

Texas 4-H Shooting Sports Project CMP Smallbore Sporting Rifle Rules (2024)

The national governing body for the CMP Smallbore Sporting Rifle rules is the Civilian Marksmanship Program (CMP; <http://www.thecmp.org/Competitions/CMPGamesRules.pdf>) using the Competition Rules for CMP Games Rifle and Pistol Matches. 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

3.1 Intent and Spirit of Sporter Rules

The intent of CMP Rimfire Sporter rules is to promote target competitions with .22 caliber rimfire rifles that are restricted to low-cost, readily available sporter-type rifles that are typically used in informal target shooting and plinking or for 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.

3.2 Rimfire Sporter Rifle

Any Common factory .22 long rifle caliber rimfire rifle that complies with the following requirements may be used in CMP Rimfire Sporter Matches. Actions and Barrels must be of same manufacture (Ruger action/Ruger barrel, TC/R22 Action/TC/R22Barrel, Savage Action/Savage Barrel, etc.). No Custom Race/Speed Shooting Rifles (types such as Volquartsen, Tandemkross, etc.)

3.2.1 Overall Weight

The overall weight of the rifle, including sights or optics, and sling, may not exceed 7.5 lbs.

3.2.2 Stock

- a. The stock may have a sling swivel, but it must be fixed in one location. Rails with adjustable sling swivels are not permitted and must be fixed in one position by either tape or some other device.
- b. Adjustable stocks and cheek pieces are not permitted unless they are fixed in a neutral position and taped. Thumbhole, skeleton, or chassis stocks are not permitted.
- c. Straight or Monte Carlo comb style stocks are standard in this class.

3.2.3 Action Types

- a. Any safe factory rimfire rifle with any type of action may be used. Actions and Barrels must be of same manufacture (Ruger action/Ruger barrel, TC/R22 Action/TC/R22Barrel, Savage Action/Savage Barrel, etc.). No Custom Race/Speed Shooting Rifles (types such as Volquartsen, Tandemkross, etc.)
- b. Rifles must be chambered for the .22 cal. long rifle rimfire cartridge! Magnum rimfire or .17 cal. rimfire may not be used.
- c. Rifles should be semi-auto or repeater rifles with magazines capable of holding five rounds so they can be used during rapid-fire stages.
- d. Rifles with clip, box or tube-type magazines may be used however, tube magazines are slower to load quickly during rapid-fire shooting.

3.2.4 Barrel and Barrel Devices

- a.) Sleeved (i.e.: carbon fiber), Light Alloy and Bull Barrels are prohibited in ALL Classes!
- b.) Devices on the end of the barrel, including but not limited to muzzle brakes, compensators, flash hiders, suppressors(silencers), ported barrels, etc. are Strictly Prohibited/NOT ALLOWED. A thread protector not exceeding the diameter of the barrel, and not extending beyond the muzzle is allowed.

3.2.5 Trigger Pull

Minimum Trigger pull weight is 3 pounds. The trigger must be capable of lifting a three-pound weight when cocked.

3.2.6 Sights

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

a. 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. The rear sight may be adjustable for windage and elevation.

b. T Class (Special sights)

This would include aperture/peep sights, telescopic sights, electronic red-dots, etc. Any Optic that does not project an image onto the target face.

3.3 Equipment

3.3.1 Slings

A sling, not more than 1 ¼ inches wide, may be attached to the rifle using a fixed, non-adjustable sling swivel (no Hand-stops). The sling may be used in the prone and sitting or kneeling position. The sling must be a simple leather, synthetic or web strap with no special padding or asymmetrical construction.

3.3.2 Clothing

Competitors may wear no more than two layers of ordinary casual or sports clothing (shirt, sweatshirt, etc.). Shooting jackets, shooting trousers or special shooting boots are prohibited. Shoes may be ordinary low-cut shoes or work boots. Lace-up work boots shall have laces loose above the ankle.

3.3.3 Telescope or Field Glasses

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

3.3.4 Glove

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

3.3.5 Kneeling Roll

A cylindrical cushion of soft and flexible material and not exceeding 9.84 inches (25 cm) in length and 7.08 inches (18 cm) in diameter may be used in the kneeling position.

3.5 Magazines:

Maximum number of rounds loaded in a magazine/tube is 5 (five).

