sanctions three levels of Rimfire Sporter competitions. The first level is local and state competitions conducted by CMP affiliated clubs. These are almost always one-day competitions that are either open for adults and juniors or are juniors-only competitions. The second com-

petition level is CMP Competition Games Matches that are conducted by CMP staff at several locations: Phoenix, Arizona (March); Camp Butner, North Carolina (April-May); Talladega, Alabama (June); Camp Ethan Allen, Vermont (September); Oklahoma City, Oklahoma (October) and Talladega, Alabama (November). Rimfire Sporter Matches are now scheduled at all but one of these CMP Travel Games sites. The third level offers the biggest and most prestigious match, the National Rimfire Sporter Championship that takes place each year at Camp Perry, Ohio during the National Matches.

Match Program. A Match Program is an information bulletin that match sponsors produce to inform interested competitors about the match. Match Programs should be written documents that can be distributed electronically or in hard copy well in advance of the match. Match programs typically provide the following information:

- **Location:** Where will the match be held? Provide specific directions to find the range.
- **Date:** Date of match.
- **Sponsor:** Name of club or organization conducting the match.
- **Time Schedule:** Provide exact times when individual relays will start.
- **Course of Fire:** Will the regular Rimfire Sporter course of fire be fired? Will there be separate T, O and Tactical Classes? If there are two or more relays, can one competitor enter in two or more classes?
- **Rules:** The program should specify that CMP Rimfire Sporter Rules will be used. If there are any special rules that will be applied by the match sponsor, they must be described in the match program.
- **Awards:** What awards will be given? Will CMP Achievement Pins be presented?
- **Entry Fees:** What is the cost of participating in the match?
- **How to Enter:** Give specific instructions on how to enter the match. Is there an entry form to be filled out? Can competitors “walk-on” at the match or is advanced entry required? List the name, address, email address and phone number of the person to contact to submit entries.
- **Other.** Is there any additional information that competitors need to know to participate in the match?
- **Contact Information.** List the email address and telephone number of someone who can provide additional information about the match.

Applying for CMP Match Sanctioning. Every club that plans to organize a Rimfire Sporter Match is encouraged to sanction their match with the CMP. Sanctioning requires the submission of a simple application form and costs only \$20.00. The benefits of match sanctioning include a match listing in the CMP website’s “Upcoming Events,” being able to obtain free scorecards and achieve-



Rimfire Sporter rules are found in the CMP Games Rifle and Pistol Competition Rules.



The use of target mounting systems that allow placing more than one target at one time greatly speed up the matches. Shown on the left is a target mounting system that holds two targets. The large cardboard backer board on the right holds all seven targets. The target stage labels (shown in red) are shown for instructional purposes.

ment certificates and becoming part of a standardized, nationwide network of competitions. To sanction a match, prepare a Match Program and submit it together with a completed *Rimfire Match and Clinic Application Form on the Web*.

Match Officials. Every club that organizes a Rimfire Sporter Match must have a minimum of three competition officials who are responsible for conducting the competition. Matches with larger entries will require additional match officials.

- **Match Director.** This is the person in charge. The Match Director is responsible for supervising all other competition officials and for making key decisions regarding the conduct of the competition. The Match Director is usually appointed by the club or organization that sponsors the competition.
- **Statistical Officer.** This is the person responsible for operating the entry system, competitor check-ins, the supervision of target scoring and the production of official results. Additional volunteers who work under the supervision of the Statistical Officer will usually be needed to score targets or supervise competitor scoring activities.
- **Range Officer.** This is the person responsible for conducting firing activities on the range. The Range Officer, or a Chief Range Officer if there is more than one Range Officer, is responsible for “calling the line” by giving the range commands necessary to conduct firing. When there are more than 10 firing points, additional Range Officers should be appointed so there will be a minimum of one Range Officer for every 10 firing points.
- **Equipment Control.** This is an optional position, but many Rimfire Sporter Matches appoint one or more Equipment Control Officers who are responsible for inspecting competitors’ rifles to be sure they are legal for the competition.



