

The CMP Guide To Rimfire Sporter Shooting



- © CMP Games Shooting Sports Program
- © Rimfire Sporter Course of Fire
- © Basic Rifle Marksmanship Skills for Rimfire Sporter
- © How to Fire the Rimfire Sporter Course of Fire
- © How to Conduct a Rimfire Sporter Match
- © How to Sanction a Rimfire Sporter Match
- © Official CMP Rimfire Sporter Rules
- © Match Procedures and Range Commands

9th Edition, with 2013 CMP Rimfire Sporter Rules

Cover Photo: The shooter on the cover of the **2013 CMP Guide to Rimfire Sporter Shooting** is firing a rimfire rifle equipped with telescopic sights, the most competitive class. Shooters may also fire Open Sights (non-aperture “buckhorn” sights) or the recently added Tactical Rimfire class.

The CMP Guide To Rimfire Sporter Shooting

Rimfire Sporter is now one of the fastest growing shooting sports activities in the USA. The CMP introduced Rimfire Sporter in 2002 after four years of testing it in rimfire rifle clinics. A huge advantage of this relatively new shooting game is that any gun enthusiast or hunter can shoot it because almost all gun owners already own smallbore sporter rifles. You don't need expensive target gear to shoot Rimfire Sporter. The Rimfire Sporter course of fire is designed so that every shooter who understands basic gun safety and rifle marksmanship can complete it. Rimfire Sporter is also uniquely challenging; it tests shooters' skills in three different firing positions, at two different ranges, in both precision and rapid-fire shooting.

Rimfire Sporter stresses fun, accessibility and practical marksmanship skills. It is a great game for shooters who want a target event that does not require expensive tricked-up rifles or gear. It is ideal for hunters who recognize that practicing rimfire rifle shooting through the year will make them more skilled marksmen when they pursue game. Rimfire Sporter can be a great way to introduce youth and adults to the excitement and fascinating challenges of rifle target shooting. And most importantly, Rimfire Sporter is perfect for the shooter who enjoys going out to the range to have a relaxed competition with friends.



All types of common rimfire rifles, semi-auto, bolt, pump and lever action, are used in Rimfire Sporter shooting. In Rimfire Sporter, competitors may use any .22 cal. rimfire rifle that weighs less than 7.5 pounds with sights. Shooters fire "precision" and "rapid-fire" series in prone, sitting and standing positions at 50 and 25 yard distances.

This ***CMP Guide to Rimfire Sporter Rifle Shooting*** provides detailed information about Rimfire Sporter, how to shoot it and how to organize matches. The contents of this guide includes:

- ⊙ CMP Games Shooting Sports Program, Page 2
- ⊙ Rimfire Sporter Course of Fire, Page 3
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- ⊙ How to Conduct a Rimfire Sporter Match, Page 23
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CMP GAMES SHOOTING SPORTS PROGRAM

FUN—FELLOWSHIP—HISTORY—SHOOTING FOR ALL!

The CMP Rimfire Sporter Match is part of a larger CMP shooting sports program called the “CMP Games.” This program formally began in 1998 when the CMP inaugurated the John C. Garand Match. The Garand Match allowed competitors to fire historic “as-issued” military rifles over a short course of fire that is accessible to thousands of shooters who do not participate in traditional target competitions. The Garand Match also allows shooters to reenact military and marksmanship history. Rules are designed to make the match “new-shooter friendly.” Experienced shooters are allowed and even encouraged to assist and coach new shooters. The competition features camaraderie and relaxed, fun-filled, yet challenging experiences as well as a chance to shoot in the National Matches.



Rimfire Sporter is a great way for young shooters to learn about target shooting and experience how much fun it is. Rimfire sporter rifles are light enough that new shooters and younger juniors can handle them. With scoring rings all the way out to a generous-sized one ring, all shooters are going to score hits.

The National Garand Match succeeded beyond all expectations. In four years, it grew from 300 shooters in its first year to today's 1200-1400 shooters. It is the biggest single event in the National Matches. In 2002, the CMP expanded the list of CMP Games events by introducing Rimfire Sporter, Springfield Rifle and Vintage Military Rifle Matches. An M1 Carbine Match was added in 2006. National Match Air Rifle was added in 2009. The Vintage Sniper Team Match was added in 2011. Shooters and clubs that want to shoot these Matches at their local ranges were given the opportunity to conduct sanctioned CMP Games Club Matches starting in 1999. In 2012, the CMP sanctioned over 1,700 Club Matches in CMP Games events,

including 138 Rimfire Sporter Matches. CMP-affiliated shooting clubs can now use CMP rules to conduct sanctioned matches in these CMP Games events:

- ⊙ Rimfire Sporter Match
- ⊙ John C. Garand Match
- ⊙ M1 Carbine Match
- ⊙ Modern Military Rifle Match
- ⊙ Vintage Military Rifle Match
- ⊙ Springfield Rifle Match
- ⊙ As-Issued Military Rifle Match (Mixed)
- ⊙ Vintage Sniper Rifle Team Match

NATIONAL CMP GAMES MATCHES. The National Rimfire Sporter Match takes place each year during the National Matches at Camp Perry, Ohio. It is now the largest smallbore rifle competition in the USA. In 2012, 400 individual competitors fired in 546 event entries or starts in this national competition. The official program for this year's National Rimfire Sporter Match is included in the CMP National Matches Program. The program can be downloaded from the CMP website at <http://www.thecmp.org/NM.htm>. Rimfire Sporter information starts on page 47.

THE RIMFIRE SPORTER MATCH

The CMP Rimfire Sporter Rifle Match gives shooters a recreation-oriented competition that allows them to use their favorite rimfire sporters (plinking and small game rifles) on the target range. To shoot this match, all you need is a rifle and ammo. Special competition gear is not required or permitted. Competitors use standard, sporter-type rimfire rifles that can weigh no more than 7 ½ pounds with sights. Rifles may be manually operated or semi-automatic. Shooters with manually operated actions are given extra time in rapid-fire. There are three classes of competition. The two original classes, “O-Class,” where competitors use open-sighted rifles, and “T-Class,” where competitors have telescopic or receiver sights on their rifles, have been part of the program since its inception. In 2010, a Tactical Rimfire Class was added to allow shooters who have these popular new rimfire rifles to use them in Rimfire Sporter competition.

Rimfire Sporter firing is done at 50 and 25 yards on a specially designed target. 50-foot Rimfire Sporter targets are also available to facilitate shooting Rimfire Sporter indoors on 50-foot ranges. Like the Garand and Springfield Matches, the Rimfire Sporter Rifle course of fire is challenging, but it is also one that new shooters can successfully complete. Shooters begin at 50 yards with a five-minute sighting or practice series. Next they shoot ten shots for record slow-fire in the prone position, followed by two five-shot rapid-fire series in prone. This is followed by ten shots slow-fire and two five-shot rapid-fire series in the sitting or kneeling position. Targets are then placed at the 25-yard line where shooters conclude with ten shots slow-fire and two five-shot rapid-fire series in the standing position. A total of 60 record shots are fired. A 30-shot course where competitors fire five shots in each stage can also be used for club, league or informal shooting.

RIMFIRE SPORTER RIFLE MATCH RULES. The rules that govern Rimfire Sporter shooting are simple and easy to understand. Official Rimfire Sporter Rules are published in this guide (see pages 28-38).

RIFLES ALLOWED. Rifles used in the Rimfire Sporter Rifle Match must be standard sporter-type rimfire rifles that meet the following requirements:

- ⊙ Overall weight may not exceed 7 ½ pounds, with sights. If a sling is used, it may be removed when the rifle is weighed.
- ⊙ The stock may have a sling swivel, but it must be fixed in one location (rails with adjustable sling swivels are not permitted). Thumbhole stocks, adjustable butt plates, adjustable cheek pieces and rails or adjustable (moveable) sling swivels are not permitted.
- ⊙ Any safe rimfire rifle with any type of action may be used. Rifles must be chambered for the .22 cal. long rifle rimfire cartridge; magnum rimfire or .17 cal. rimfire rifles may not be used. Rifles should be semi-auto or repeater rifles with magazines capable of holding five rounds so they can be used during rapid-fire stages. Rifles with clip, box or tube-type magazines may be

used, however, tube magazines are slower to load quickly before rapid-fire series.

- ⊙ The trigger must be capable of lifting a three-pound weight when cocked.
- ⊙ Telescopic, receiver or open sights may be used. Shooters who use rifles with telescopic or receiver (aperture) sights compete in the T-Class. Scopes are limited to six power (6X). If a variable scope is used, the power adjustment may not exceed 6X and it must be taped in that location. Any rifles with receiver (aperture or 'peep') sights must be used in the T-Class, unless the match program provides a special category for receiver-sighted rifles. Shooters who use rifles with open sights compete in the O- Class.
- ⊙ A standard leather or web sling no wider than 1 ¼ inches may be used in the prone and sitting or kneeling positions. Slings may not be used in the standing position to provide support, but the sling may remain on the rifle.

TACTICAL RIMFIRE RIFLES. Rimfire rifles that are modeled after the popular AR-type sporting rifles are now produced by several manufacturers and are appearing on ranges more and more frequently. Tactical rimfire rifles may be fired in Rimfire Sporter competitions.



Tactical Rimfires must meet the weight and trigger pull requirements for all Rimfire Sporter rifles. Match sponsors may either offer a separate Tactical Rimfire Class or they may be included in the T Class.

AMMUNITION. Shooters in Rimfire Sporter Matches may use any .22 cal. long rifle ammunition. .17 cal. or magnum rimfire ammunition may not be used. Shooters must be sure to select ammunition that not only shoots accurately, but that functions reliably when fed from a magazine during rapid fire because there are no alibis or refires for malfunctions in Rimfire Sporter.

ORDERING TARGETS. Clubs and individual shooters may order Rimfire Sporter Targets directly from the CMP. In addition to full-face and replacement center targets for shooting at 50 and 25 yards, the CMP offers two 50 foot Rimfire Sporter targets. To order targets from the CMP, open the CMP Target Sales Program order form at <http://www.thecmp.org/Clubs/Targets.htm>. CMP Rimfire Sporter Targets and prices:



- ⊙ Rimfire Sporter Target, 50/25 yards, full-face, NLU049, \$8.00/25
- ⊙ Rimfire Sporter Target, 50/25 yards, replacement centers, NLU050, \$7.25/100
- ⊙ Rimfire Sporter Target, 50 ft prone/sitting reduced, NLU10512RF, \$6.50/100
- ⊙ Rimfire Sporter Target, 50 ft standing reduced, NLU1321RF, \$7.25/100

RIMFIRE SPORTER EQUIPMENT

Any type of .22 cal. rimfire repeater rifle (semi-auto or manually operated) with a total weight, including sights, of not more than 7 ½ lbs. and with a trigger capable of lifting three pounds can be used in Rimfire Sporter. Any type of rifle action may be used, including semi-autos (top), bolt actions (middle) and lever or pump actions (bottom). Rifles should have magazines capable of holding five rounds. Rifles with open sights (top and bottom) are fired in the O-Class. Rifles with 6X or lower power telescopes are fired in the T-Class.

A simple web or leather sling may be attached to a fixed sling swivel and used in the prone and sitting or kneeling positions, but not the standing position. A leather work glove, but not a commercial shooting glove, may be worn on the hand that supports the rifle.



Shooters who fire rimfire rifles are strongly urged to wear shooting glasses and hearing protection while on the firing line.



RIMFIRE SPORTER TARGETS. The official 50/25-yard Rimfire Sporter target is a large target (21" x 24") that can be pasted or stapled on standard pistol target backers or on target holders. The target has scoring rings large enough that beginning shooters can consistently score hits, but it has a 10-ring that challenges even the best shooters. The largest scoring ring, the "one ring," is 18" in diameter. The aiming bull or "black" (includes 10-9-8-7 rings) is 7 1/8" in diameter so it can be used as an aiming mark for open-sighted rifles with post or bead front sights. The "ten ring" is 1 ¾" in diameter and is printed white to serve as an aiming mark for shooters who use telescopic sights. Every detail in these targets is proportionately reduced in the 50 foot Rimfire Sporter targets that are available from the CMP for 50-foot indoor events. The prone/sitting version of the 50-foot target has two aiming bulls; five shots are to be fired on each bull. The larger, standing version has one bull; ten shots are to be fired on it.