3.6 Open Bolt Indicator

An open bolt indicator is required in all 4-H competition to indicate the bolt is open and chamber is empty. Must be inserted fully into the chamber and be visible outside of the action.

3.7 Ammunition

Factory loaded solid .22lr load not to exceed 40 grains with a Maximum Velocity: 1280fps. Match Rules may specify differently. Hollow Points, Hot, hyper-velocity loads are not permitted.

3.10 Ground cloth

A ground cloth or shooting mat may be used providing it is not constructed or used in a way that provides artificial support. Shooting mats may not exceed 49.2 X 78.7 inches (1.25 x 2 meters) in width and length. Mats may be up to 1.9 inches (5 cm) thick and must be composed of soft and flexible materials.

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5.0 (Blank)

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.

6.3 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.

6.4 Target and firing point identification.

Targets and firing points will be marked with numbers to indicate their position. Target numbers should be large enough to be read with the unaided eye under normal conditions.

6.5 Wind flags

Outdoor ranges may 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.

7. (Blank)

8. (Blank)

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 Fouling and sighting shots

Where permitted, all fouling or sighting shots must be made after the command to commence firing has been given.

9.3 Misplaced sighting shots

If the first sighting shot falls outside the guard ring of the sighting bulls, the competitor must stop immediately and notify the range officials. Once noted, the shot will be labeled as a sighting shot and discounted in the scoring.

9.4 Defective cartridge

Any cartridge that has an evident structural defect that may cause a misfire or rifle malfunction, which fails to fire, or which results in a bullet remaining in the barrel is a defective cartridge. The shooter must notify the range officer immediately in the event of a defective cartridge. The competitor will be allowed to clear the jam or replace the cartridge and continue to fire.

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. The rifle should be cleared, remain in position, keep the muzzle pointed down-range and raise your hand for assistance. No alibis or refires are allowed if a rifle or ammunition malfunction occurs. This means it is essential to keep your rifle clean and in good working condition so that it will not malfunction during rapid fire stages. The shooter will be permitted to repair or replace the rifle and complete the firing during the time that was left for that stage or remaining stages.

9.7 Weighing Triggers

Triggers may be weighed with official trigger mechanism, at the discretion of the Match Director. 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 weight test is the competitor's responsibility.

9.8 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.

9.9 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.

9.10 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.

9.11 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.

9.12 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.

9.13 Destruction of range equipment

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

9.14 Refusal to obey.

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

9.15 Evasion of rules

No person will deliberately evade or attempt to evade competition rules, nor shall any person be an accessory to evasion of any rule. Refusal of an individual to give full disclosure of any rule evasion or violation is considered to be acting as an accessory to that evasion.

9.16 Disqualification

The range officials may disqualify and eject any individual from the range premises for unsafe or discreditable conduct. In the event of a disagreement among the match officials in such cases, the Match Director, Event Coordinator or Shooting Sports Coordinator will determine the outcome. Any case of disqualification will be referred to the 4-H Shooting Sports Coordinator for consideration of any additional actions.

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11.1 Safety Procedures

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

11.2 Muzzle Control

All rifles' muzzles must be controlled so that they are always pointed in a safe direction. On the range, muzzles must be pointed up or downrange.

11.3 Actions Open

Rifle actions must be kept open and unloaded, with an open bolt indicator (OBI) 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 and before the competitor gets out of the firing position, the rifle action must be opened, and an OBI inserted.

11.4 Magazines

Rifle magazines may not be loaded at any time when a rifle is on the range except when the command LOAD is given. If a magazine is removable, it must be removed from the rifle and may not be inserted except after the

command LOAD is given.

11.5 Range Commands

The following firing procedures and Range Officer commands will be used to conduct firing.

1. Call the firing line.
2. Preparation Period
3. Load
4. Start and/or Commence Fire
5. Stop-Unload and/or Cease Fire
6. Removing Equipment from line

11.6 Competition Conditions

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

11.6.1 Competition Classes

Competitors are divided into two classes, T Class, and O Class, according to whether their rifles are equipped with telescopic scopes (T class) or open sights (O Class).