For most matches, the most convenient method of scoring is to have competitors score each other’s targets. Shooters on odd and even numbered firing points exchange scorecards.

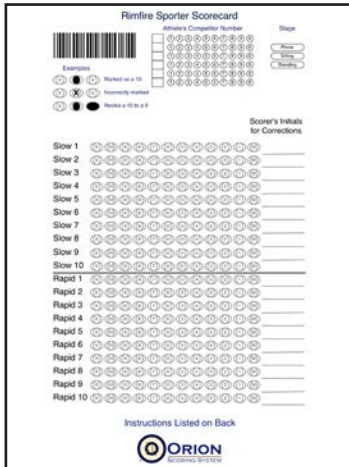
Target Set-Up. Clubs that decide to conduct Rimfire Sporter Matches will find it is easy to set up ranges and conduct competitions. Ranges need to have ordinary target or backer boards on which to mount targets. They should preferably be large enough to hold at least two and as many as six or seven targets. Covered firing points are ideal, but not necessary.

Range Operation. The Range Officer in charge of firing must not only enforce the rules as they are published in the official rulebook, but he/she must also strictly follow a “Range Officer script” when conducting firing activities. This will ensure that standardized commands are used in all Rimfire Sporter Matches, no matter where they are conducted. The CMP Games Rulebook provides a standard script at Annex F (“*Rimfire Sporter Firing Procedures*”).

Scoring. Scoring targets at Rimfire Sporter matches can either be done by competitors or by a separate crew of volunteers. The easiest method of scoring is to have competitors score each other’s targets. Competitors on each pair of firing points (1-2, 3-4, 25-26, etc.) should exchange scorecards and score their partner’s targets. When competitors score, there must be one or more Statistical Officers to assist in gauging close shots and scoring doubles (two possible shots in one hole). Detailed instructions for scoring are available in the “Instructions Scoring Rimfire Sporter Targets” on page 44. If match sponsors plan to have competitors score, they may want to re-print those instructions and give copies to all competitors when they check in.

Tie-Breaking. It is pretty common for two or more Rimfire Sporter competitors to have the same numerical score. The primary means of breaking ties is to use the so-called “X-count.” There is an X-ring printed inside the 10-ring. If two competitors are tied, the one with the most total shots that hit or touch that X-ring receives the higher rank. If the X-count does not break the tie, the numerical score on the last stage (standing rapid-fire) is used to break the tie and if they are still tied, the X-count on the last stage is used. If necessary, tie-breaking can continue by considering each stage in inverse order until the tie is broken. The rulebook gives complete details for tie-breaking in Rule 3.8.9.

Results Bulletins. As soon as scores or scorecards are turned in, the Statistical Director must hand enter the scores into a statistical system that allows a ranked results list to be printed and posted. Most match sponsors use database software like Excel or Numbers to record competitor names, contact information, entry status and scores. After entering scores, competitor results must be



The Orion Scorecard system allows the results from scored targets to be electronically scanned into match management software that will produce printed results lists and a live results posting on a club’s match website, all within one or two minutes.

sorted to place them in rank order, with ties properly broken. If CMP Rimfire Sporter scorecards are used and forwarded to the CMP after the match, the CMP will post those scores on its Competition Tracker Match online results listing. A printed results list should be posted on a match bulletin board as soon as scores are entered and ranked. This gives competitors an opportunity to check scores and make sure they were recorded correctly.



CMP Award Pins can be earned at sanctioned club matches when competitors equal or exceed established cut scores.