COURSE OF FIRE. The CMP Rimfire Sporter course of fire calls for firing an unlimited number of sighting or practice shots and 60 shots for record. Record firing is done in six stages of 10 shots each. A new target or replacement



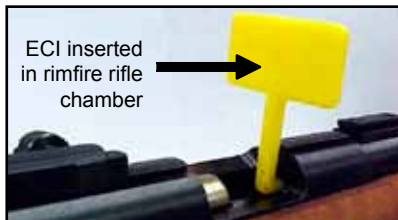
In Rimfire Sporter, competitors usually hang their own targets. In this match, shooters stapled six record targets to large fiberboard backers. Each shooter is issued seven targets (one sighter and six record). Match sponsors can also issue one full-face target and six replacement centers. Shooters must be sure their targets are properly identified.

center should be hung for each stage or, if the target holder is large enough to display two targets at a time, the slow and rapid-fire targets for each stage can be hung at the same time. This will save three trips downrange to hang new targets and greatly speed up match firing. The first four stages are fired at 50 yards. The last two are fired at 25 yards.

- ⊙ Sighting Stage, 50 yards, unlimited sighting shots, prone position, 5-minute time limit. Competitors may fire as many sighting shots as they wish during the 5-minute time limit. The scorer or another competitor may spot shots and assist the competitor in sighting in his/her rifle as long as this does not disturb other competitors. A rest or support may be used in this stage only.
- ⊙ Stage 1, 50 yards, 10 shots for record, prone position, 10-minute time limit.
- ⊙ Stage 2, 50 yards, two series of five shots for record, standing to prone, rapid-fire, time limit is 25 seconds for semi-autos, 30 seconds for manually operated rifles. Rapid fire series are five-shots, both because more shots cannot be loaded in some rifles and because this tests the shooter's ability to quickly assume or stable firing position.
- ⊙ Stage 3, 50 yards, 10 shots for record, sitting or kneeling position, 10-minute time limit.
- ⊙ Stage 4, 50 yards, two series of five shots for record, standing to sitting or kneeling position, rapid-fire, time limit is 25 seconds for semi-autos, 30 seconds for manually operated rifles.
- ⊙ Stage 5, 25 yards, 10 shots for record, standing position, 10 minute time limit.
- ⊙ Stage 6, 25 yards, two series of five shots for record, standing position (shooter must start with rifle butt at the hip), rapid-fire, time limit is 25 seconds for semi-autos, 30 seconds for manually operated rifles.

HALF COURSE EVENT. Match sponsors have the option of conducting a "half-course" event where five shots are fired in each stage and a total of 30 record shots are fired.

EMPTY CHAMBER INDICATORS (ECIs). ECIs are an important means of ensuring safety on shooting ranges. ECIs have a probe that inserts into the chamber and a yellow safety flag that projects out of the open action. When an ECI is inserted in a rifle, it unmistakably confirms that the action is open and the chamber is empty. The use of ECIs is now required in all CMP-sanctioned competitions. All Rimfire Sporter shooters must keep ECIs in their rifles at all times except when they are on the firing line during a preparation or firing period. ECIs may be ordered from CMP Sales (NLU244, \$4.99/12).



Rimfire Sporter rules require the use of Empty Chamber Indicators (ECIs) in all rifles.

MALFUNCTIONS. If a rifle malfunctions or misfires, the shooter may clear the malfunction and attempt to continue firing. If the rifle cannot be cleared, the shooter must remain in position, keep the rifle muzzle pointed downrange and raise his hand to signal to a Range Officer that assistance is required. No alibis or refires are allowed if a rifle or ammunition malfunction occurs. This means it is critically important that Rimfire Sporter shooters keep their rifles clean and in good working condition so that malfunctions will not occur during rapid-fire stages. Test the ammunition to be used in advance to be sure it functions well in the rifle to be used in competition.

SCORING. In Rimfire Sporter, the match sponsor may appoint official scorers or competitors may be asked to score the targets of other competitors. If competitors score, each shooter should score the target of the shooter on his/her right. Official scorers or Range Officers must have .22 cal. scoring gauges for use in deciding doubtful shots. The score of gauged shots must be written on the target and initialed by the scorer. Scores from all targets are then posted on a bulletin board or computer file. Eagle Eye scoring aids are especially useful in detecting double shot holes.

COACHING. Shooters or other persons generally may coach or assist other shooters especially if those shooters are new or inexperienced. If you are a new shooter, you may have someone assist you in spotting your shots and zeroing your rifle, especially during the sighting series. It is OK for a parent or coach to remain with a new junior or adult shooter. It is also important to note that while the Rimfire Sporter rule on coaching (Rule 6.7) continues to permit coaching or assisting new shooters, it explicitly prohibits the coaching of experienced shooters by having someone spot and call shot locations for them during rapid-fire series.

SPOTTING SCOPES. Competitors and coaches may use spotting scopes to spot the locations of their shots and assist in making sight adjustments.

SHOOTERS' CLOTHING. Shooting jackets, special shooting trousers or shooting boots may not be worn. A maximum of two sweatshirts or soft, pliable shirts may be worn. Regular work or hunting-type boots may be worn. Special elbow or shoulder pads are not permitted.

OTHER EQUIPMENT. Aside from a rifle, ammunition and spotting scope, there is very little additional equipment that is even permitted. One item of equipment that shooters can bring and use is a shooting mat. If you do not have a shooting mat, a 2' x 6' strip of carpet or similar material is quite adequate for protecting your elbows in prone and for keeping you dry if the ground is damp. Another item that many shooters use is a glove for the left hand (right-handed shooter). An ordinary work or sports glove can be used, but special shooting gloves or padded mitts or gloves are not permitted.

PERSONAL SAFETY EQUIPMENT. All competitors and range personnel are urged to bring personal hearing and eye protection with them. Everyone on the firing line during Rimfire Sporter events is urged to wear shooting glasses or personal eyeglasses and ear plugs or ear muffs while firing takes place.

INSTRUCTIONS FOR INDIVIDUAL SHOOTERS **FIRING THE RIMFIRE SPORTER MATCH**

This section of the *CMP Guide To Rimfire Sporter Shooting* provides detailed instructions that individual shooters may follow as they complete their first Rimfire Sporter courses of fire. Any shooter who has not previously fired this event is urged to carefully read these step-by-step instructions before going to the range. Clubs that sponsor Rimfire Sporter Rifle Matches where there are large numbers of new shooters are encouraged to use the information in this section as a basis for conducting a Rimfire Sporter Rifle Shooters' Clinic before their match begins. Many clubs now have CMP trained and certified Master Instructors who can use the *CMP Rimfire Sporter Rifle Clinic* to teach formal Rimfire Sporter clinics at their clubs. Master Instructors have a complete set of Rimfire Sporter clinic slides and student texts that can be distributed to clinic students.

ARRIVAL AT RANGE. After you arrive at the range, check in with match officials to confirm your entry. Plan to arrive at the range 30 to 60 minutes before the start time for the match. Find out which relay (group of shooters) you will fire with and on what firing point you are assigned to fire. When you know where and when you will fire, take your rifle and gear from the car to the ready area behind your firing point. As soon as you take your rifle out of your vehicle, check the action to be sure it is open; take any removable magazine out and insert an ECI in the chamber. No rifle, cased or uncased, should be carried anywhere on the range unless its action is open and an ECI is inserted.

SAFETY BRIEFING. Before you are called to the firing line, the Range Officer will normally give competitors a safety briefing before starting any shooting. See the "Range Safety Briefing" chart for a summary of the safety points covered in a typical Rimfire Sporter safety briefing.

CALL TO THE FIRING LINE. When it is time for your relay to fire, the Range Officer will call your relay to the firing line. If you have a shooting mat or ground cloth, lay it out on the firing point. Position your ammunition, spotting scope and any other gear you need on your firing point. Remember that your

Range Safety Briefing

- ⦿ **An ECI must be inserted in your rifle at all times except when firing.**
- ⦿ **Keep all rifle muzzles pointed downrange or up at all times.**
- ⦿ **You are permitted to carry rifles behind the firing line; you are not permitted to handle rifles behind the line.**
- ⦿ **Do not take rifles or equipment to the firing line until instructed to do so.**
- ⦿ **Do not load until the command *LOAD* is given; load with the bolt remaining open or closed on an empty chamber**
- ⦿ **Do not fire until the command *START* is given; do not chamber a round until after the *START* command.**
- ⦿ **Upon completion of firing, open your action, insert ECI and ground your rifle.**
- ⦿ **Do not remove your rifle from the line until instructed to do so.**
- ⦿ **Do not go forward of the firing line until instructed to do so.**
- ⦿ **If you have a problem, stay in position, keep your muzzle pointed downrange and raise your hand, a Range Officer will assist you.**

firing point extends from your firing point number on your left front to the next firing point number on your right. If shooters are required to go forward to hang targets, the Range Officer will instruct you to ground your rifle before allowing anyone to move forward of the firing line. Unless the Range Officer instructs you to ground your rifle, you may handle your rifle, put on the sling and get into position after you are authorized to bring your equipment to the firing line. You may not, however, remove the ECI from your rifle until the Range Officer announces the beginning of the Preparation Period.

TARGET HANGING. You should normally have seven targets when you start a 60-shot Rimfire Sporter Match. One target is a sighter target and the other six are record targets. Be sure your name, competitor label or other means of identification is on your targets (normally placed in the upper right corner of the target). The type of rifle being fired (T, O or Tactical Class) must also be identified on the target in the area where competitor identification is placed. Some match sponsors will have match staff hang and change targets. Some match sponsors will have competitors hang and change targets. The Range Officer may have all targets hung before authorizing competitors to bring their equipment to the line. The Range Officer may, alternatively, have competitors bring their equipment up to the line, ground their rifles and then go forward to hang or change targets. Whenever anyone goes forward of the firing line to hang or change targets, all rifles must be grounded and no one may handle rifles while anyone is forward of the firing line.

PREPARATION PERIOD. After making sure that everyone is back from downrange, the Range Officer will instruct you to take to take your position on the firing line. He will also announce that your preparation period will begin in one minute. During this one-minute interlude, you may handle your rifle, put the

sling on and get into position. You may not, however, remove your ECI or close the action. After one minute, the Range Officer will announce the beginning of your preparation period. The first preparation period before the sighter stage lasts three-minutes. After that, each preparation period lasts one minute. As soon as your preparation period begins, you can complete your preparation by aligning your position so that its “natural point of aim” points at your target. Remove the ECI and dry fire a few times. Removable clips may be loaded during preparation periods, but no clips may be inserted in the rifle, no cartridges may be loaded in internal tube magazines and no cartridges may be loaded in the chamber during preparation periods.

SIGHTING STAGE. When the preparation period ends, the Range Officer will give the command **WITH BOLTS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS.** In Rimfire Sporter, where almost all semi-autos and many manually operated rifles can only be loaded from the magazine, loading in both precision and rapid-fire stages of fire is done from the magazine. Always load by placing five shots at a time in the magazine. If you are firing with a manually operated rifle, you must load with the action remaining open. If you are firing with a semi-auto, you must first close the bolt and then insert a magazine with five rounds or insert five rounds in a tube magazine. After the command **SIGHTING SHOTS--START** is given, you may close your action or cycle the action to chamber the first round and begin to fire. From the time **START** is commanded, you will have five minutes to fire as many sighting or practice shots as you wish. After you fire your first five shots, you may load another five rounds and continue firing without further commands. You are permitted to have another shooter coach or spot shots for you or assist you in sighting in your rifle.

The primary purpose of sighting shots is to be sure your rifle is zeroed so that your shot group strikes the center of the target. Experienced shooters can adjust their sights after firing just one or two shots. If you are a new shooter, fire a group of three well-aimed shots. If the group is not centered on the target, make windage or elevation sight adjustments as needed to shift your shot group to the target center. Fire another three-shot group and check to see if those shots are centered. Make another sight adjustment if necessary. If you are still not centered, continue by firing two or three more sighters and make yet another sight adjustment. When you finish firing your sighting shots and whenever you finish a prescribed series of shots in the match, immediately open your rifle action, insert an ECI and ground your rifle. Do not remove your rifle or equipment from the firing line until instructed to do so. Normally, you will complete the firing of your sighters and the 60-shot record course before you remove your equipment from the line. You may, however, step back from the firing line when finished firing. When the sighting period ends, the Range Officer will command **STOP, UNLOAD.** Never attempt to fire another shot after the command **STOP.** If you have not already done so, open your rifle action, remove the magazine (if removable), insert an ECI and ground your rifle. After the firing line is clear, the Range Officer may then instruct you to go forward and hang your target for the prone precision stage that follows.

