



TEXAS 4-H ROUNDUP INDOOR RIFLE MATCH

May 30, 2025 - June 1, 2025

LOCATION : TBD

Registration is available in 4HOnline
Texas 4-H Roundup Events



TEXAS A&M
AGRILIFE
EXTENSION

This 3-position smallbore rifle match will follow the NRA Smallbore Rifle Rules rulebook except as noted in this match bulletin. The NRA rulebook can be found at <http://competitions.nra.org/official-nra-rule-books.aspx> or on the Texas 4-H Shooting Sports Project webpage under Rules (<http://texas4-h.tamu.edu/shootingsports>).

PLEASE NOTE: There is a rule change on challenges. See rule 14.0.2

1.0 Competition

1.3 Rules

The following rules apply only to the Texas 4-H Roundup Indoor Rifle Match and supersede any other rules. Any rule not written in this bulletin is covered under the Texas 4-H Shooting Sports Project General Rules and the NRA Smallbore Rifle Rules, both posted on the Texas 4-H Shooting Sports Project webpage under Rules (<http://texas4-h.tamu.edu/shootingsports>). All coaches and competitors are encouraged to become familiar with all the rules used in this event.

2.0 Eligibility of Competitors

2.0.1 Qualification

The Texas 4-H Roundup Indoor Rifle Match is a qualifying event for Senior age 4-H members only. Participants must qualify from their respective District rifle contests. Each District may allow their top three teams and top three individuals (not from a team) to register for this event. Each participant of the Texas 4-H Roundup Indoor Rifle Match must be either 1) a member of one of the top three teams or 2) one of the top three individuals (not from a team) who competed in their District rifle contest in the current 4-H year. Each shooter in this event will receive an individual score and is eligible for High Individual placings.

2.0.2 Substitutions

Participant substitutions must follow the State 4-H Roundup Rules and Guidelines on Substitutions.

2.1 4-H Membership

Participants must be currently enrolled 4-H members in a Texas 4-H Shooting Sports county project.

a. Age

1. Age Requirements

Youth may participate in 4-H year from September 1st of grade three through August 31st following completion of grade twelve, with age restrictions. See above: State 4-H Roundup Rules and Guidelines.

- Special education youth who are older than 19 and have not graduated from high school may participate in 4-H Youth Development programs as members, with approval by the county Extension agent. Participation is limited to the club or county level. County Extension staff have

the option, on a case-by-case basis, to allow Special Education youth older than 19 to participate in competitive events at the club or county level.

2. Texas 4-H Member Categories

- **Junior:** Grades 3, 4, and 5
- **Intermediate:** Grades 6, 7, and 8
- **Senior:** Grades 9, 10, 11, and 12

b. Prior Participation

Participants must have qualified at their respective District smallbore rifle match as a member of one of the top three teams or top three individuals. As one of the top three individuals, the shooter must not also be a member of one of the top three teams.

c. Prior Competition (Effective September 1, 2013)

Participants (as an individual or member of a team) who have won 1st place in this contest in prior years are eligible to return and compete as an individual or a team member as long as all other eligibility requirements are met.

3.0 Equipment

3.2 Rifle

Any safe .22 rifle that can be loaded one shot at a time may be used. No semi-automatic or pump actions rifles may be used in this match. Prohibited stocks include those based on the AR15/M16 platform to include Ruger 10/22 or any other action in an AR stock.

3.7 Sights

a. Metallic

Only metallic (or equivalent material) sights may be used in this match. This includes open and aperture sights only. Red Dot sights or similar are not permitted in this match.

3.11 Clothing regulations

No open toed shoes may be worn on the range by anyone including coaches or spectators. Shoes must be always worn while in the range. If shooters are changing shoes they must sit and change. No walking around the facility or range without wearing shoes. Legs must be covered to the ankles while shooting.

3.19 Eye Protection

All individuals in the range including coaches, range officials and spectators must wear eye protection. The equipment must protect both eyes. Eye protection must be kept on until all shooting has ceased and the firing line made safe. If a shooter's glasses become fogged, they must turn and face the back of the range when removing and cleaning.

a. Corrective lens

Normal corrective lenses constructed of impact resistance materials may be used. Polycarbonate lenses preferred.

b. ISU glasses

ISU shooting glasses may be used **only** if the lens for the shooting eye is large enough and properly situated to provide adequate protection to the entire shooting eye and an impervious shield is firmly attached to the

frame to provide adequate protection for the non-shooting eye. All ISU glasses must be approved before entering the range. Safety is the over-riding consideration in the use of eye protection. Range officials and shoot management have the final consent on ISU glasses.

3.20 Ear protection

Adequate ear protection is required for all individuals in the range. Ear protection must remain on until all shooting has ceased, and the line made safe.

3.21 Empty Chamber Indicators (ECI) also known as Open Bolt Indicators (OBI) in 4-H

An ECI/OBI is required to indicate the bolt is open and should be placed in the chamber when the shooter is not in a shooting position.

4.0 Targets

4.3 Smallbore 3-position

a. Fifty foot 3- position

Orion Indoor 50-foot rifle target. It is similar in design to the USA-50 (NRA-50) target. The scoring rings are equivalent to the ISSF 50m rifle target reduced to 50ft. This target can be viewed and ordered at the Orion website;

(<http://www.orionscoringsystem.com/orion/Product.aspx?ProductID=4>).

