

Texas 4-H Shooting Sports Project Air Rifle Silhouette Rules (2024)

The national governing body for the Air Rifle Silhouette event rules are the NRA Silhouette Rifle Rules (<http://compete.nra.org/official-nra-rule-books.aspx>). These rules are used with modifications in 4-H activities and events as stated below. The following rule set supersedes all other rules where differences exist. General 4-H Shooting Sports Project Rules cover all shooting disciplines. In 4-H events, event specific rules and regulations supersede other governing body rules where differences exist. Coaches, parents, and 4-H shooters are encouraged to be familiar with each of these rule sets.

1. SHOOTER AND COACH RESPONSIBILITY

1.1 Safety

Shooters and coaches are responsible for understanding and practicing the rules of safe firearms handling. The highest standards of safety are to be followed at all times.

1.2 Behavior and sportsmanship

The spirit of 4-H sportsmanship and appropriate behavior is expected of all participants in the 4-H shooting sports program.

1.3 Knowledge of procedures and rules

Shooters and coaches will make effort to understand the procedures used in each event and comply with the rules, standards, and intent of the events. Questions are encouraged to clarify any areas of misunderstanding or ignorance. Ignorance of the rules in any event does not anticipate, prevent, or make unnecessary their existence. Shooters are responsible for knowing the rules of their event and staying within them. Learning the rules of the events is part of the educational process for shooting sports participants.

1.4 Eligibility

It is the shared responsibility of the shooter and his/her coach to determine that all eligibility requirements for participation in the shoot have been met.

1.5 Reporting

Shooters are responsible for knowing the proper time to report for each event and appropriate relay with equipment and materials necessary for completion of the event. They are also responsible for reporting in a timely fashion for any announced orientation programs and for observing progress in their events in order to be prepared early if shooting proceeds at a rate faster than the posted times. Shooters should be prepared to take the field a minimum of 45 minutes ahead of their posted firing time.

1.6 Required Orientation

Where an orientation is required (as in the Texas 4-H Shooting Sports Championships) any shooter failing to attend the orientation will be disqualified from events during that day unless they are able to make up the orientation. No guaranteed availability of such make-up sessions is required. It is the shooter's responsibility to attend and receive the evidence of that attendance.

1.7 Timing

The shooter is responsible for knowing and abiding by all-time limitations for firing any string of shots.

1.8 Checking scores

Each shooter is responsible for checking the scoring and mathematics of their individual score cards or targets. **Only** the shooter may review these cards or targets. Some events may allow an official to assist any shooter wishing to review their cards or targets.

1.9 Clearing the firing point.

Each competitor must leave the firing point promptly at the completion of his/her relay. Rifles must be unloaded, magazines, if present, released, actions open and an open bolt indicator in place. Rifles shall be cased prior to removal from the firing point.

1.10 Electronic Devices

NO electronic devices on the line. Including, but not limited to smart phones, electronic ear buds, smart watches, any communications device, etc.!

Exception: A dedicated timer for keeping track of time with no other functions.

1.11 Clear Bore Indicator:

Clarification: the terms clear bore indicator (CBI), Empty Chamber Indicator (ECI), Safety Flag, Open Bolt Indicator (OBI) are all interchangeable terms that may be used for a safety device that is inserted into the chamber and barrel to indicate the firearm is unloaded and safe. A CBI may be as simple as weed eater string or factory purchased flags such as available from CMP, NRA, or firearm manufactures. Should be a bright color that contrasts with the firearm action and stock.

2. Disallowed Equipment

Any firearm built or modified to give the distinct impression of a modern military style firearm such as an AR or AK is not allowed in the 4-H Shooting Sports Program. Listed below are visual examples of, but not limited to, firearms that resemble those not allowed. Examples of unacceptable firearm components include: any type of muzzle devices (muzzle brake, recoil compensator, suppressors, porting), front pistol grips, heat shield/shroud, and magazines extending more than 1 inch below the receiver.



3. EQUIPMENT

3.31 Silhouette open air rifle

- Any safe air rifle weighing no more than 11 pounds with scope and mounts attached.
- Length of barrel and action measured from the rear of the metal action or air chamber to the end of the muzzle, including any extension, must not exceed 30".
- Rifles may be powered by spring, compressed air, or CO2.
- Calibers permitted include .177 (5 mm)

Prohibited: Air Force Edge, Crossman CH2021, any rifle stock patterned or appearing like a Modern Sporting Rifle/AR15/M16

3.82 Spotting Scope

The use by the coach or another competitor of a telescope or other optical device to spot shot is permitted.