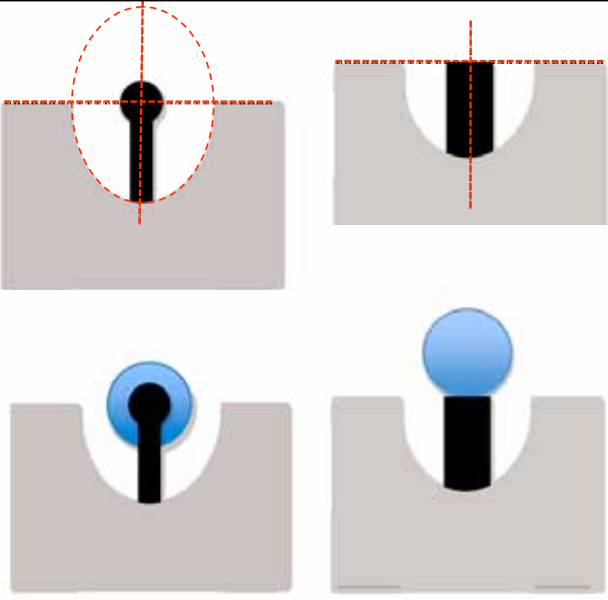
CORRECT FIRING TECHNIQUE. The illustrations on this page are taken from slides used in the CMP Rimfire Sporter Clinic. If you are a new shooter, study these illustrations to be sure you understand: 1) Correct Sight Picture, Open Sights, 2) Correct Sight Picture, Telescope, 3) Breath Control, 4) Hold Control and 5) Trigger Control. Try to apply these techniques as you fire each shot in the Rimfire Sporter course of fire.

Open Sight (O-Class Aiming:

Sight Alignment:
Align sights as shown (above)

Sight Picture:
Point aligned sights at target as shown (below)

Focus: On front sight!

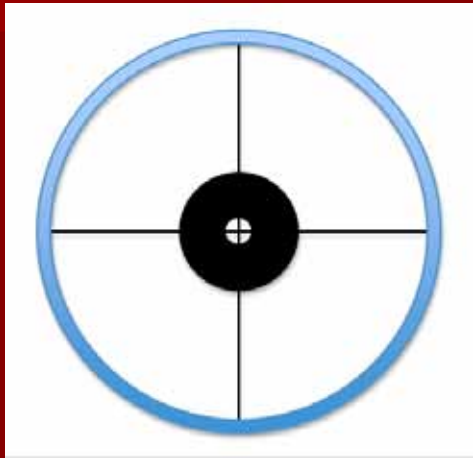


Telescope Sight Aiming

Center crosshairs in central aiming area (10-ring) on the target.

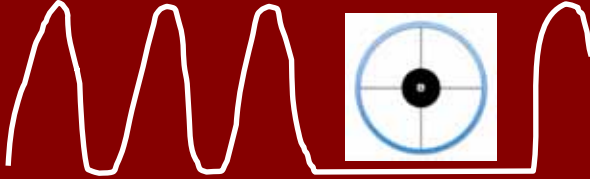
Adjust telescope focus so target and crosshairs are both clear.

Center crosshair movements on the white aiming mark (steady positions) on over the black bulls-eye (less steady positions)



Shot Technique--Breathing

- ⊙ Breathe normally as you align the sights on your target
- ⊙ When sights are aligned, exhale, stop breathing (maximum 8-10 seconds)



Shot Technique--Hold Control

Perfect Sight Picture



Front Sight Movement



Centered Hold



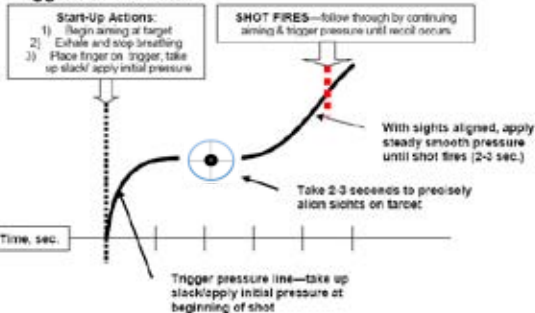
Front sight movements over the aiming point = a shooter's "hold"

Hold movements are normal, especially for new shooters

Technique: 1) **Center** the movement, **squeeze** the trigger when hold movements are centered

Shot Technique--Trigger Control

Trigger Control Chart





Prone Position. Firing in the Rimfire Sporter Match begins in the prone position at targets placed at 50 yards. In prone, competitors lie on the ground or a shooting mat with their body at 20-30 degree angle to the line of fire. The rifle is placed on the shoulder and held with both hands. A loop sling should be placed on the left arm (right handed shooter) to help support the rifle. The stock should be placed well up in the shoulder so that the head is up and aiming is comfortable. The upper body is supported by the two elbows. To attain a steady hold in prone, try to hold the rifle with as little muscle tension in the arms as possible. Using a sling is strongly encouraged because a sling makes it possible to almost totally relax the arm muscles while keeping the rifle much steadier.

STAGE 1 - PRONE PRECISION. When you return to your firing point, wait until the Range Officer announces **COMPETITORS, TAKE YOUR POSITIONS.** You may then handle your rifle, but may not remove your ECI until the preparation period begins. Place the sling on your arm, if you are using one, and get into the prone position with your rifle. After one minute, the Range Officer will announce **YOUR ONE-MINUTE PREPARATION PERIOD BEGINS NOW.** Complete your preparation for firing by aligning your prone position on your target, then remove the ECI and dry fire a couple of shots. When the preparation period ends, the Range Officer will command **YOUR PREPARATION PERIOD HAS ENDED...WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS.** You can then load five rounds in an internal (tube) magazine or insert a magazine loaded with five rounds in your rifle, with the action open or bolt closed on an empty chamber. After giving shooters sufficient time to load, the Range Officer will ask **IS THE LINE READY?** If you have not been able to finish loading your rifle, call out **NOT READY.** A Range Officer will normally come to assist you in resolving the loading problem and then will ask once more **IS THE LINE READY?** If everyone is ready, the command **PRONE SLOW-FIRE...START** is given, you can close the action or cycle

the bolt to chamber the first round. In this first record series, you will fire 10 shots, all on the same target. Remember that this is a precision stage where you can take plenty of time to fire the best shots you are capable of firing. Many competitors take their rifles down from their shoulders after each shot for a short rest before beginning the next shot. Note that your target should have a number that corresponds to your firing point number. Be sure to check your target number before each shot so that all your shots are on your target and not another shooter's target. Any shot that you fire at another shooter's target will be scored as a miss and cannot be repeated. If two targets have been placed on your target frame, be sure you are firing on the correct target for that stage.

Carefully align the sights and smoothly press the trigger on each shot. If you have a spotting scope, check your shot locations after each shot. If your group starts to form off-center, make a sight adjustment to center the group. Keeping your shot group centered is essential to getting the highest possible score. When you finish firing 10 record shots, open the action on your rifle, remove the magazine (if any) and insert an ECI. You can then place your rifle on the mat and get up out of position. When all competitors have fired 10 shots or when the 10-minute time limit has expired, the Range Officer will command **STOP, UNLOAD**. Any shots that you do not fire within the 10-minute time period will be scored as misses. After the Range Officer checks all rifles on the line to be sure they are grounded with ECIs inserted, he will instruct you to go forward and change targets or, if two targets were mounted on the target frame, there will be a one-minute interlude before the next prone rapid-fire stage begins.

STAGE 2 - PRONE RAPID-FIRE. When the Range Officer announces, **COMPETITORS, TAKE YOUR POSITIONS**, you can handle your rifle and prepare for the prone rapid-fire stage. Load your clips if they are removable, replace the sling on your arm and get back into the prone position. After one minute, the Range Officer will announce the beginning of the one-minute preparation period. Align your position on your target; remove the ECI and dry fire to check your position. When the preparation period ends, the Range Officer will command **ON THE FIRING LINE STAND...WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS**. You must then load five shots in an internal magazine and or insert a clip loaded with five rounds in the rifle. Do not close the action or cycle the bolt on your rifle while you are still standing. When the Range Officer determines that all shooters have loaded, he will give two **START** commands, the first for manually operated rifles and the second, five seconds later, for semi-automatic rifles. The amount



These shooters in the prone position are firing a rapid-fire series. In rapid-fire, try to keep the rifle in your shoulder until all five shots are fired. Shooters with manually operated rifles (see 2nd shooter from right) should also keep the rifle in their shoulder when they operate the rifle action between shots.

Rapid Fire—Getting Into Position. Rapid fire shooting tests a shooter's ability to quickly get into the firing position from standing and align the positions natural point of aim on the correct target. The shooter on the right has received the **LOAD** command and is waiting for the **START** command. His sling is attached to his arm, the rifle magazine is loaded with five rounds and inserted but the action remains open. It is important here to keep the muzzle pointed up and downrange. It is also important to stand relaxed; there is no need to bend over in a tense position in an attempt to get a head start. When the command **START** is given, the shooter simply drops down to get into position where he can close the rifle action, place the butt plate in his shoulder and begin firing. When getting into a rapid fire position from standing, pay particular attention to keeping the muzzle pointed downrange and to lining up your position on your target (check your target number before starting to fire).



Rapid Fire Procedures. Shooters with semi-automatic rifles must fire their five-shot rapid-fire series in 25 seconds while shooters with manually operated rifles have 30 seconds. One method is to fire the shooters with semi-autos and the shooters with manually operated rifles separately. The recommended method for managing the different time limits is to use the so-called staggered start. With this method, all shooters on the line stand and load at the same time. The Range Officer then gives two **START** commands or signals five seconds apart. 25 seconds after the second **START** command or signal, all shooters are given the same **STOP** command or signal.

Unfired Shots in Rapid-Fire. In each rapid-fire series, the competitor must fire five shots within the allotted time limit. At the end of the time limit the Range Officer will command or signal **STOP**. Any shooter who does not fire all five shots is scored a miss for each shot not fired. If a shooter fires a shot after the command **STOP**, the highest scoring shot on that shooter's target must be nullified so that the late shot is scored as a miss. If you have not fired all five shots when the **STOP** command is given, do not attempt to fire a shot after the command since it will cause you to lose your best shot on that target.

Rapid-Fire Malfunctions. If you have a malfunction during a rapid-fire series, you should attempt to clear the malfunction and continue firing. This is because there are no allowable malfunctions in Rimfire Sporter. You will not be allowed to refire a series because your rifle or ammunition malfunctions. To prevent malfunctions, you need to keep your rifle clean and in good condition. Be sure to use ammunition that you have tested for function and reliability before you come to the match. If your rifle jams or malfunctions during a rapid-fire series and you cannot clear it, keep the muzzle pointed down-range, stay in position and raise your hand to request assistance from a Range Officer.

of time that you will have to get into position, close the action on your rifle and fire five shots depends upon the type of rifle you fire. If you have a semi-auto rifle, you must do this in 25 seconds. If you have a manually operated rifle (bolt, lever, pump, single shot), you must do this in 30 seconds. This so-called staggered start avoids having to use the earlier practice of firing the two types of rifles separately. With a staggered start, all competitors stand and load at the same time. When the line is ready, the first command is **MANUALLY OPERATED RIFLES---START**. After five seconds, the second command is **SEMI-AUTOMATIC RIFLES...START**.

After the **START** command, drop down into the prone position while being especially careful to keep your rifle muzzle pointed up or downrange and your index finger outside of the trigger guard. After you are down in position, close the action or cycle the bolt to chamber the first round, place the butt plate in your shoulder and begin to aim and fire your shots. Even in rapid-fire, you must carefully align the sights and smoothly press the trigger for each shot. After each shot, follow-through, cycle the action on your rifle (manually operated rifles), settle your position back on your target and continue firing..

When you finish firing your first five rapid-fire shots, open the action on your rifle and remove the magazine (if any). Do not insert an ECI after the first five shots, however, the Range Officer will check to make sure no rounds remain in rifle chambers or magazines. Just remain in position and wait for the Range Officer's instructions. After a one minute pause when you have an opportunity to check your groups, adjust sights or load a clip, the Range Officer will again instruct all shooters to stand by commanding **ON THE FIRING LINE STAND... WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS**. After inserting a magazine with five rounds or loading five rounds in a tube magazine, remember to not close or cycle the action of your rifle. After determining that the line is ready, the Range Officer will again give two **START** commands five seconds apart. When you hear your command, drop down into the prone position, close or cycle your rifle action and fire the next five shots within 25 or 30 seconds.