7.0 Courses of Fire

Course of fire will be Indoor at 50 feet using Orion Indoor 50-foot rifle targets as described above. Two targets will be used in each of the three positions with 1 shot per bull; 20 shots prone, 20 shots standing, and 20 shots kneeling fired in that order. Shooters with disabilities that prevent them from shooting a certain position can fire the next most difficult; sitting may be used for prone, kneeling may be used for sitting, and standing may be used for kneeling (see NRA rule 13.2). Disabilities must be declared at the time of event registration or declared by contacting the State 4-H Office (tx4hnaturalresources@tamu.edu) if disability occurs after registration.

7.7.1 Finals Round

Following the tabulation of all scores, the high 10 scoring individuals will be eligible to compete in the Finals Round. Each shooter in the Finals Round will fire 10 shots at one target in the standing position. Each shot will have a 75 second time limit. After each shot, the shooter, with the aid of a scope, will visually score each shot and tell the range official who will announce to crowd. Following all 10 shots, the scorecards will be taken to the score room and run through the scanner for official scoring. Commands to be used during this Finals Round will be explained to the shooters as a group prior to the round.

The shooter's score in the Finals Round will be added to their overall positions score to determine the High Overall Individual in the Texas 4-H Roundup Indoor Rifle Match. The Finals Round score will not affect the team scores.

8.0 Time Limits

7.8.1 Computing Time

Time is computed as a running total. Times for individual shots are not observed but a total time is allotted for firing the entire match.

7.8.2 Time Allowance

Shooters are allowed 90 minutes for 20 shots prone, 20 shots standing and 20 shots kneeling.

Shooting on this time frame allows the shooter to manage their own time within each position and move from one position to the next when a position is complete without a command from the Range officers. Shooters must move and change positions so that they do not disturb the shooters on either side of themselves.

Shooters should be considerate of their fellow shooters who share the firing line. Shooters must also move in a way that keeps them safe behind the firing line.

9.0 Competition Regulations

9.2 Fouling and Sighting Shots

Sighting shots may be made at any time on either target card. If the first sighting shot hits outside the guard ring the shooter will inform the range officials who will note the shot. No such claim will be allowed if the shooter has fired more than one shot on the target card. Any additional hits outside the guard ring will be scored as record shots.

9.10 Coaching in Individual Matches

Coaching is permitted with a limit of 1 adult coach per team. Coaching must be done so as not to disturb other shooters or coaches. Coaches must sit in designated areas behind their shooters. Coaches are allowed verbal communication only. In the case of a firearm or equipment malfunction, the shooter must raise their hand for a Range officer and ask permission for a coach to leave their seat to approach the shooter.

10.0 Range Commands, Control, and Operations

10.1.1.1 Rifles Cased

All rifles must be taken to the firing line in closed and latched cases and must remain cased until the command is given to uncase rifles. The exception to this rule is when barrel extensions are to be added during the orientation period so as not to delay relay start times. Rifles with barrel extensions must be placed on the provided rack when entering the range and left on that rack until the command is given to retrieve the rifle.

10.3.1 Preparation Period

A 3-minute preparation period will be announced by the Range officer after all equipment has been moved to the line.

12.0 Team Officers' Duties and Position

12.6 Coaching in Team Matches

Coaching is permitted with a limit of 1 adult coach per team. Coaching must be done so as not to disturb other shooters or coaches. Coaches must sit in designated areas behind their shooters. Coaches are allowed verbal

communication only and must not be a distraction to other shooters. In the case of a firearm or equipment malfunction, the shooter must raise their hand for a Range officer and ask permission for a coach to leave their seat to approach the shooter.

14.0 Scoring

14.0.1 The Orion Electronic Scoring System

Targets will be scored after each relay has completed the course of fire using the Orion Electronic Scoring System. Scoring will be accomplished in the scoring office. The rulebook used for match scoring will be USA Shooting Smallbore with the “P(prone)S(standing)K(kneeling) Course of Fire”. This will only apply to scoring and breaking ties.

Tie breaking for individuals and teams will be as follows:

- 1) Number of X's or “center shots”
- 2) Last 10 shots, working backwards in 10 shot strings – (KSP - kneeling, standing, prone)
- 3) Last shot fired working backwards; inner tens outrank a ten that is not an inner ten (KSP)
- 4) Last shot fired working backwards, using decimal scoring system (KSP)

14.0.2 Target Review

Once all targets in a relay have been scored, checked, and entered the scoring system, they will be posted for review by the shooter only. This review will be available for one hour. After this hour, the targets not reviewed will be considered accepted by default. During the review period, a shooter may challenge their targets. All challenges will be performed by the Orion Scoring System algorithm. At no time will a plug or other manual methods of scoring be used to determine the value of a shot.

If the challenge is lost, a 2-point penalty will be applied to the challenged bull; each challenge lost will cost a 2 point penalty. If the challenge is won, the score will be changed to reflect the successful challenge with no penalty.

There is no charge for challenging score mathematics.

14.0.3 Team Score

Each team's score will be calculated by combining the top three individual total scores (individual total score = all position scores combined). On teams with 4 members, the lowest total score will be dropped. Ties will be broken using the same procedures for individuals.