Orion Scorecard. The most advanced match management and results system now available to clubs that sponsor Rimfire Sporter Matches, as well as other types of matches, is **Orion Scorecard**. This is a commercial system that was developed in close cooperation with the CMP, NRA and USA Shooting. **Orion Scorecard** uses scannable scorecards that are scanned with a Canon P-208 scanner and interpreted by Orion software. This scanning process and computer analysis eliminates the need for scorers to add scores and for the statistical office to hand enter them. It thus greatly improves the accuracy and speed of results posting. **Orion Scorecard** software offers a complete match management system that records competitor data, supports the Rimfire Sporter Course of fire and tie-breaking rules, produces printable results lists and, when an Internet connection is available, uploads all competition results to a unique match website for every Orion user. Orion costs are relatively low and this system is capable of producing results lists and online results within one or two minutes after scorecards are scanned. For more information on this system, contact www.orionscoringsystem.com or 703-335-7760.

CMP Achievement Awards. One of the most popular award and incentive programs for competitors who regularly participate in CMP Games Matches is the CMP Achievement Awards Program. The CMP awards gold, silver or bronze Achievement Medals with neck ribbons at the National and CMP Travel Games Rimfire Sporter Matches. Sponsors of CMP-sanctioned Rimfire Sporter Matches may purchase gold, silver and bronze Achievement Pins to award to competitors in their matches. Achievement Awards are presented to Rimfire Sporter competitors when they equal or exceed established Achievement Award scores for that competition year. Gold, silver and bronze Achievement Awards are presented to approximately the top 40 percent of all competitors in each rifle class on the basis of “cut scores” derived from the previous year’s National Rimfire Sporter Match results. Achievement scores are calculated so that approximately the top one-sixth of the top 40% of all competitors receive gold medals or pins, the next two-sixths receive silver medals or pins and the remaining three-sixths receive bronze medals or pins. Rimfire Sporter Achievement Award scores are listed in *Annex G, CMP Achievement Award Scores*, in the **CMP Games Rifle and Pistol Competition Rules**.

Closing the Match. Many Rimfire Sporter Match sponsors close their competi-

tions with award presentations or a social event such as a cook-out for their volunteers and competitors. Sponsors may provide special awards of their own or present CMP Achievement Pins. The presentation of Certificates of Completion is a great way to close a new shooter clinic.

Supplies for Rimfire Training and Competition. Here is a list of items clubs sponsoring Rimfire Sporter Matches must have. This list also identifies sources where these items may be obtained:

RIMFIRE SPORTER RESOURCES AND SUPPLIES	
ITEM	SOURCE
Rimfire Sporter Rules	Rimfire Sporter Rules are included in the <i>Rules for CMP Games Rifle and Pistol Matches</i> (see especially Rules 3.0 and 8.0). This CMP rulebook can be downloaded at http://thecmp.org/wp-content/uploads/CMPGamesRules.pdf .
Targets	Official Rimfire Sporter targets must be purchased from the CMP. Targets may be picked up at the CMP Stores at Camp Perry, Ohio and Aniston, Alabama. Targets may be ordered online through the CMP E-Store at http://estore.thecmp.org/?cat=TAR .
Rimfire Match and Clinic Application	The form to use to apply to the CMP for match sanctioning can be downloaded on the website.
Scorecards	When Rimfire Sporter targets are scored, the scores must be recorded on scorecards that the Statistical Officer can use to prepare a results list. Free Rimfire Sporter scorecards are available from the CMP when requested on a <i>Match and Clinic Application Form</i> .
Orion Scorecard	The <i>Orion Scorecard</i> system improves the accuracy of score recording and reduces the time it takes to produce ranked results lists. The Orion system facilitates online results posting during the competition when an Internet connection is available. Information about <i>Orion Scorecard</i> and its match management software is available at http://www.orionscoringsystem.com/ .
Scoring Gauges	.22 cal. scoring gauges can be ordered from Champion's Choice at www.champchoice.com
Eagle Eye Scoring Aid (McDougall Magnifier)	These scoring aids are especially useful for scoring torn shot holes or identifying doubles. Order them from the Champions' Choice website at www.champchoice.com