After you finish firing your second five-shot rapid-fire series, open your rifle action, remove the magazine, insert an ECI and ground your rifle. After the Range Officer checks all rifles, he will instruct shooters to get out of position to go forward and change targets.

Sitting or Kneeling Position? The second firing position is the shooter's choice. It can be either sitting or kneeling. If you can get into a good sitting position, sitting is steadier than kneeling because it has a lower center of gravity and you are allowed to support both arms (only one arm can be supported in kneeling) on the legs. New Rimfire Sporter shooters should try sitting first. If you cannot get sitting to work for you, try kneeling. For almost all shooters, sitting is the best position choice.

STAGE 3 - SITTING OR KNEELING PRECISION. After you return to your firing point, the Range Officer will announce **COMPETITORS, TAKE YOUR POSITIONS.** You may then handle your rifle, replace the sling on your arm and get into your sitting (or kneeling, see box below) position, but do not remove your ECI until the Range Officer announces the beginning of your preparation period. After one minute, the Range Officer will announce the one-minute preparation period for the sitting or kneeling position. Align your position on your target; remove the ECI and dry fire. When the preparation period ends, the Range Officer will command **WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS.** You can then load your magazine or insert a loaded magazine in your rifle without chambering a round. After the command **SITTING OR KNEELING SLOW-FIRE...START**, you may cycle the action to chamber the first round and start firing. In this third record series, you will again fire 10 shots with a 10-minute time limit. Firing good shots in the sitting position depends upon how well you let your body relax. Make sure your arms relax down onto the legs as they support the rifle. Try to use both arms and both legs for support.

After you fire 10 record shots, open the action on your rifle, remove the magazine (if any) and insert an ECI. After you ground your rifle on the mat, you can get out of position. When all shooters finish or when the 10-minute time limit expires, the Range Officer will command **STOP, UNLOAD.** After checking all rifles to be sure they are grounded with ECIs inserted, the Range Officer will instruct you to prepare for rapid-fire (when two targets are hung) or go forward and change targets for the next stage.

STAGE 4 - SITTING OR KNEELING RAPID-FIRE. If shooters have gone downrange to change targets, the Range Officer will call them back to the firing line. If two targets are hung, the Range Officer will clear the line and then announce **YOUR PREPARATION PERIOD FOR THE SITTING OR KNEELING RAPID-FIRE STAGE WILL BEGIN IN ONE MINUTE.** After one minute, the Range Officer will announce the beginning of the one-minute preparation period. When the preparation period ends, the Range Officer will instruct all shooters to stand and load. When all shooters are ready, the Range Officer will give the appropriate **START** commands. When the Range Officer gives your **START** command, get into the sitting (or kneeling) position, being especially careful to keep your rifle muzzle pointing up or downrange. As soon as you are in position, cycle the action to chamber the first round, place it in your shoulder and begin to aim and fire your shots. Even in rapid-fire, you have plenty of time to relax, center your sight picture movements and squeeze the trigger. Follow through on each shot, work the action if you fire a manually operated rifle, and settle back on the target to fire your next shot.

After you finish your five record shots, open the action and remove the magazine (if any). Do not insert an ECI after the first five shots. Remain in position and wait for the Range Officer's instructions. After a one-minute pause, the Range Officer will again instruct all shooters to stand and command **LOAD.** Load your magazine or insert a loaded magazine, but do not cycle the action


Cross-Legged Sitting Position. If you try this position and can comfortably bring your rifle sights up to target level then you should use this position. If, however, you have difficulty getting the rifle muzzle up to the level of the target while keeping the head up, you likely will have more success with the cross-ankled sitting position (see chart below).

Cross-Legged Sitting



1. New shooters--try cross-legged first
2. Sit with body turned 40-60 degrees from target--put the sling on--keep sling loose
3. Cross left leg over right (leg that supports rifle on top)
4. Place elbows in bends of knees--keep butt-plate UP in shoulder
5. Pull hand back from sling swivel to raise rifle sights to target level--*if rifle still points low, switch to the cross-ankled sitting position*
6. If sights come up to target, tighten sling and rotate position to correct target

Cross-Ankled Sitting



1. Put sling on--keep it loose
2. Sit with body turned 30-40 degrees from target
3. Cross left leg over right (leg that supports rifle on top)
4. Place elbows below knees on legs, shoulder rifle with butt UP in shoulder
5. Pull hand back from sling swivel to raise rifle sights to target level
6. With sights at target level, tighten sling and rotate position to correct target

Cross-Ankled Sitting Position. The cross-ankled position works best for shooters with torsos that are proportionately longer than their arms and legs. The cross-legged position works best for shooters with torsos that are proportionately shorter than their arms and legs.



Kneeling Position. For stages 3 and 4, Rimfire Sporter competitors have the option of using the kneeling position. Shooters in kneeling can either use a kneeling roll or sit on the side of their foot (see photo on right). The rifle is held by both hands and the shoulder. The left elbow or arm rests on the left knee. A sling should definitely be used in kneeling.

until you are down in position. After the Range Officer gives your **START** command, drop into position, cycle your rifle action and fire the next five shots within 25 or 30 seconds.

After you finish firing the second five-shot rapid-fire series, open your rifle action, remove the magazine (if removable), insert an ECI and ground your rifle. After the Range Officer clears the line, he will instruct you to go forward to change targets.

Rapid Fire Reloading.

A second special skill tested by rapid-fire shooting is the shooter's ability to quickly reload and recover after each shot. This is a special challenge for shooters with manually operated rifles, who are given an extra five seconds for each five-shot rapid fire series to compensate for the time it takes to operate the rifle. Keep the rifle in the shoulder for all five rapid fire shots. Semi-auto shooters must simply allow the rifle to recoil and relax back onto the target



for the next shot. Shooters with bolt action rifles should use the reloading technique demonstrated in the photo (right). 1) Lift the right arm to grasp the bolt, 2) lift-pull-push the bolt handle and 3) return the hand and elbow to their original position. Shooters with lever and pump action rifles should be able to keep their elbows in position while using the right (lever) or left (pump) hand to operate the action.

Starting Rapid-Fire in Position. Rimfire Sporter Rules permit competition officials to use their judgment in allowing shooters to remain in position to start a rapid-fire series when they cannot stand to load and start a rapid-fire series because of age, a medical condition or disability. Rimfire Sporter Rules allow anyone who is 60 years of age or older or who has a medical condition that makes it unsafe or difficult to stand to elect to remain in position at the start of rapid-fire series. Younger juniors may also be authorized to start rapid-fire stages in position if they are not yet ready for this challenge. Competitors who do this must notify the Range Officer before they begin firing. When the **LOAD** command is given, shooters who do not stand may load in position and must keep the rifle out of their shoulder until the command **START** is given. They also must wait to fire their first shot until someone who was standing fires a shot—a competitor who remains in position to start rapid-fire cannot fire the first shot. This rule is intended to make Rimfire Sporter a game where all shooters regardless of age or physical limitations can continue to compete. However, it is also important that competitors who are able to stand do not take advantage of this rule.

Standing Position



POSITION FEATURES:

1. 90 degree body turn
2. Support arm rests on side
3. Rifle up—Head up
4. Support arm, wrist & hand positions vary



Standing Position. In standing, the body and feet should be turned 90° from the target and the left arm should rest on the side of the body while supporting the rifle. It is important to place the rifle high enough in the shoulder that the head remains reasonably erect. A key to getting the position right is to make sure the left elbow is on the side directly under the rifle.

STAGE 5 - STANDING PRECISION. After you hang your standing position targets, the Range Officer will instruct shooters to pick up their rifles and ammunition and move forward to the 25-yard firing line to prepare for the standing position. Shooters will then be instructed to take their positions on the 25-yard line and after a one-minute pause, the Range Officer will begin the preparation period for standing. You can then remove the ECI and dry fire a couple of shots. When the preparation period ends, the Range Officer will again command **WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS... LOAD FIVE ROUNDS.** After the command **START**, you can cycle the action to chamber the first round and prepare to fire your first shot. In this stage, you again have 10 minutes in which to fire 10 shots. A key to firing good shots in the standing position is to center your rifle's sight picture movements over the target center and to smoothly press the trigger for each shot. Center the movements and squeeze the trigger; never try to grab the trigger when the sight goes flying by the target center.

After you finish 10 record shots, open the action, remove the magazine (if any), insert an ECI and place your rifle on the bench or ground. When firing is complete, the Range Officer will command **STOP, UNLOAD** and then check all rifles to be sure they are cleared. If two targets were not hung for the standing stage, a final target change must be made.

STAGE 6 - STANDING RAPID-FIRE. When the firing line is clear, the Range Officer will call shooters to the line, give them one minute to set up their positions and then begin the one-minute preparation period. When the preparation period ends, the Range Officer will give the **LOAD** command. For standing rapid-fire, the ready position is to hold the butt of the rifle out of the shoulder and located at waist level so that the toe of the butt-plate is below the waist (belt) line. When the Range Officer determines that all shooters have loaded their rifles and are in the ready position, he will give the **START** commands. Then you can cycle your rifle action, lift the rifle to your shoulder and start firing. In standing rapid-fire, it is especially important that you relax your body and let your left arm (rifle support arm) down onto your side, center the sight picture movements on your target and smoothly press the trigger. After each shot is fired, follow through, operate the action and re-center your sight picture movements on your target to fire each successive shot.

When you finish firing five rapid-fire shots, open your rifle action and remove the magazine (if any). After determining that all rifles are unloaded and a one-minute pause, the Range Officer will give the next **LOAD** command. After you finish firing your second five-shot rapid-fire series, open your rifle action, remove the magazine, insert an ECI and place your rifle on the bench or ground. After the Range Officer has checked all rifles, you will be instructed to remove your rifle from the firing line and place it in a gun rack or return it to its gun case. You will then be instructed to go forward to retrieve your target.

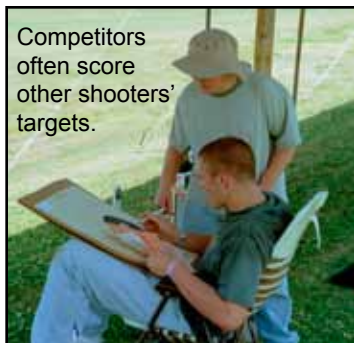
Free-Arm Standing. A few Rimfire Sporter shooters have had success using the free-arm standing position that is mandatory in muzzle-loader and running target shooting. In this position the arm that supports the rifle is held away from the body and muscular effort is used to support the rifle. The shooter shown here is William Flagg, Jr. from Ashland, Virginia. Flagg regularly shoots Rimfire Sporter match scores in the 590s with standing scores in the high 90s.



SCORING. A Range or Results Officer will give instructions on how and when targets are to be scored. In many Rimfire Sporter Matches, shooters score the targets of the shooter on their right (last shooter scores target #1). This is normally done after all 60 record shots are fired. In other matches, the match sponsor will have a team of volunteer scorers do all scoring. Two scorers are needed for every 20 firing points. Scores should be clearly recorded on each target so that it becomes the official scorecard. To properly score the six record targets, follow these procedures:

1. Count the shots on each target. If there are 10 shots, score them. If there are more than 10 shots score the 10 highest value shots. If there are fewer

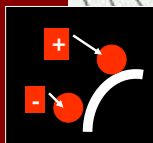
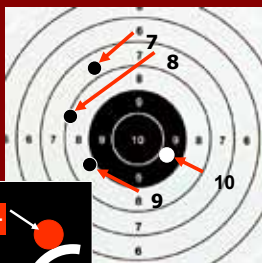
than 10 shots, score only the shots that can be counted and identified. An Eagle Eye scoring aid may be used to more carefully check shot holes to determine if any are doubles.



2. Score from the inside out. Write the values of each of the 10 shots in a column on the upper right side of the target or on the scorecard. Follow the scoring rules shown below to determine the correct value of each shot. An alternate and usually faster way to score targets is to write down "X" and the number of Xs, 10 and the number of 10s, 9 and the number of 9s, etc.
3. Total the scores of the shots on that target and write the total on the target.
4. Score the remaining targets and total them.
5. The scored targets serve as official scorecards. A Results Officer will post the scores from the scored targets to a match database to produce a preliminary results list.
6. Scored targets should be available to the shooters so they can check the scoring. Matches will normally have a score protest or challenge procedure where shooters who disagree with their scores can ask that they be rechecked. Sometimes there is a challenge fee of \$1.00 to \$3.00 for challenging the scores on each questioned target.

