

JHEF & ISR

RULES OF THE COMPETITION

Smallbore Bullseye Rifle Match

These rules will govern Rimfire Sporter Friendly Matches at the JHEF. The rules are modified from the newly developed CMP competitive event guidelines. The JHEF welcomes input and recommendations (I & C) from competitors and officials that will lead to the further improvement of this event. Submit such I & C to the range manager.

- 1 Intent and spirit of the rules: The intent of the rules is to promote target competitions with .22 caliber rimfire rifles that are relatively low-cost, readily available, and typically used during recreational target shooting and hunting. Any firearm or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of the rules is prohibited.
- 2 Rifle: Any .22 caliber rimfire rifle that complies with the following requirements may be used in the match.
 - 2.1 Weight not to exceed 10 pounds.
 - 2.2 Stocks will be of wood or synthetic material with a standard sporter-type style and may have a Monte Carlo cheek piece but not have an asymmetrically shaped pistol grip. Thumbhole or rail (adjustable/collapsible) stocks are not permitted.
 - 2.3 The action may be manual (bolt) or semi-automatic style and may be magazine or tube fed.
 - 2.4 Sights will be T-Class. T-Class systems are equipped with adjustable aperture or telescope that does not exceed 4X magnification. Variable power telescopes may be used if the adjusted so as not to exceed 4X and is secured so it can not be changed during shooting. There may be adjustments for windage and elevation. Laser or red dot sighting is prohibited.
 - 2.5 Slings may be on the rifle but may only be used for support during the sighting stage.
- 3 Equipment
 - 3.1 Competitors may wear no more than two layers of casual/sports clothing. Shooting jackets and trousers are not allowed. Footwear is limited to typical street or work styles.
 - 3.2 Shooting mats may be used.
 - 3.3 A kneeling roll placed under the foot/ankle or between the buttocks and foot may be used.
 - 3.4 Shooting supports are limited to a six inch roll for the kneeling position.
- 4 Safety Procedures
 - 4.1 Shooters must follow the instructions of the Range Safety Officer (RSO) and Range Control Officers (RCO) at all times.
 - 4.2 Competitors are responsible to read, understand, and comply with all range safety rules.
 - 4.3 It is essential that everyone in the facility is aware of the emergency action and evacuation plan.
 - 4.4 Muzzle control and use of clear barrel indicators (CBIs) will be strictly enforced.
 - 4.5 Before the match and after each relays, the RSO checks any rifle to ensure it and the magazines are unloaded, the action is open and a provided CBI is employed or firearm is cased, and the conduct of the shooters is safe and orderly. After being inspected, each cased rifle will be placed in the ready area (RA) of the Live Fire Range (LFR).
 - 4.6 Range commands: The RCO will direct the loading, firing, cease fire, and all other commands for the match/stages and maintain the time.
 - 4.6.1 **Assemble in the ready area.** Up to two relays (firing orders) of competitors will gather in the ready area. Each firearm will have a CBI or be in a case. All other team members and spectators will stay in the observation/lobby area. As one firing order finishes their relay, they will exit the LFR and the next following relay may enter into the ready area.
 - 4.6.2 **Move to the firing line/Prep period.** Shooters and coaches/spotters in the next consecutive relay should move to the firing line. A maximum of three minutes will be allowed to prepare for the

- shooter relay. Placing and deploying the first target, remove the CBI or uncasing the rifle, load magazine (don't locked in "magazine well"), check shooting positions (maintain muzzle control), place mat for comfort, and remove unnecessary equipment (cases, etc). (3 min)
- 4.6.3 **Course of fire and target:** Announces the course of fire (stage, distance, type of fire, position, number of shots per string, time limit) and target, by number or name, for the stage. If a multiple target sheet is selected, the target location on the sheet will be identified for each stage. (1 min)
- 4.6.4 **Ready firing line.** "IS THE FIRING LINE READY?" will be asked. The coaches/RSO will indicate when that firing point is ready. Once all coaches have so specified, "THE FIRING LINE IS NOW READY." will be stated. (1 min)
- 4.6.5 **Lock and load.** The command to "LOCK" (a ten round magazine into the rifle) and "LOAD" (the first cartridge into the chamber) will be given. (1 min)
- 4.6.6 **Commence firing:** The command authorizes the start of firing at each stage/series in the course of fire. (3 min sighting, 5 min slow fire; 50 sec(semi) or 70 sec(bolt) timed fire)
- 4.6.7 **Cease fire and unload alibis.** The command is issued (may be a whistle) when all competitors have finished firing or at the end of the allotted time. When the command is declared, all firing must stop. If any shots are fired after the "CEASE FIRE" command, the number of shot will be scored as misses and deducted from the average of the shooter scored hits. Shooters will remove the magazine then unload all cartridges from it and the chamber. (1 min)
- 4.6.8 **Firing line clear.** "IS THE FIRING LINE CLEAR?" will be asked. The RSO will verify that each shooter has unload the rifle and indicate that the firing line is clear. (1 min)
- 4.6.9 **Retrieve targets.** At the conclusion of the two stages for each position, the shooter will retrieve the target and provided it to the RCO or scorer. (1 min)
- 4.6.10 **Next stage.** At the end of each stage of the relay, the competitors remain on the firing line to receive the next course of fire. (**go to 4.6.3 for each stage**)
- 4.6.11 **Exit LFR.** A maximum of five minutes will be allowed, at the end of the last stage to: case rifles, move to the ready area, store equipment, "police" brass, and exit to the observations area. (5 min)