3.113 Gloves

Gloves may not be worn except when required for warmth

3.124 Clothing

All clothing must be made of flexible material that does not materially change its physical characteristics under commonly accepted shooting conditions.

Clothing – Specifications

- a.) No shooting jackets permitted
- b.) No shooting trousers permitted
- c.) No Shotgun Vest permitted.
- d.) No Gloves (except for warmth)
- e.) A maximum of two unaltered sweatshirts may be worn during firing.
- f.) Shoes may be ordinary low-cut shoes or work boots. Lace-up work boots shall have laces loose above the ankle. Footwear shall be a matched pair and may not be designed or altered in any way so as to provide artificial support.
- g.) no pads, braces, or elastic bandages will be allowed.
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3.13 Slings

Slings shall be removed from the Rifle prior to competition.

3.14 Palm Rest

A palm rest may not be used.

3.15 Buttplates and Cheekpieces

A butt or buttplate having a curved rear surface in which the depth of the curve exceeds ½” when measured from a straight line drawn from the top to the bottom of the buttplate is prohibited. Buttplates must be centered. Adjustable Cheekpieces must be fixed and sealed in place.

3.17 Ammunition

Only pellets suitable for the rifle being fired in the competition may be used. Shall not exceed .177 caliber.

3.21 Open Bolt Indicator

An open bolt indicator is required in all 4-H competition to indicate the bolt is open.

4. TARGETS

4.1 Air Rifle Silhouette Targets

Air rifle silhouette targets are 1/10 scale chickens, pigs, turkeys, and rams.

d. 4.2 Modifications of rules for specific events

Rule modifications may be announced in the bulletins of specific events, like the 4-H Shooting Sports Extravaganza.

4.3 Target spacing

Silhouette targets should be placed a minimum of one target width apart, but not more than 3½ target widths tail to head.

5. SHOOTING POSITIONS

5.1 The Ground

This defines the surface of the firing point or any coverings that do not provide an artificial means of support.

5.2 STANDING

Erect on both feet with no other portion of the body touching the ground or any supporting surface. Use of the sling

is **not** permitted, and the rifle must be supported by both hands and the shoulder only. The elbow or upper arm of the forward hand may be placed against the body or supported on the hip.

5.23 Artificial support

Any support not specifically authorized, including modifications of the ground to provide support for the elbows, arms, or legs.

6. RANGE STANDARDS

6.1 Firing line

The firing line is immediately in front of the firing points. All measurements of range are taken from the firing line to the face of the target.

6.2 Firing points

The part of the range provided for the shooter immediately behind the firing line. The minimum width of firing points on a silhouette range is 6 feet.

6.3 (Blank)

6.4 Shooting distance

The shooting distance is measured from the firing line to the target face. The shooter may place his or her forward foot or elbow up to the firing line.

Air rifle silhouette standard distances for targets include chickens at 20 yards, pigs at 30 yards, turkeys at 36 yards, and rams at 45 yards.

In 4-H events, modifications of these distances are used to increase hit ratios for younger shooters. (See **Courses of Fire**)

6.6 Target and firing point identification.

Targets and firing points will be marked with numbers to indicate their position. In silhouette, numbers will be used to identify individual banks of targets. Target numbers should be large enough to be read with the unaided eye under normal conditions.

6.9 Wind Flags

Outdoor ranges will display wind indicator flags at appropriate intervals. Wind indicator flags will be of a light material (strips of cloth or surveyor's tape) of any bright color except red or orange. In air rifle position events, there will be at least one wind flag for each of the four firing points. In air rifle silhouette events, there shall be a wind flag at each bank of targets.

7. COURSES OF FIRE

7.1 Courses of fire

The courses of fire listed here are those currently in use by the Texas 4-H Shooting Sports Program. A modification of these courses of fire by districts, counties or clubs is permissible as long as the course of fire is listed in the bulletin or announcement of the event.

Silhouette Courses of Fire

In general, **seniors** shoot the standard course of fire; **intermediates** shoot pigs, turkeys, and rams at the three closest distances; and **juniors** shoot pigs and rams at the two closest distances.