Scoring Shots

- ⦿ Shots are scored according to highest value scoring ring that is hit or touched (tangent)
- ⦿ Score doubtful shots with gauge (.2225-.224" gauge)



Scoring Doubtful Shots. If you cannot determine whether a shot hole touches a higher value scoring ring, a scoring gauge is used to accurately determine whether the shot hole touches the scoring ring and receives the higher value. A competitor who does not agree with a score that was given to him/her may "protest" that score by asking a Range or Results Officer to check and gauge a shot if it has not been gauged. See Rimfire Sporter Rule 7.0 for detailed rules on how to score.

INSTRUCTIONS FOR MATCH SPONSORS

HOW TO CONDUCT A RIMFIRE SPORTER MATCH

This section of the *CMP Guide to Rimfire Sporter Shooting* gives additional instructions for clubs or Range Officers to follow so that they can conduct Rimfire Sporter Matches. All competition officials and Range Officers responsible for the conduct of a match should review these instructions before starting a competition.

STEP 1 – IDENTIFY REQUIRED RESOURCES. To conduct a Rimfire Sporter competition, it is first necessary to identify the resources that will be required.

- Ⓢ **Range.** A 50-yard range that is safe for firing smallbore rifles is required. Determine how many firing points are available at the range. This will determine how many relays must be scheduled and what the range capacity of competitors is. Each relay of shooters takes about two hours to complete a safety briefing, sighters and the 60-shot course of fire so four relays of shooters is a practical maximum for the number of relays of shooters that can be accommodated in one day.
- Ⓢ **Target Frames.** Sufficient target frames should be available for the number of firing points that will be used. It is recommended that Rimfire Sporter target frames be large enough to hold two Rimfire Sporter targets. This will allow the precision and rapid-fire stages for each position to be fired without the interruption of target changes. Targets holders should be constructed so that the target center on the highest targets is not more than 55" above ground level and the target center for the lowest targets is not less than 30" above the ground.
- Ⓢ **Range and Results/Scoring Officers.** Be sure there are enough qualified Range Officers to safely conduct firing. Range Officers must also be familiar with Rimfire Sporter rules so they can resolve any problems that arise. There should be one qualified Range Officer for every 10 active firing points. If all or most of the competitors are new, inexperienced shooters, a ratio of one to five is recommended. There should be a Results Officer who is responsible for recording match entries, registering shooters



Target holders that mount two targets at one time are recommended. Targets should be mounted so that target centers are no higher than 55" above the ground and no lower than 30" above the ground. All targets on the range should be placed at the same height.

at the beginning of the competition and recording scores to produce a final results list at the end of the competition. It is also recommended that qualified scorers be used to score targets. Two scorers are needed for every 20 firing points.

STEP 2 – SET UP THE COMPETITION AND APPOINT MATCH OFFICIALS.

The next step in conducting a competition is for the sponsoring club or range to decide to conduct the competition. When the range has been scheduled and a date selected, appoint the match officials who will organize and conduct the competition.



STEP 3 – PRODUCE MATCH PROGRAM.

Once the match location, date and competition officials are determined, prepare a “match program” that provides essential information about the match. Match programs typically provide the following information:

Mounting multiple targets on large target boards can reduce the number of trips competitors have to make down range and speed up the conduct of matches.

- ⊙ **Location:** Where the match will be held; provide specific directions to find the range.
- ⊙ **Date:** Date of match.
- ⊙ **Sponsor:** Name of club or organization conducting match.
- ⊙ **Time Schedule:** Exact times when firing will take place.
- ⊙ **Course of Fire:** Will the regular Rimfire Sporter course of fire be fired or will there be other special events.
- ⊙ **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?
- ⊙ **Entry Fees:** What is the cost of the match?
- ⊙ **How to Enter:** Give specific instructions on how to enter the match. Is there an entry form to be filled out? Can shooters “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 shooters will need to know to participate in the match?
- ⊙ **Contact Information.** List the email address, telephone number and mailing address of someone who can accept entries and provide additional information about all aspects of the match.

A CMP armorer is checking the trigger on a scope sighted Rimfire Sporter rifle at the Western CMP Games to see if it lifts the 3.0-pound weight. Major competitions like the National and CMP Regional Rimfire Sporter Matches require that all guns be checked before the competition to ensure that they weigh 7.5 pounds or less and have legal triggers. Gun checks are not always done at local Rimfire Sporter Matches, but a check-in procedure where 1) entries are confirmed, 2) entry fees are collected, 3) squadding assignments and competitor labels are issued and 4) targets are issued should be used in all competitions.



STEP 4 – APPLY FOR CMP SANCTIONING. As soon as you have a program ready, apply to the CMP for sanctioning. It costs just \$20.00 to sanction the match. Instructions and a downloadable ***Application to Conduct a CMP-Sanctioned Match or Clinic*** are posted on the CMP web site at <http://www.thecmp.org/Competitions/Rimfire.htm>. Your match will then be listed on the CMP web site in the CMP's list of upcoming sanctioned matches, clinics and EIC matches. CMP staff are available to answer questions and provide advice in organizing your match (competitions@thecmp.org or (419) 635-2141 ext. 1101).

STEP 5 – PROMOTE PARTICIPATION. Once your match program is ready, it is important to publicize your match to shooters who might be interested in participating. Make sure the members of your club know about it. If the match is CMP sanctioned, it will be listed on the CMP web site. Rimfire Sporter matches appeal to lots of shooters and gun enthusiasts who do not attend conventional matches, so posting notices at local sporting goods sales locations or gun shows will reach many additional potential participants.

Rimfire Sporter Supplies Available from CMP

The following items needed to conduct Rimfire Sporter Matches can be ordered from the CMP (catalog or E-Store, <http://estore.thecmp.org>):

- ⊗ Empty Chamber Indicators (ECI), NLU# 244, \$4.99/12
- ⊗ Rimfire Sporter Target, 50/25 yds full-face, NLU049, \$8.00/25
- ⊗ Rimfire Sporter Target, 50/25 yds replacement centers, NLU050, \$7.25/100
- ⊗ Rimfire Sporter Target, 50 ft prone/sitting reduced, NLU10512RF, \$6.50/100
- ⊗ Rimfire Sporter Target, 50 ft standing reduced, NLU1321RF, \$7.25/100
- ⊗ Achievement Pins (gold, silver, bronze; order through CMP Match Sanctioning Application Form)

STEP 6 – OBTAIN SUPPLIES. Make a list of all the supplies and materials required to conduct the match including target frames, targets, scoring gauges and awards. Be sure all necessary supplies are ordered so that they are available well in advance of the match date.

STEP 7 – RECEIVE AND CONFIRM ENTRIES. When shooters register to shoot in your match, it is a good idea to confirm their entry and let them know that you look forward to welcoming them to your match.

STEP 8 – OFFER A SAFETY CLINIC OR INSTRUCTIONAL CLINIC. All clubs or ranges that sponsor CMP-sanctioned Rimfire Sporter Matches should at a minimum conduct a safety clinic or briefing before firing begins. The Safety Clinic must cover the safety procedures that are to be followed during the competition. Use the “**SAFETY PROCEDURES**” chart that follows as a guide to prepare specific information to present in your safety clinic.

SAFETY PROCEDURES. Safety is paramount in all target shooting competitions and range firing activities. The safety rules for Rimfire Sporter are strict, but easy to follow. Here are safety rules that must be enforced during Rimfire Sporter events:

- ⊙ Any rifle brought to the range must be unloaded, removable magazines must be removed and the action must remain open with an ECI inserted at all times except when the rifle is on the firing line and a preparation period has begun or the commands **LOAD** and **START** have been given.
- ⊙ All rifles must have empty chamber indicators (ECIs) inserted in the open actions and chambers. ECIs may only be removed after the rifle is on the firing line and preparation periods have begun.
- ⊙ When shooters are called to the firing line, they may handle their rifles, put on a sling or get into position, but they may not remove the ECI until a preparation period begins.
- ⊙ After the Range Officer begins the preparation period, shooters may remove their ECIs, close their rifle actions and dry fire. No live rounds may be loaded in the rifle or magazine during a preparation period.
- ⊙ When the command **LOAD** is given, the shooter may load five rounds in an internal magazine or insert a detachable magazine loaded with five rounds, but the bolt or action must remain open or closed on an empty chamber.
- ⊙ When the **START** command is given for slow fire and standing rapid-fire stages, shooters may close or cycle their rifle actions to chamber the first round and then bring their rifles into position to begin firing. When the **START** command is given for prone or for sitting or kneeling rapid-fire stages, shooters must first move from standing to the firing position and then close or cycle their rifle actions after they are down in position.
- ⊙ Shooter’s index (trigger) fingers must remain outside of the trigger guard until the rifle is in position and aiming at their targets has begun.
- ⊙ As soon as the last shot in a series is fired, shooters must open the actions of their rifles, remove any removable magazines, insert ECIs and bench or ground their rifles. Competitors may not remove their rifles from their firing points until instructed to do so.
- ⊙ Range officers must check to be sure each rifle is open and unloaded, with an ECI inserted, before shooters can remove their rifles from the firing line.
- ⊙ No one may go downrange until all rifles are cleared with ECIs inserted and are grounded. No one may handle or touch a firearm while someone is downrange.

STEP 9 – CONDUCT MATCH FIRING. The work of the Range Officer is critical to the safe conduct of every competition and to the success and enjoyment that competitors have at the match. Rimfire Sporter Range Officers should use the *Match Procedures and Range Commands* script that is printed in this Guide starting on page 39.

INSTRUCTIONS FOR MATCH SPONSORS

HOW TO SANCTION A RIMFIRE SPORTER MATCH

Any shooting club that plans to conduct a Rimfire Sporter Match is encouraged to apply to CMP Competitions to sanction the match. CMP sanctioned matches and clinics are listed in the CMP upcoming events on the CMP web site at www.TheCMP.org. This list helps clubs and match sponsors publicize their matches. Shooters looking for matches to compete in also use this list to find matches in their area. All competitors who participate in sanctioned CMP matches become eligible to participate in the CMP Sales Program that offers government surplus rifles, ammunition and parts. The CMP provides certificates for match competitors, on request, that they can use to verify eligibility to purchase CMP government surplus items. The fee for sanctioning a match or clinic with the CMP is \$20.00. There are no other fees or membership requirements for individual shooters.

To apply to conduct a CMP Sanctioned Rimfire Sporter Match, use the **APPLICATION TO CONDUCT A CMP SANCTIONED RIMFIRE SPORTER MATCH** that is available on the CMP website at <http://www.thecmp.org/Competitions/Rimfire.htm>.

The CMP awards gold, silver or bronze achievement medals at the National or Regional CMP 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 achievement scores derived from the previous year's National



The CMP awards gold, silver and bronze Achievement Medals with neck ribbons for scores fired at the National Rimfire Sporter Match at Camp Perry.



Gold, silver and bronze Rimfire Sporter Achievement Pins can be ordered from CMP Competitions for \$1.00 each. The match sponsor may present them to the competitors who shoot qualifying scores, or make them available for sale to competitors who shoot qualifying scores.

Rimfire Sporter Match scores. Achievement scores are calculated so that approximately the top one-sixth of the top 40% of all shooters receive gold medals, the next two-sixths receive silver medals and the remaining three-sixths receive bronze medals. Rimfire Sporter achievement award scores for the 2013 competition year are:

	T-Class	O-Class	Tactical
Gold	584 or higher	570 or higher	582 or higher
Silver	572-583	556-569	568-581
Bronze	555-571	538-555	550-567

CMP Rimfire Sporter Rules

The following rules govern CMP sanctioned Rimfire Sporter Rifle Matches. These rules are valid from May 2013 until they are replaced by the next edition of the ***CMP Rimfire Sporter Rifle Rules***. The CMP welcomes input and recommendations from competitors and match officials that will lead to the further improvement and development of Rimfire Sporter. Submit recommendations to CMP Programs, PO Box 576, Port Clinton OH 43452 or email them to programs@thecmp.org.

1.0 Intent and Spirit of Sporter Rules

The intent of CMP Rimfire Sporter rules is to provide target competitions that are restricted to low-cost, readily available sporter-type, .22 caliber rimfire rifles typically used in informal target shooting and plinking or small game hunting. Any rifle configuration or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited.