RIMFIRE SPORTER RESOURCES AND SUPPLIES

ITEM	SOURCE
<p>Certificates of Achievement</p>	<p>Clubs that conduct clinics and matches for new competitors can enhance the experience by issuing Certificates of Achievement to everyone who completes the clinic and/or match. Free certificates are available from the CMP when requested on a <i>Match and Clinic Application Form</i>.</p>
<p>CMP Achievement Pins</p>	<p>Clubs that sponsor CMP sanctioned Rimfire Sporter Matches are eligible to purchase CMP Gold, Silver and Bronze Achievement Pins that they can present to competitors at their matches. Clubs that use this popular award system should maintain an inventory of the pins so they can present them at the conclusion of competitions. CMP Achievement Pins may be purchased from the CMP at a cost of \$1.25 per pin when ordered through the <i>Match and Clinic Application Form</i>.</p>
<p>Safety Flags (ECIs, Empty Chamber Indicators)</p>	<p>Every club that conducts clinics or matches should have a supply of safety flags so any competitor who shows up without a safety flag can purchase or be issued one. Safety flags can be ordered from the CMP through the <i>Match and Clinic Application Form</i> or the CMP E-Store (\$5.24 per dozen). Safety flags can also be purchased from Champions' Choice.</p>

HOW TO BUILD A STABLE PRONE POSITION

Step 1 - Place the shooting mat or ground cloth at a 25-30 degree angle to the firing line. Kneel on the mat, put the sling on the arm and prepare to lie down. Be sure the sling is extended so it will be too long at first.



Step 2 - Lie down on the mat. Extend the left elbow so it supports the rifle and upper body. Imagine a straight line from the left hand down the left side of the body to the left foot. Place the left elbow under that "side-line."



Step 3 - Place the butt-plate in the shoulder so looking through the sights is comfortable. Adjust the height of the rifle by moving the left hand forward or rearward until the sights are at target level. Keep the sling loose during this step.



Step 4 - With the sights at target level tighten the loose sling until it is tight enough to fully support the weight of the rifle. Then rotate the body over the left elbow (pivot point) until the sights point naturally at the correct target.



HOW TO BUILD AN EFFECTIVE SITTING POSITION

There are two good sitting position options: Cross-legged and cross-ankled. The best choice for each shooter depends on their body proportions. Shooters with proportionately longer arms and/or shorter torsos are best suited for the cross-legged position.

Shooters with proportionately shorter arms and longer torsos are best suited for the cross-ankled position. New shooters should try cross-legged position first.

Building a Cross-Legged Sitting Position:

1. Sit on the mat and turn the body 45-60 degrees away from the target.
2. Cross the left (support) leg over the right.
3. Pick up the rifle and put the sling on--keep it long and loose just like you started in prone.
4. Shoulder the rifle--be sure to keep it well up in the shoulder--place the elbows in the Vs formed by the knees.
5. Adjust rifle height by shifting the left hand forward and rearward--if you can comfortably raise the rifle sights to target level, tighten the sling and rotate the body on the buttocks so the sights point at the correct target.



Building a Cross-Ankled Sitting Position:

1. If Step 5 above results in a struggle to get the rifle high enough, try the Cross-Ankled position.
2. Extend the crossed legs in front of you and turn the body 30-40 degrees away from the target.
3. With the sling on the arm and extended long and loose, lean forward to place the elbows on the legs BELOW the knees.
4. Adjust rifle height by shifting the left hand forward and rearward--if you can comfortably raise the rifle sights to target level, tighten the sling and rotate the body on the buttocks so the sights point at the correct target.



Alternate Sitting Position

Shooters who cannot get both elbows down onto their knees or legs can still build a steady sitting position by crossing the left leg over the right foot and supporting only the left elbow on the left leg. The right arm remains free just as it would be in a kneeling position.



HOW TO BUILD A GREAT STANDING POSITION



STANDING Position Keys

1. 90 degree body turn
2. Left elbow directly under the rifle
3. Erect, comfortable head position
4. Hand-wrist configuration raises rifle to target
5. Position is relaxed and balanced over both feet



STEPS TO BUILDING A GREAT STANDING POSITION:

Step 1 - Take your position on the firing line with your rifle. TURN YOUR BODY 90 DEGREES AWAY FROM THE TARGET. Your left side and hip should point towards the target.