- Either English or metric units may be used in placing the targets, but the distances must be specified for the competitors.
- Targets are fired upon from left to right in sequence.
- Hits are scored when the target is knocked ~~over~~ off the feet or knocked off the stand in sequence.
- Targets shot out of sequence or leaning on either their nose or tail are scored as misses.
- If the next target is unavailable, the shooter will move to the next available target in that bank, returning to a

previously missed target if necessary to complete firing their five shots.
- if resettable targets are used, the animal must be completely knocked over.

Seniors shoot a standard 40 shot course of fire, including ten chickens at 20 yards, ten pigs at 25 yards, ten turkeys at 36 yards and 10 rams at 45 yards.

Intermediates shoot a 30-shot course of fire, including ten pigs at 20 yards, ten turkeys at 25 yards and 10 rams at 36 yards.

Juniors fire a 20-shot course, including ten pigs at 20 yards and 10 rams at 25 yards.

8. TIME LIMITS

8.1 Running Time

In nearly all 4-H events, time is computed as a running total. Times for individual shots are not observed, but a total time is allotted for firing an entire record string, bank of targets, stage, or match. The shooter is responsible for pacing their shooting to meet the time limitations.

a. Precedence of posted limits

Posted time limits supersede standard NRA time limits for each event.

8.2 Time allowances

c. Silhouette time allowances

- 1) **Ready time** - Fifteen (15) seconds will be allowed between the command "READY" (LISTO) and "FIRE" (FUEGO). During this time period, the shooter is permitted to sight, dry fire, or load in preparation for live firing.
- 2) **Firing time** - Two and one-half (2½) minutes will be allowed for each bank of five (5) targets.
- 3) **Alibis** - Thirty (30) seconds will be allowed for each unfired round in which an alibi is allowed.
- 4) **Shoot-offs** - Thirty (30) seconds will be allowed for each round fired in a shoot-off.

8.4 Shooter Responsibility

Shooters are responsible for knowing the posted time limits for each event and for pacing their shooting to the time limits. Range officers may be asked about the passage of time or time remaining, but they are not charged with doing so.

9. COMPETITION REGULATIONS

9.1 Changing rifles.

Rifles or parts thereof may be changed during the firing of a match **only** if the rifle has been declared disabled by the range officer. The claim of a disabled rifle must be made immediately, and all shots prior to the claim will be counted as record shots.

9.2 Silhouette sighting shots

Sighting shots are not permitted as part of the course of fire in silhouette shooting, although practice matches, or practice targets may be provided as long as all competitors have an opportunity to enter the event or see the targets. Practice may not interfere with the safe and efficient operation of the match.

9.4 (Blank)

9.5 Disabled rifle

A rifle that cannot be safely and accurately aimed or fired, including one on which the sights were damaged or lost or one that has suffered mechanical problems that cause it not to function properly may be declared disabled. The shooter will be permitted to repair or replace the rifle and complete the firing during the time that was left when the rifle became disabled.

9.6 Malfunction

Failure to fire due to mechanical defects or faulty ammunition is termed a malfunction. The range officer must be notified immediately of a malfunction. Time may be added to the shooter's allotment for time lost due to a malfunction or the shooter may be permitted to re-fire those targets not already shot.

9.7.1 “Five-in-a-row”

A “five-in-a-row” is made up of valid hits on all 5 silhouettes in any one bank of 5.

9.8 Triggers

Triggers may be checked at the discretion of the Match Director or Chief Range Safety Officer at any time. Failure of the trigger to meet the trigger pull requirements shall disqualify the rifle. Competitors will be permitted to adjust triggers which have failed to pass the weight test provided they do not occasion any delay. Failure of the trigger to pass the during or after a match is the competitor’s responsibility.

Any Safe Trigger Test Procedure: action cycled setting the trigger, butt plate will be struck lightly with a soft mallet or the palm of the hand. If the hammer/firing pin is still set the trigger passes. If the hammer/firing pin falls, the trigger fails. Failing 2 of 3 attempts will require firearm to be withdrawn. Trigger may be tested at any period before, during or after a match.

9.9 Shooter position

Shooters must take their positions at their assigned firing points without interfering with shooters on either side of them. No part of the shooter’s body may rest on the ground forward of the firing line.