2.0 Rimfire Sporter Rifle

Any .22 cal. rimfire rifle that complies with the following requirements may be used in CMP Rimfire Sporter Matches.

2.1 General Rifle Configuration, All Rifles

The rifle must be a standard sporter-type rifle of conventional appearance that is chambered for the “.22 Long Rifle” cartridge (Magnum rimfire or .17 cal. Rimfire rifles may not be used.) The barrel may be tapered or straight, but fluted barrels may not be used.

2.2 Tactical Rimfire Rifles

Tactical Rimfire Rifles may also be used in Rimfire Sporter matches, either in a separate Tactical Class or the match sponsor may include them in the T-Class. Legal Tactical Rimfire rifles must comply with the requirements for overall weight and trigger pull and have a configuration that is similar to common AR and modern military rifles. Tactical Rimfire rifles may have either aperture or optical sights (no higher than 6X). If the length of pull on the butt-stock is adjustable, the length adjustment must remain the same for all three positions in the Rimfire Sporter course of fire.

2.3 Overall Weight, All Rifles

The overall weight of the rifle, including sights, may not exceed 7.5 pounds. T-class rifles must be weighed with the telescope and mount attached; slings may be removed for weighing. External or internal weights may be added to the barrel or stock as long as the overall weight of the rifle, with sights, does not exceed 7.5 pounds. External weights may be added to the barrel only and must be concentric in shape.

2.4 Stock, O and T Class Rifles

The rifle must have a standard sporter-type stock that is constructed of wood or synthetic material. The stock may have a Monte Carlo cheek piece, but may not have an orthopedic or asymmetrically shaped pistol grip. The stock may have a fixed sling swivel on the fore end. Thumbhole stocks, stock adjustments of any type (adjustable butt plate, adjustable cheek piece, etc.) and rails or adjustable sling swivels are not permitted.

2.5 Action Types and Magazines, All Rifles

Rifles may have any type of action, semi-automatic or manually operated. Rifles should be repeater-type rifles with magazines capable of holding a minimum of five rounds. In rapid-fire stages, shooters with manually operated rifles are given additional time to compensate for the slower operating cycle of those actions (see Table 1). Magazines provided with Tactical Rim-fire rifles may be used, but during firing, the magazine may not rest on the ground or be used to support the rifle. The magazine may touch the arm, but it may not rest on the competitor's arm (provide support) or on the shooting mat or ground.

2.6 Trigger Pull, All Rifles

Rimfire triggers must be capable of lifting a three-pound weight when cocked.

2.7 Sights, O and T Class Rifles

There are two rifle competition classes that are determined by the type of sights on the competitor's rifle:

- (1) **O-Class (Open sights).** The rifle must be equipped with an open rear sight (U, V or square notch) and an exposed bead or post front sight. Hooded front sights may be used in the O-class, but a target or tunnel-type front sight with interchangeable inserts may not be used. The rear sight may be adjustable for windage and elevation.
- (2) **T-Class (Special sights).** The rifle may be equipped with an adjustable aperture receiver sight or with a telescope that does not exceed 6X magnification. Variable power telescopes may be used if they are adjusted to no more than 6X magnification. The adjustment device on variable telescopes must be secured with tape or other similar means so that it cannot be changed during firing. Rifles with aperture-type receiver sights or any type of electronic or optically-enhanced sights (dot sights) are T-Class rifles. Match sponsors may, at their option, divide T-Class competitors into a T-Class for scope-sighted rifles and an A-Class for rifles with receiver sights.

3.0 Equipment

3.1 Slings

A sling, not more than 1 ¼ inches wide, may be attached to the rifle using a fixed, non-adjustable sling swivel (no adjustable hand-stops or rails). The sling must be a simple leather, synthetic or web strap. The sling may not have any special padding, lining or asymmetrical construction. The sling may be used to support the rifle in the prone and sitting or kneeling positions. The sling may not be used to support the rifle in the standing position, but it may remain attached to the rifle or it may be detached from the rifle during standing.

3.2 Clothing

Competitors may wear no more than two layers of ordinary casual or sports clothing (shirt, sweatshirt, etc.). Shirts or sweatshirts must be made of single layers of soft, flexible clothing. The addition of shoulder or elbow pads or double layers (except normal pockets) is not permitted. Jackets or heavy winter clothing are not permitted (an exception may be made during unusually cold weather). Special shooting jackets, shooting trousers or special shooting boots are prohibited. Shoes may be ordinary low-cut shoes or work or hunting-type boots may be worn.

3.3 Telescope or Field Glasses

Competitors may use a spotting telescope or binoculars to spot fired shots during firing.

3.4 Glove

Competitors may wear one ordinary work glove on the hand that supports the rifle. Padded gloves or mitts or special shooting gloves are not permitted.

3.5 Shooting Mat

Competitors may use a shooting mat or ground cloth, provided it does not provide artificial support.

3.6 Kneeling Roll

If the shooter elects to fire in the kneeling position, one kneeling roll that is not more than six inches in diameter may be used. The kneeling roll may be placed under the foot or ankle or between the foot and buttocks.

4.0 Safety Procedures

Rimfire Sporter Matches must be conducted so that all shooters fully comply with these safety rules and procedures to ensure the safety of all competitors, officials and other persons on or in the vicinity of the range. The following safety rules shall be enforced at all times:

4.1 Muzzle Control

All rifle muzzles must be controlled so that they are always pointed in a safe direction. On the range, muzzles must generally be pointed up or down-range.

4.2 Actions Open, Mandatory Use of ECIs

As soon as a rifle is removed from a vehicle, gun case or container on the range, its action must be opened, magazine removed (if removable) and an Empty Chamber Indicator (ECI) inserted. Rifle actions must be kept open, with ECIs inserted, at all times except when the rifle is on the firing line, between the beginning of the preparation period and the end of the shooting time. As soon as firing is completed, the rifle action must be opened, an ECI must be inserted and the rifle must be grounded or benched on the firing point. Rifles may not be removed from the firing line until the Range Officer gives instructions to remove them.

4.3 Magazines

Non-removable rifle magazines may not be loaded at any time when a rifle is on the range except after the command **LOAD** is given. Removable magazines may be pre-loaded as long as they do not come in contact with the rifle until the command **LOAD** is given. If a magazine is removable, it must be out of the rifle and may not be inserted in the rifle until after the command **LOAD** is given.

4.4 Carrying and Handling Rifles

Shooters may carry rifles, with actions open, magazines removed and ECIs inserted, on the range area behind the firing line. With the exception of carrying a rifle on the range, shooters may not handle their rifles behind the firing line. Handling is defined as closing the action, dry firing, pointing the rifle or holding it in a firing position. Adjusting sights, adjusting slings without placing them on the arm or making minor adjustments to the rifle in the ready area or behind the firing line is not regarded as handling and is permitted as long as an ECI remains inserted. Competitors may load removable clips or magazines in the ready area. Handling rifles is permitted only on the firing line after competitors have been called to the line. ECIs may not, however, be removed until the preparation period begins.

4.5 Range Officer

A Range Officer(s) will be in charge of firing at every range. The commands and instructions of the Range Officer must be obeyed. Range Officers must check rifles brought to the range to be sure actions are open and magazines are unloaded. When firing is finished, Range Officers must check grounded rifles to be sure actions are open and ECIs are inserted before competitors may remove their rifles from the firing line. Range Officers are responsible for the enforcement of Rimfire Sporter Rules.

5.0 Range Commands

The following rules describe safe firing procedures and Range Officer commands. These rules and the section of this rulebook titled **CMP RIMFIRE SPORTER MATCH PROCEDURES AND RANGE COMMANDS** (pages 39-47) must be used to conduct range firing in Rimfire Sporter competitions. A violation of these procedures or commands will result in a warning. In the case of repeated violations or a serious safety violation that endangers others, a competitor may be disqualified.

5.1 Call to Firing Line

The Range Officer announces that competitors may move their equipment to the firing line. Rifle actions must be open, with ECIs inserted, when they are carried on a range. After shooters are called to the firing line, they may handle their rifles, put on a sling or get into position, but they may not remove the ECI until the preparation period begins.

5.2 Preparation Period

One minute after calling competitors to the firing line, the Range Officer must give competitors a three-minute preparation period before the sighting series or a one-minute preparation period before every record series. During the preparation period, competitors may remove ECIs, close rifle actions and dry fire. Competitors may load removable magazines during this period, but they may not insert them in their rifles. Loading a rifle or non-removable magazine during the preparation period is not permitted.

5.3 LOAD

When the preparation period is over, the Range Officer commands **WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS**. After the command **LOAD**, competitors may insert a magazine loaded with five rounds (slow or rapid fire), but rifle actions must remain open or bolts must be closed on empty chambers until after the **START** command is given. No one is permitted to charge a non-removable magazine or have a loaded magazine in the rifle until the command **LOAD** is given. No one is permitted to load or insert a cartridge in the chamber until after the command **START** is given.

5.4 START

After competitors are given sufficient time to load, the Range Officer authorizes the start of firing by giving the command **START**. Timed stages begin with this command. After the command **START** is given, competitors may close or cycle their rifle actions to chamber their first round and begin firing. No one may chamber a cartridge or fire a shot until the command **START** is given. After the **START** command, competitors may continue firing until they finish firing that stage or the command **STOP** is given. When competitors finish a stage of fire, they must open their rifle actions, insert ECIs and ground their rifles so they can be inspected by the Range Officer.

5.5 STOP-UNLOAD

The commands to **STOP** and **UNLOAD** are given by the Range Officer to stop firing when all competitors have finished firing or at the end of the shooting time. The Range Officer or anyone on the range may command **STOP—STOP—STOP** at any time if a serious safety emergency occurs. No one is permitted to fire a shot after the command **STOP**. Shots fired after the command **STOP** must be scored as misses (see Rule 6.9). When the command **STOP** is given, all firing must cease, competitors must open the actions of their rifles, remove any cartridges from the chamber and magazine, insert an ECI and ground their rifles.

5.6 After Completing Firing

If a competitor completes the firing of a slow-fire series before the time expires or the command **STOP** is given, he/she must open the action, insert an ECI and ground the rifle. Competitors may not remove their rifles and equipment from the firing line, but they may step back from the firing line after grounding their rifles.

5.7 Removing Equipment from Line

After the Range Officer inspects the firing line to be sure all rifle actions are open with ECIs inserted, the Range Officer will instruct competitors to remove their rifles and equipment from the firing line. Rifles may not be removed from the firing line until authorized by the Range Officer.

6.0 Competition Conditions

The following conditions control the conduct of Rimfire Sporter rifle competitions.

6.1 Competition Classes

Competitors may be divided into three competition classes, T-Class, O-Class and Tactical Rimfire Class. Any rifle equipped with telescopic or receiver sights must be fired in the T-class, unless the Match Sponsor establishes a separate A-Class for rifles with receiver sights (Rule 2.7 (2)). Rifles equipped with open sights must be fired in the O-Class. Tactical Rimfire rifles may be fired in the Tactical Rimfire Class if the match program includes that class or they may be fired in the T-Class. The official results list must rank competitors in each class separately.

6.2 Course of Fire

The course of fire for the CMP Rimfire Sporter event is given in Table 1.

Table1 - CMP Rimfire Sporter Course of Fire					
Stage	Distance	Type of Fire	Firing Position	Number of shots	Time Limit
Sighters	50 yards	Slow	Prone or supported prone, a rest may be used	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-suto-25 sec. Manual-30 sec.
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.

Table1 - CMP Rimfire Sporter Course of Fire

Stage	Distance	Type of Fire	Firing Position	Number of shots	Time Limit
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Note 1: Match sponsors may also schedule a 30-shot reduced or “half course” event where five shots are fired in each stage. Slow-fire time limits for half-course events are 5 minutes per stage.

Note 2: Match sponsors may also fire the Rimfire Sporter Course of fire at 50 feet, indoors or outdoors, using the CMP Rimfire Sporter Targets reduced for firing at 50 feet.

6.3 Targets

The CMP Rimfire Sporter Target is used for all outdoor stages of fire at 50 and 25 yards. CMP Rimfire Sporter Targets reduced for 50 feet are used for Rimfire Sporter events fired at 50 feet, indoors or outdoors. One reduced target simulates the firing of stages 1-4 at 50 yards while the second reduced target simulates the firing of stages 5-6 at 25 yards.