11.6.2 Course of Fire

The course of fire for the CMP Rimfire Sporter Rifle event is as follows:

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighters	50 yds	Slow	Any	10 or fewer	10 minutes
Prone 1	50 yds	Slow	Prone	10	10 minutes
Prone 2	50 yds	Rapid	Prone	10 Fired in 2 strings of 5	Semi-auto – 25 sec Manual – 30 sec
Sit/Kneel 1	50 yds	Slow	Sit or kneel	10	10 minutes
Sit/Kneel 2	50 yds	Rapid	Sit or kneel	10 Fired in 2 strings of 5	Semi-auto – 25 sec Manual – 30 sec
Standing 1	25 yds	Slow	Standing	10	10 minutes
Standing 2	25 yds	Rapid	Standing	10 Fired in 2 strings of 5	Semi-auto – 25 sec Manual – 30 sec

Junior class shooters will fire only the slow fire stages.

11.6.3 Targets

The CMP Rimfire Sporter Target is used at 50 or 25 yards. If these targets are not available, the 50-meter free pistol target may be used at 50 or 25 meters or the 50m free pistol reduced for 50 yards may be used at 50 or 25 yards. The 50-foot prone/sitting reduced and the 50-foot standing reduced targets may be substituted for the above targets at the Match Director's discretion.

11.6.4 Firing Position:

1. Prone

The shooter lies on the ground with the rifle supported by 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.

2. Sit/Kneel

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, shoulder, and cheek. The legs may be crossed or extended. 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.

3. Standing

The shooter must stand on both feet while supporting the rifle with both hands, shoulder, and cheek. The arm that supports the rifle may rest on the hip of side of the body. The other hand must grasp the rifle at the pistol grip/wrist of the stock. A sling may not be used in standing.

11.6.5 Slow-Fire Procedures:

1. Time Limits

In slow fire stages, shooters have 10-minute blocks of time to fire a maximum of 10 sighting shots or 10 record shots. During this period, they may fire at their own pace. Competition shots not fired within the time limit will be scored as misses.

2. Sighting Shots

The course of fire begins with 10 sighting shots where the competitor can determine whether sight adjustments are necessary. A competitor may elect to fire less than 10 sighting shots but may not fire more than 10 sighting shots. Sighting shots do not count for score. A Range Officer or other non-firing competitor may assist a competitor in making sight adjustments as long as the competitor's rifle remains on the firing line with the muzzle pointed up or downrange.

11.6.6 Rapid-Fire Procedures

1. Time Limits

When rapid-fire stages are fired, shooters with semi-automatic rifles and shooters with manually operated rifles normally will fire at different times so that shooters with manually operated rifles can be given longer time limits to complete their rapid-fire series.

2. Assuming Position

- a.) When the Range Officer gives the command Load, competitors may load five rounds in the magazine of their rifle, but the rifle action must remain open.
- b.) Senior competitors begin all rapid-fire stages from the standing ready position. In the ready position, the competitor holds the rifle with both hands and with the toe of the butt place below the belt line. After the range officer gives the command Start or Commence Fire, shooters may then assume their firing position, close the action to load the first round and fire five shots within the time limit. Range Officers and competitors must take particular care while competitors get into position to be sure that muzzles remain pointed up or downrange.
- c.) Intermediate competitors will begin in the prone and sitting or kneeling position for the rapid-fire stages from the firing position and follow all range commands to include keeping the action open until the command of Start or Commence Fire.
- d.) Junior competitors will fire only the slow-fire stages.

11.6.7 Alibis or Malfunctions

No alibis for malfunctions or for other equipment or ammunition failure are allowed.

If a shooter is unable to complete a five-shot series because of equipment or ammunition malfunctions, the shot not fired will be scored as misses.

11.6.8 Unfired or late shots

Any shots not fired in any 10-shot series must be scored as misses. Any shots fired 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/Cease Fire.

11.6.9 Crossfire Shots

A crossfire is a shot fired by one competitor on 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. The excessive shot(s) resulting from a crossfire must be regarded as the lowest value shots.

12 thru 14 (Blank)

15. DECISION OF TIES

15.1 Decision of ties

Ties will be decided as follows:

- a. The shooter with the greatest number of center shots over the course of fire will be placed ahead of other ties.
- b. By the highest-ranking score in the standing position, then kneeling, then sitting, and then prone.
- c. By the greater number of center shots in the standing position.
- d. By the highest ranking score on the last numbered bullseye, in standing (kneeling, sitting, prone- as needed).

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 they feel may have 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.