5 Competition Conditions

- 5.1. Teams. Organizations/groups may consist of one to three teams comprised of three to five members. Each team member will shoot during only one relay of a match.
- 5.2. The A-32 targets will be used at 50 ft. One target will be used for the two stages of each position. The shooter's name will be printed on the back of the competitor's target.
- 5.3. Firing Positions:
- 5.3.1. Standing. The shooter must stand on both feet while supporting the rifle with both hands, shoulder, & cheek. The non-shooting arm may rest on the hip or side. The shooting arm must clasp the pistol grip.
- 5.3.2. Sitting/kneeling. The shooter may choose either the sitting or kneeling position. In the kneeling position, the shooter sits on one foot, while supporting the rifle with both hands, shoulder, & cheek. One elbow may rest on the knee opposite the leg/foot being sat on. No other body or rifle part may rest on any object or support. In the sitting position, the shooter sits on the buttocks while supporting the rifle with both hands, shoulder, & cheek. Legs may be crossed or spread apart. Each elbow may rest on a leg.
- 5.3.3. Prone: The shooter lies on the ground/mat with the rifle supported by both hands, shoulder, and cheek. A sling may be used. 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/mat.
- 5.4. A competitor on a relay may be disqualified, if they can't adhere to the time line.
- 5.5. Matches will be completed according for a fixed schedule. There will be a maximum of two makeup days at the end of the regular schedule of matches.
- 5.6. Course of Fire:

Table 1 Friendly Match Course Fire

Stage	Distance	Type of fire	Position	# of	Time limit
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				shots	
Sighting	50ft	Slow	Any & rest may be used	6 or fewer	3 min
Standing I	50ft	Slow	Standing	10	5 min
Standing II	50ft	Timed	Standing	10	50 sec(semi-auto) 70 sec (bolt)
Sitting/Kneeling I	50ft	Slow	Sitting or Kneeling	10	5 min
Sitting/Kneeling II	50ft	Timed	Sitting or Kneeling	10	50 sec(semi-auto) 70 sec (bolt) 90 sec (single shot)
Prone I	50ft	Slow	Prone	10	5 min
Prone II	50ft	Timed	Prone	10	50 sec(semi-auto) 70 sec (bolt)

- 5.7 Alibis or Malfunctions. No alibis for malfunctions or other equipment or ammunition failures are allowed. Any shot not fired, for any reason, must be scored as a miss.
- 5.8 Any shot fired after the command Cease Fire must be scored as a miss by deducting a score equal to the average of hits in numbered target rings for each shot after the Cease Fire command.
- 5.9 Cross fire shots. Crossfire is a shot fired by one shooter on another's target. A fired crossfire shot is scored as a miss. A received crossfire shot that can't be identified will permit scoring of the 10 highest value shots on the target.

6 Scoring

- 6.1 Raw: Scorers designated from each organization/group will give each shot a value for the highest scoring ring that is hit or touched by that shot. A shot that is within a scoring ring, breaks that scoring ring, or touches that scoring ring receives the value of that scoring ring. Each target will be scored by at least two scorers, for championship matches. The target scores will be written on the target label. Conflicts will be resolved by the scorers. Competitors may not score their own targets. All scores must be posted for everyone to see. There are no protests.
- 6.2 Handicaps: Raw scores from a match are used to calculate the handicap for the next match. The handicap value equals 50% of the difference between a competitor's aggregate score and the highest aggregate score that match. If a competitor misses a match, the last handicap will be carried over to the next match attended. Handicap calculations will be rounded off to the nearest whole number.
- 6.3 Match scores: Except for the first (practice) match, the raw and handicap are combined to form the match score.

7. Awards. Awards may not be available.

8. Definitions:

- 8.1 Competitor: Bulls-eye target shooter/participant age 10years or older, who has not been convicted of misdemeanor crime of domestic violence within the meaning of Title 18 U.S.C. section 921(a)(33) (A) or is obligated to a legal restriction to handling a firearms.
- 8.2 Match: The firing of all shots in every series as prescribed by of each course of fire within the competition.
- 8.3 Relay: Group of competitors shooting the courses of fire at the same time.
- 8.4 Stage: A segment of the match where the shooting conditions are varied from the other segments.
- 8.5 Series: Duplicates of a stage.
- 8.6 Aggregate: Total of the scored points for the match.