6.4 Firing Positions

- ⊙ **Prone.** The shooter lies on the ground and the rifle is supported with both hands, the shoulder and cheek. A sling may be used in the prone position. The rifle may not touch the ground or rest on any object or support. No part of the arm ahead of the elbow may touch the ground.
- ⊙ **Sitting or Kneeling.** The shooter may elect to shoot in either the sitting or kneeling position. In the sitting position, the shooter sits on the buttocks while supporting the rifle with both hands, the shoulder and cheek. The legs may be crossed, extended or open. Both elbows may rest on the legs that are extended or crossed in front of the shooter. In the kneeling position, the shooter sits on one foot, which may be supported by a kneeling roll, while supporting the rifle with both hands, the shoulder and cheek. One elbow may rest on the knee opposite the leg/foot on which the shooter is sitting. A sling may be used in either the sitting or kneeling position. No other part of the body or rifle may rest on any object or support.
- ⊙ **Standing.** The shooter must stand on both feet while supporting the rifle with both hands, the shoulder and cheek. The arm that supports the rifle may rest on the hip or side of the body. The other arm must grasp the rifle at the pistol grip. A sling may not be used to support the rifle in standing, but the sling may remain attached to the rifle.
- ⊙ **Supported Prone.** During the firing of sighting shots only, the shooter is permitted to place a kneeling roll or other type of support under the rifle, fore-end or arm that supports the rifle. No artificial support may be used in the prone, sitting, kneeling or standing positions during competition firing.

6.5 Slow-Fire Procedures

- ⊙ **Time Limits.** In slow-fire stages, shooters have five minutes to fire unlimited sighting shots and ten minutes to fire the prone, sitting or kneeling.

ing and standing slow fire stages. During these periods, they may fire at their own pace. Competition shots not fired within the time limit must be scored as misses. If all competitors in a slow-fire relay have completed firing, the Range Officer may command **STOP...UNLOAD** before the five or ten minutes have elapsed.

- ⊙ **Sighting Shots.** The course of fire begins with unlimited sighting or practice shots where competitors can sight in their rifles and prepare for record firing. Sighting shots do not count for score. A Range Officer or other person may assist or coach a competitor in making sight adjustments.
- ⊙ **Loading in Slow Fire.** Slow-fire shots are loaded from the magazine. Competitors must load five shots into a magazine and chamber slow fire shots from the loaded magazine.

6.6 Rapid-Fire Procedures

- ⊙ **Time Limits.** When rapid-fire stages are fired, shooters with semi-automatic rifles and shooters with manually-operated rifles have different time limits so that shooters with manually-operated rifles have more time to complete their rapid fire series to compensate for the time needed to manually cycle their rifle actions after each shot. See Table I for the rapid-fire time limits. Competitors with semi-automatic and manually-operated rifles will fire simultaneously, with the Range Officer giving a **START** command to shooters with manually operated rifles first and a **START** command to shooters with semi-automatic rifles five seconds later. During rapid-fire series, Range Officers must be alert to identify any shooters who fire shots after the command **STOP**. After the line is cleared and targets are retrieved, any late shots must be marked on that competitor's target. Late shots are penalized by nullifying the highest value shot(s) on the competitor's target (see Rule 6.9).
- ⊙ **Assuming Position.** Competitors begin all rapid-fire stages from the standing ready position. When the Range Officer commands **WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS**, competitors may load five rounds in the magazine of their rifle, but the rifle action must remain open or the bolt must be closed on an empty chamber. In the standing ready position, the competitor holds the rifle with both hands and with the toe of the butt below the belt line. After the range officer gives the **START** command, shooters may then assume their firing position, close or cycle the action to chamber the first round and fire five shots within the time limit. Fingers must remain outside of the trigger guards and muzzles must remain pointed up or downrange while competitors are getting into position.
- ⊙ **Competitors Who Cannot Stand.** Competitors who are 60 years of age or older or who have a physical or medical condition that makes it difficult or unsafe for them to readily stand and assume the prone and sitting or kneeling firing positions from standing may elect to begin the rapid fire stage from a prone, sitting or kneeling ready position, provided they notify the Range Officer prior to firing. Competitors who are autho-

rized to begin a rapid-fire series from a firing position, must begin each series with the butt plate off of their shoulder and may not fire the first shot in a rapid fire series.

6.7 Coaching or Assisting Competitors

Coaching by scorers or other persons to assist new and inexperienced shooters is permitted and encouraged. Such coaching should be limited to controlling safety and providing assistance to get into position, adjust a sling, load or unload and make sight adjustments. The coaching of experienced or advanced shooters by calling wind or rapid-fire shot locations, etc. for them is contrary to the spirit of the CMP Rimfire Sporter Rules and is not permitted.

6.8 Alibis or Malfunctions

No alibis or refires for rifle malfunctions or for other equipment or ammunition failures are allowed. If a shooter is unable to complete a series because of equipment or ammunition malfunctions, the competitor may attempt to clear the malfunction and resume firing, but all shots not fired within the time limit must be scored as misses.

6.9 Unfired or Late Shots

Any shots not fired in any 5-shot or 10-shot series must be scored as misses. Any shots fired before the command START or after the command STOP must be scored as misses by deducting the highest value shots on the target equal to the number of shots fired after the command STOP. Competitors who do not fire all ten shots must report the total number of saved or unfired rounds to the Range Officer. Competitors who do not fire five shots in their first rapid-fire series may not load and fire more than five shot in the second rapid-fire series.

6.10 Crossfire Shots

A crossfire is a shot fired by one competitor onto another competitor's target. Any competitor who fires a crossfire shot on another competitor's target must be scored a miss for that shot and may not fire another shot on his/her target. A competitor who receives a crossfire shot(s) that cannot otherwise be identified must be scored the 10 highest value shots on his/her target. When two or more targets are mounted on one competitor's target holder, it is also possible to fire an internal crossfire where a shot is fired on the incorrect target for that stage. The internal crossfire will be scored according to Rule 7.4. A competitor who fires a crossfire or internal crossfire may not load and fire an extra shot in that series to replace the crossfire shot.

7.0 Scoring and Results

The following rules control the scoring of targets and the ranking of competitions.

7.1 Scoring

After fired targets are retrieved, official scorers must score them. Match sponsors may appoint two or more official scorers or may appoint competitors as official scorers to score other competitor's targets. Competitors may not score their own targets. After targets are scored, the scores of all com-

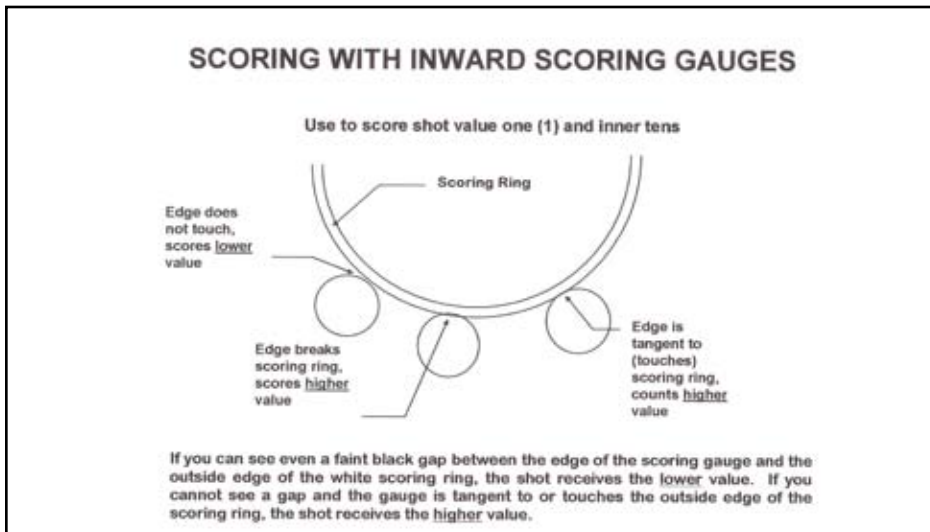
petitors must be posted so that competitors can see how their targets were scored.

7.2 Determining Shot Values

Each shot is given the score of the highest value scoring ring that is hit or touched by that shot. A shot that is within a scoring ring, breaks a scoring ring or just touches a scoring ring (outside edge of bullet hole is tangent to the outside edge of a scoring ring) receives the value of that scoring ring.

7.3 Scoring Doubtful Shots

A shot whose value is doubtful must be scored with a scoring gauge ("plug" gauge) that has a flange diameter of .2225-.2240 inches. The scoring gauge is inserted in the shot hole. The scorer must view the gauge from an angle to determine whether the inside edge of the gauge's flange touches or breaks a scoring ring. A magnifying glass should be used as an aid to see whether the edge of the gauge's flange touches or breaks a scoring ring. Shots that have been gauged must be marked with a "P" and a plus (+) if that shot is scored as the higher value or with a minus (-) if that shot is scored as the lower value. See the "Scoring with Inward Scoring Gauges" diagram for how to read scoring gauges.



7.4 Scoring Targets with Excessive or Insufficient Hits

A competitor may receive scores only for the number of shots he/she fired at his/her correct target (see Rule 6.9). If, due to crossfire shots, a competitor's target has more hits than the number of shots that competitor actually fired, the highest scoring shots equal to the number of shots that competitor fired must be scored. The score of a shot identified as an internal crossfire shot (excessive hit(s)) may not be transferred to a target that has insufficient hits.

7.5 Scoring Groups of Two or More Shots

When two or more shots form a group where single complete shot holes are not visible, the scoring gauge should not be used to determine the score of

each shot in the group. A scoring template or overlay (the Eagle Eye scoring aid may be used) should be used to determine the values of the shots. If a competitor fired all shots in a series and there is no evidence that a shot was fired on another target or off the target, the competitor must be given the benefit of the doubt in cases where it is possible that one of his/her shots could have gone through an existing shot hole or group of shots. When one shot doubles another shot hole, there almost always is some evidence of the double in the form of a slightly enlarged shot hole or a shot hole that provides less resistance when a scoring gauge is inserted. Scorers must check carefully for this evidence by using a scoring overlay, magnifying glass or scoring gauge. *Note: The Eagle Eye scoring aid is recommended for use in detecting double shot holes because it combines a magnifying capability with a .22 cal. shot hole overlay ring.*

7.5 Scoring Protests

A competitor may request that match officials recheck the scoring of his/her targets, except that shots scored by two or more scoring officials by using a scoring gauge may not be rescored. A match sponsor may charge a challenge fee of not more than \$3.00 per target to recheck scores. Decisions by scoring officials regarding a protested score are final.

7.6 Results Lists

After targets are scored, the results must be posted so that they are available for review by all competitors. At the end of a competition, a final results list must be prepared that lists all competitors, ranked by class with their scores. The final results list must be available to all competitors in electronic or printed form.

7.7 Breaking Ties

Ties between two or more competitors must be broken as follows:

By the greater number of inner 10s for the entire competition.

By the higher score in the last 10-shot series.

By the higher score in the next to the last 10-shot series, etc.

By the greater number of 10s, then 9s, then 8s, etc.

8.0 CMP Achievement Awards

The CMP provides achievement medals or pins that may be presented to Rimfire Sporter competitors if they equal or exceed established achievement award scores for that competition year. The CMP will award gold, silver or bronze medals as achievement awards for the National Rimfire Sporter Match. Sponsors of CMP-sanctioned Rimfire Sporter matches may purchase gold, silver and bronze achievement pins to award to competitors in their matches. 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 achievement scores determined by the DCM on the basis of previous year's Rimfire Sporter match scores. Achievement scores are calculated so that approximately the top one-sixth of the top 40% of all shooters receive gold medals, the next two-sixths receive silver medals and the remaining three-sixths receive bronze medals. Rimfire Sporter achievement award scores for the 2013 competition year are listed on page 28.