9.13 Interference

No competitor, coach or bystander may interfere with other shooters or shoot officials in the conduct of their affairs, either on the range or in the handling of targets. Firing lines and points must be kept clear and conversations will be limited to those required to conduct the business at hand during the firing of a match.

9.18 Disturbance of competition

No shooter, coach or bystander will deliberately disturb another during the firing of a shot. If a competitor feels that he/she was disturbed during any shot, the individual will immediately put down their rifle and notify the range officer without disturbing other shooters. If the claim is considered justified, the shot will be disallowed, and the competitor will be allowed to repeat the shot. If it is not considered justified, the shot will be credited to the shooter.

9.25 Crossfire and excessive hits

No competitor will fire on the wrong target or fire more than the required number of record shots, including those on another shooter’s target.

9.27 Disorderly conduct

Disorderly conduct or the use of alcohol or other controlled substances on the grounds of any 4-H event is strictly forbidden. Anyone guilty of such behavior will be disqualified from the event(s) and expelled from the range with forfeiture of any entry fees.

9.27.1 Destruction of range equipment

No shooter will willfully damage range equipment. Anyone doing so will be expelled from the competition.

9.28 Refusal to obey.

No person will fail to comply with the instructions of range officials in the proper conduct of their offices.

10. RANGE CONTROL AND COMMANDS

Standard range safety and operation commands are essential in 4-H Shooting Sports events. Range commands as listed in section 10 of the NRA rule manuals, 4-H basic or expanded range commands as outlined in the appendices of the 4-H Shooting Sports Guide, Range control and safety are the **primary** concern of range staff.

10.1 Discipline

The safety of competitors, range staff and spectators depend upon continuous attention to all safe firearms handling principles by all people on or about the range. Self-discipline is the foundation of safety; and if it is lacking, it is the responsibility of range personnel to enforce range discipline. It is the duty and responsibility of all persons on the range to assist in this process.

10.1.1 Actions open

No rifle shall be picked up or handled until authorized by appropriate command. Open bolt indicators are **required** on all rifles. All actions will remain open and exposed to inspection except when actively engaged in firing or dry firing under direct command of the range officer. Under **no circumstances** will careless handling be permitted.

10.1.2 Rifles unloaded:

No rifle will be loaded until shooters are in position with the rifles pointed down range and the commands **Commence Firing, Ready or Load** have been given.

10.1.3 Rifles loaded:

Any firearm with its action closed will be considered loaded and must be pointed down range (in a safe direction) at all times.

10.1.4a Cease firing

Upon the command CEASE FIRE, all rifles must be immediately unloaded, magazines (if present) removed, and the rifles made safe with the actions open.

10.1.4b Commence Firing

All shooters may start firing upon the command "Commence Firing" as the timing of the string is started with this command. "*Commence*" is the preparatory part of the command and "*Firing*" is the action part of the command. No shot will be fired before the "firing" is spoken.

10.1.5 Not ready

Competitors who are not ready to fire at the time the range officer asks, "**is the line ready**" must notify the range officer by stating "**not ready on**" and include their firing point or target number.

10.3.1 Preparation period

The competitor will be allowed fifteen (15) seconds between the command **ready (listo)** and **fire (fuego)**. During this time, the competitor may dry fire, load, set sights or otherwise prepare to fire.

10.3.2 Interrupted fire

If an interruption in fire occurs during a bank of targets, the competitors will be allowed an additional ready period before completing the course of fire.

10.4 Policing the range.

Competitors are responsible for policing their firing points at the end of each stage or match under the supervision of the range staff.

10.6 Repeating commands

Other range staff will repeat commands of the range officer only when the commands cannot be heard clearly by the competitors under the Chief Range Officer's supervision.