Step 2 - Lean back slightly as you shoulder the rifle. Place the butt plate high enough in your shoulder to give you a reasonably erect head position. Keep your wrist straight as you hold the rifle.

Step 3 - Support the rifle with your left arm resting on your left side or hip. Let the left arm relax onto your side WITH THE LEFT ELBOW DIRECTLY UNDER THE RIFLE.

Step 4 - Relax as you hold the rifle. If the sights point above or below the target, change your hand-wrist configuration to a lower (a below) or higher (b or c) hand position.



INSTRUCTIONS FOR SCORING RIMFIRE SPORTER TARGETS

TARGET SCORING INTEGRITY:

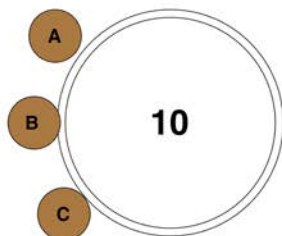
Anyone who acts as a target scorer is serving as a match official. Scorers are responsible for accurately and impartially scoring all shots on the targets they score.

SCORING IN PAIRS. A convenient method of scoring is for competitors to score in pairs. In this method, competitors on odd and even numbered firing points exchange scorecards (1 & 2, 3 & 4, 15 & 16, etc.) and score for each other. If family members or close friends are paired, those competitors are obliged to exchange scorecards with other competitors.

SCORING PROCEDURES.

1. Check the target labels and scorecard to be sure they are correctly labeled.
2. Count the shots on the target. If there are 10 shots, score them. If there are more than 10 shots, score only the 10 highest value shots. **DO NOT TRANSFER EXTRA SHOTS TO OTHER TARGETS!** If there are less than 10 shots, score only the shots that can be counted and identified on that target.
3. Score from the inside out -- score the highest value shots first (X-10-9 etc.). Record the value of each shot on the scorecard. Xs count 10 points, but record them as "X" because X totals are used to break ties.
4. Score each shot according to the highest value scoring ring that is hit or touched. See the **SCORING DOUBTFUL SHOTS** diagram (top right).
5. If a shot hole is so close you cannot decide if it touches or not, ask a Statistical Officer to check the shot hole with a scoring gauge.
6. If you or your partner think there may be a double (shot hole with two or more shots in it), ask a Statistical Officer to check for a double.
7. After all individual shots are recorded, total the stage and 60-shot scores on the scorecard. Total the Xs separately. Both the scorer and the competitor must sign the scorecard before turning it in to the Statistical Officer.

SCORING DOUBTFUL SHOTS



- A - Shot does not touch outside edge of line. Scores lower value. Score = 9
- B - Shot breaks scoring ring. Scores higher value. Score = 10
- C - Shot just touches scoring ring. Scores higher value. Score = 10

STATISTICAL OFFICERS may assist in scoring by using scoring gauges to score doubtful shots or an Eagle Eye template to score torn shot holes or decide possible doubles. Statistical Officer decisions are final.

DETECTING DOUBLES with a Scoring Template

One shot hole extends very slightly outside of the engraved ring aligned with the other shot hole



Align the engraved ring (shown in red) on the template with as much shot hole curvature as possible. If the shot hole curvature extends very slightly outside of the engraved ring, that is evidence of a double.

Any shooter or gun enthusiast with a .22 caliber rimfire sporter rifle who wants some great experiences on the range shooting a challenging, enjoyable, recreation-oriented competition game should try Rimfire Sporter shooting!



Civilian Marksmanship Program

Camp Perry Training Site

P.O. Box 576

Port Clinton, Ohio 43452-0576

Phone: (419) 635-2141

Fax: (419) 635-2573

Email: competitions@thecmp.org

Web Site: www.TheCMP.org or

www.TheCMP.org/Competitions