CMP RIMFIRE SPORTER

MATCH PROCEDURES AND RANGE COMMANDS

- ⊙ Pre-match administration is critical for the success of your match. Outstanding competitions occur when match sponsors pay attention to all details associated with the competition.
- ⊙ These range procedures are written for ranges where two targets can be hung at one time on each competitor's firing point. One or two targets can be hung for the sighter stage and then two targets are placed on the target holders for each position, one for slow-fire and one for rapid-fire. This allows the slow-fire and rapid-fire stages for each position to be fired consecutively without requiring a break to go downrange to change targets. If only one target can be hung at one time, the line must be cleared after each slow-fire stage so that personnel may go downrange to change targets after each stage. If more than two targets can be hung at one time the number of target changes can be reduced and commands must be adjusted accordingly.
- ⊙ Squadding: Rimfire Sporter relays will normally have some competitors firing semi-auto rifles and some with manually operated rifles. If possible, squad semi-autos on one side of the range and manually operated rifles on the other side. This will facilitate the staggered rapid-fire starts that are recommended and described in these procedures.
- ⊙ Target Labeling: Prior to hanging targets and firing, all targets must be labeled with competitor's names and CMP competitor numbers (if available). This information should be placed in the upper right corner of the target. Below the name and CMP competitor number the rifle class should be recorded (mark with an "O," "T" or "Tactical"). All targets must also have the relay, stage and firing point marked on them.
- ⊙ Scoring may be done by competitors or by a designated scoring staff. .22 cal. scoring gauges and Eagle Eye overlays must be available as scoring aids.
- ⊙ Range Officers must signal "YES" to Chief Range Officer questions (**IS THE LINE CLEAR, IS THE LINE READY**, etc.) by extending their arms and pointing downrange. Range Officers signal "NO" by extending the arm to the rear of the firing line. Range officers may also use paddles with a disc that is colored red on one side (to signal NO) and green on the other side (to signal YES).
- ⊙ Scheduling/Time Allowances. When a 60-shot Rimfire Sporter Course is conducted by using these procedures (hanging two targets at a time) and commands, it will take approximately 90 minutes to complete one relay of firing. When planning a time schedule for a competition, allow 15 minutes before each relay starts for a safety briefing and allow 15 minutes to change from one relay of competitors to the next relay.

FIRING PROCEDURES AND RANGE OFFICER COMMANDS

The commands and instructions that follow are coordinated with CMP Rules and must be used in conducting slow and rapid-fire stages of fire during CMP-sanctioned Rimfire Sporter matches.

SIGHTING STAGE COMMANDS AND PROCEDURES

COMMANDS and INSTRUCTIONS	NOTES (Range Officer actions are in bold)
<p>WELCOME TO THE CMP-SANCTIONED (Match Name) RIMFIRE SPORTER MATCH.</p> <p>RELAY (Relay Number), MOVE YOUR RIFLES AND EQUIPMENT TO THE FIRING LINE...GROUND YOUR RIFLES.</p>	<p><i>Instruct all competitors to be sure their targets are labeled so they can be identified. Sighter targets do not need to be labeled.</i></p> <p><i>If competitors will be asked to go downrange to hang their own targets, all rifles must be grounded with ECIs inserted after they are brought to the firing line.</i></p>
After shooters' equipment is in place:	
IS THE LINE CLEAR?	Range Officers must signal YES or NO to indicate that all rifles are grounded with ECIs inserted.
YOU MAY GO DOWNRANGE AND PLACE YOUR SIGHTER TARGETS.	<i>Sighter targets are placed at 50 yards.</i>
After competitors return to the firing line:	
ARE ALL PERSONNEL BACK FROM DOWNRANGE?	Range Officers must signal YES or NO to indicate that everyone is back from downrange.
<p>ALL PERSONNEL ARE BEHIND THE FIRING LINE... COMPETITORS, TAKE YOUR POSITIONS...</p> <p>YOUR PREPARATION PERIOD WILL BEGIN IN ONE MINUTE.</p>	
After 1:00 minute:	

COMMANDS and INSTRUCTIONS	NOTES (Range Officer actions are in bold)
<p>YOUR THREE-MINUTE PREPARATION PERIOD BEGINS NOW. DURING PREPARATION PERIODS, YOU MAY REMOVE YOUR ECIs AND DRY FIRE. PREPARATION PERIODS FOR ALL OTHER STAGES WILL BE ONE MINUTE.</p>	
<p>After 3:00 minutes:</p>	
<p>YOUR PREPARATION PERIOD HAS ENDED...</p> <p>YOU WILL HAVE FIVE MINUTES FOR UNLIMITED SIGHTING SHOTS...</p> <p>WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS...</p> <p>AFTER FIRING FIVE ROUNDS, YOU MAY LOAD ANOTHER FIVE ROUNDS AND CONTINUE FIRING...</p> <p>IS THE LINE READY?</p>	<p><i>Give competitors sufficient time to load without rushing them. Be alert for competitors with tube magazine rifles who may need a little extra time to load.</i></p> <p>Range Officers must signal YES or NO to indicate that all competitors have safely loaded their rifles.</p>
<p>THE LINE IS READY...SIGHTING SHOTS...START!</p>	
<p>After 5:00 minutes (or when all competitors have finished firing):</p>	
<p>IS ALL FIRING COMPLETE?</p> <p>FIRING IS COMPLETE.</p>	<p><i>Skip these commands if the full 5:00 minute sighter period has finished.</i></p> <p>Range Officers must signal YES or NO to indicate whether additional firing time is required.</p> <p><i>If YES, the CRO can announce that firing is complete.</i></p>
<p>STOP, UNLOAD, INSERT ECIs AND GROUND YOUR RIFLES...IS THE LINE CLEAR?</p>	<p>Range Officers must signal YES or NO to indicate whether all rifles in their sectors have been grounded with ECIs inserted.</p>

COMMANDS and INSTRUCTIONS	NOTES (Range Officer actions are in bold)
THE LINE IS CLEAR...YOU MAY GO FORWARD AND PLACE YOUR PRONE SLOW-FIRE AND PRONE RAPID-FIRE TARGETS.	<i>Instruct all competitors to be sure their targets are properly labeled. Prone targets must be placed at 50 yards.</i>

COMMANDS AND PROCEDURES FOR COMPETITION STAGES:

- **1 & 2: PRONE SLOW & RAPID**
- **3 & 4: SITTING OR KNEELING SLOW & RAPID**
- **5 & 6: STANDING SLOW AND RAPID**

COMMANDS and INSTRUCTIONS	NOTES (Range Officer actions are in bold)
ARE ALL PERSONNEL BACK FROM DOWNRANGE?	Range Officers must signal YES or NO to indicate that everyone is back from downrange.
ALL PERSONNEL ARE BEHIND THE FIRING LINE... COMPETITORS, TAKE YOUR POSITIONS... YOUR PREPARATION PERIOD WILL BEGIN IN ONE MINUTE.	<i>During this 1:00 minute interlude, competitors may handle their rifles and get into position, but ECIs must remain inserted until the preparation period begins.</i>
After 1:00 minute:	
YOUR ONE-MINUTE PREPARATION PERIOD FOR THE (Prone, Sitting or Kneeling, Standing) SLOW-FIRE STAGE BEGINS NOW.	<i>Competitors may remove ECIs and dry fire during preparation periods.</i>
After 1:00 minute:	

COMMANDS and INSTRUCTIONS	NOTES (Range Officer actions are in bold)
<p>YOUR PREPARATION PERIOD HAS ENDED...</p> <p>THIS STAGE WILL BE TEN SHOTS FOR RECORD IN A TIME LIMIT OF TEN MINUTES...</p> <p>WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS...</p> <p>AFTER FIRING FIVE ROUNDS, YOU MAY LOAD ANOTHER FIVE ROUNDS AND CONTINUE FIRING...</p> <p>IS THE LINE READY?</p>	<p><i>Give competitors sufficient time to load.</i></p> <p>Range Officers must signal YES or NO to indicate that all competitors have safely loaded their rifles.</p>
<p>THE LINE IS READY...(Prone, Sitting or Kneeling, or Standing) SLOW-FIRE...START</p>	
<p>After 10:00 minutes (or when all competitors have finished firing):</p>	
<p>IS ALL FIRING COMPLETE?</p> <p>FIRING IS COMPLETE.</p>	<p><i>Skip these commands if the full 10:00 minute firing period has finished.</i></p> <p>Range Officers must signal YES or NO to indicate whether additional firing time is required.</p> <p><i>If YES, the CRO can announce that firing is complete.</i></p>
<p>STOP, UNLOAD, INSERT ECIs...</p> <p>IS THE LINE CLEAR?</p>	<p><i>Use this command and question after confirming that firing is complete or after 10:00 minutes has expired.</i></p> <p>Range Officers must signal YES or NO to indicate whether all rifle in their sectors have ECIs inserted.</p>

COMMANDS and INSTRUCTIONS	NOTES (Range Officer actions are in bold)
<p>THE LINE IS CLEAR...</p> <p>YOUR PREPARATION PERIOD FOR THE (Prone, Sitting or Kneeling, Standing) RAPID-FIRE STAGE WILL BEGIN IN ONE MINUTE.</p>	<p><i>During this 1:00 minute interlude, competitors may continue to handle their rifles, but ECIs must remain inserted until the next preparation period begins.</i></p>
<p>After 1:00 minute:</p>	
<p>YOUR ONE-MINUTE PREPARATION PERIOD FOR THE (Prone, Sitting or Kneeling, Standing) RAPID-FIRE STAGE BEGINS NOW.</p>	
<p>After 1:00 minute:</p>	
<p>YOUR PREPARATION PERIOD HAS ENDED...THIS WILL BE YOUR FIRST RAPID-FIRE SERIES...</p> <p>ON THE FIRING LINE STAND... WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS.</p>	<p><i>Give competitors sufficient time to load. Competitors with semi-autos must close rifle actions and then insert magazines with five rounds in them or load five rounds in their magazines. Competitors with manually operated rifles must insert magazines with five rounds in them or load five rounds in their magazines.</i></p>
<p>THE FIRST START COMMAND WILL BE FOR COMPETITORS WITH MANUALLY OPERATED RIFLES WHO HAVE 30 SECONDS TO FIRE FIVE SHOTS...THE SECOND START COMMAND WILL BE FOR COMPETITORS WITH SEMI-AUTOMATIC RIFLES WHO HAVE 25 SECONDS TO FIRE FIVE SHOTS...</p> <p>IS THE LINE READY?</p>	<p><i>Give these instructions for the first rapid-fire series only.</i></p> <p>Range Officers must signal YES or NO to indicate that all competitors have safely loaded their rifles.</p>
<p>THE LINE IS READY... MANUALLY OPERATED RIFLES... START!</p>	
<p>After 5 seconds:</p>	

COMMANDS and INSTRUCTIONS	NOTES (Range Officer actions are in bold)
<p>STOP, STOP, UNLOAD, INSERT ECIs, GROUND YOUR RIFLES...</p> <p>IS THE LINE CLEAR?</p>	<p><i>If any rifles remain loaded, a Range Officer must direct the removal of cartridges from the chamber or magazine. ECIs must be inserted after the second rapid-fire series.</i></p> <p>Range Officers must signal YES or NO to indicate that all rifles are unloaded and grounded with ECIs inserted.</p>
<p>THE LINE IS CLEAR...</p> <p>YOU MAY GO FORWARD TO RETRIEVE FIRED TARGETS AND PLACE YOUR (Sitting or Kneeling, or Standing) SLOW-FIRE AND RAPID-FIRE TARGETS.</p>	<p><i>All targets must be properly labeled. Sitting or kneeling targets must be placed at 50 yards; standing targets must be placed at 25 yards.</i></p>
<p>If the sitting or kneeling and/or standing stages remain to be fired, return to page 42 to start the next position and stages:</p>	
<p>Or if the standing rapid-fire stage is finished:</p>	
<p>THE LINE IS CLEAR...</p> <p>REMOVE YOUR RIFLES AND EQUIPMENT FROM THE FIRING LINE...THEN RETURN TO THE FIRING LINE TO POLICE YOUR BRASS AND TRASH...</p> <p>DO NOT GO FORWARD OF THE FIRING LINE UNTIL INSTRUCTED TO DO SO...</p> <p>ARE ALL RIFLES AND EQUIPMENT REMOVED FROM THE FIRING LINE?</p>	<p><i>When a relay has finished firing, all rifles and equipment should be removed from the firing line before policing brass or going forward to retrieve targets.</i></p> <p>Range Officers must signal YES or NO to indicate that rifles and equipment have been removed from the firing line.</p>

COMMANDS and INSTRUCTIONS	NOTES (Range Officer actions are in bold)
<p>PLEASE POLICE YOUR BRASS AND TRASH FROM YOUR FIRING POINT...</p> <p>YOU MAY GO FORWARD AND REMOVE YOUR TARGETS.</p>	
<p>If there is another relay to fire, return to the top of page 40 to start the next relay in its sighting stage:</p>	
<p>Or if the match is finished:</p>	
<p>THANK YOU VERY MUCH...THIS CONCLUDES YOUR (Match Name) RIMFIRE SPORTER MATCH.</p>	

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



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