10.7 Firing Line procedures and Commands

- a) Upon being called to the line, competitors will place their rifles and 5 rounds of ammunition on the shooting stands.
- b) They may not touch either rifles or ammunition again until the command **ready (listo)** has been given. At that time, the competitors may dry fire, set sights or load.
- c) Fifteen (15) seconds will be allowed before the command **fire (fuego)** is given.
- d) Two and one-half (2½) minutes after the **fire** command, the range officer will command **cease fire (alto)**. Each competitor has a bank of 5 targets at which to fire, one shot per target, left to right in order, during the 2½ minute firing period.
- e) Hits out of sequence are scored as misses.
- f) If a silhouette is down before a shot, the competitor fires at the remaining ones in sequence, returning to the leftmost remaining target if necessary.
- g) If shots remain and no targets are available in that bank, an alibi is declared, and the shooter will be able to complete the string on a reset bank of targets with 30 seconds allowed for each target remaining.
- h) Hits are recorded for silhouettes knocked off the feet or off their stands, even by ricochets. Turning a target on its stand is a miss, as are targets standing on either head or tail but remaining upright.

- i) Refires and alibis are allowed only for defective cartridges or rifle malfunctions. Completion firing may take place immediately or at a later time at the discretion of the range officer.
- j) Each shooter may have a coach or spotter with them on the firing line. The coach may not touch the shooter or the equipment between the commands "READY" and "CEASE FIRE".
- j. Upon the "Cease Fire" command, actions open, magazines released, Empty Chamber Indicator inserted, and file place on the stand, table, ground. Shooter will then step back away from the line.

14. SCORING

14.3 How to score.

- a) All shots are scored by marking either an "O" for a miss, or an "X" for a hit on the correct spaces on the scorecard.
- b) The scorecard is marked in the same order as the targets are fired, i.e., beginning in the first space on the left and progressing to the right until the stage is complete.
- c) Hits out of sequence are scored as misses; for example, the second shot hitting the third silhouette is a miss (Rule 10.7(b)).
- d) All spaces on the scorecard must be filled in either with an "O" or an "X" as appropriate.

14.3.1 Scorer's Duties'

The scorer will be positioned behind the competitor where both the competitor and the bank of targets can be observed. The scorekeeper will record the value of each shot before the next shot is fired. It is the scorekeeper's responsibility to see that the competitor observes the rules and time limits, fires no more than five rounds per series and when strong wind is a factor, to watch silhouettes closely so that it can be determined when a silhouette is blown over and not knocked down by a bullet.

14.4 Misses

Any shot which does not knock the proper silhouette off the feet or from its stand will be scored a miss. "Turning" a silhouette on its stand will be counted as a miss. If, through the fault of the competitor, fewer than the prescribed number of shots are fired, or shot are fired on the wrong target, the competitor is scored a miss for each unfired shot, or each shot fired on a wrong target.

14.5 Early or late shots

A competitor firing a shot from the line before "Ready" (Listo) is given will be disqualified from the day's scheduled match.

14.6 All Shots Fired Count

All shots fired by the competitor after having taken his/her position on the firing line will be counted in his/her scorecard as a hit or a miss!

14.7 Hits on the wrong target

Hits on the wrong target / out of order are scored as misses.

15. DECISION OF TIES

15.1 Decision of ties

Due to time restrictions, 4-H uses the following instead of having shoot offs:

- a. Total number of animals
- b. Total number of rams, then turkeys, then pigs, then chickens, not including the tie breaker animal
- c. Hit on the tie breaker animal, turkey, pig, chicken.
- d. Longest run from the end (not including the tie breaker animal) rams, turkeys, pigs, and chickens.

16. Challenges and Protests

16.1 Challenges

When a shooter or coach feels that a match fired where he/she is competing has been improperly evaluated or scored, the shooter may challenge the score. A challenge must be made within the challenge time.

16.2 Protests

A competitor may formally protest:

- a. Any injustice which the feel has been done to them, except the evaluation of a target, which he may challenge as outlined in Rule 16.1.
- b. The conditions under which another competitor has been permitted to fire.
- c. The equipment which another competitor has been permitted to use.

16.3 How to Protest

A protest must be initiated immediately upon the occurrence of the protested incident. Failure to comply with the following procedure will automatically void the protest:

- a. State the complaint orally to the Range Officer or Statistical Officer. If not satisfied with his/her decision then,
- b. State the complaint orally to the Match Director. If not satisfied with his decision, then,
- c. File a formal protest with the Match/Event Director stating all the facts in the case. Such written protest must be filed within 12 hours of the occurrence of the protested incident.
- d. The Match/Event Director will form a Jury, discuss the facts, make a decision and report to the competitor. The protest and result of the protest will only be discussed with the shooter/participant that filed the complaint.