

Texas 4-H Shooting Sports Project

Light Rifle Rules (2024)

The national governing body for the Light Rifle event rules is the NRA Smallbore 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.

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. Light rifle Equipment

3.1 Intent and Spirit of Sporter Rules

The intent of 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 Actions, Stock, and Barrels

- a) Any safe factory built .22lr caliber rimfire rifle that complies with the following:
- b.) a trigger pull weight of not less than two (2) pounds
- c.) overall weight not more than eight and one-half (8 ½) pounds complete with sights or optics, standard safety features and accessories.
- d.) Actions and Barrels must be of same manufacture (Ruger action/Ruger barrel, TC/R22 Action/TC/R22Barrel, Savage Action/Savage Barrel, etc.) No Custom-Built RACE/Speed Shooting Rifles (types such as Volquartsen, Tandemkross, etc.)
- e.) Adjustable Butt Plate – may be used to adjust length of pull only. Adjustment for vertical placement must be centered and shall not extend beyond the top or bottom of the stock. May not be adjusted after

time has started.

f.) Slings, Palm rests, Schuetzen type butt plates, and electric or adjustable fore-end bedding devices are not permitted. Shall be removed if present!

g) Conventional straight or Monte Carlo type stocks. No thumbhole stocks or pistol grips will be permitted.

h.) Extended magazines/clips may not be used as support. The rifle must be properly held without touching the extended magazine/clip.

i.) Heavy weight or sleeved barrels are not allowed, nor bull barrels. Bull barrels are classified as a barrel with a diameter equal to or greater than 7/8" at the muzzle.

j.) Lightweight Alloy or Sleeved (such as: Carbon Fiber) barrels are not allowed in any class!

3.3 Sight Classes

a. Metallic sights

Metallic sights are defined as any sighting system made of metal or equivalent materials that provide a means of aligning two separate, visible sights or reference points mounted on the rifle. Corrective sights as defined in NRA Smallbore Rule 3.7 a (2) may be used.

b. Telescopic

A telescopic sight is any sighting system including a lens or lenses and an aiming reference or reticle within the lens system.

c. Any

Any sight is a sight without restriction on the type or construction.

d. Prohibited Sights

Any sighting device that activates the firing mechanism or projects an image on the target is prohibited.

Note that visually impaired individuals may use a sight that projects an image and have a spotter to assist them in aligning the dot with the target.

3.4 Spotting Scope

The use of a telescope or other optical device to spot shots is permitted. It may be positioned forward of the shooter's forward shoulder.

3.5 Shooting kits

The use of a shooting stand is encouraged in 4-H position rifle shooting. The stand aids in safety and reduces fatigue by permitting rest between shots. The shooting stand, kit or table may be placed down range of the shooter's forward shoulder, but it may not be of a size, shape, construction, or placement to interfere with other shooters.

3.6 Personal wind indicators

Competitors may use wind indicating devices at the firing line in outdoor events as long as they do not interfere with other shooters or range operations.

3.7 Clothing

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

3.7.2 Clothing – Specifications

a.) No shooting jackets permitted

b.) No shooting trousers permitted

c.) No Shotgun Vest permitted.

d.) No Gloves (except for warmth during cold inclement weather)

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.

3.8 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.

3.8.1 Round Count

Maximum number of rounds that may be loaded is per bull is 4 (four). At no time may more than 5 rounds be loaded into the Rifle

3.9 OBI = Open Bolt Indicator/Open Barrel Indicator

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

4. TARGETS

4.4 1 50 Foot Light Rifle Target

The standard target is the A-32 target, a 6-bull target (5 record bulls and one sighter), 8 through 10 rings black, with white dot in center of 10 ring.

5. SHOOTING POSITION

5.1 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.

5.2 Rifle magazine

- Extended Rifle Magazines may not be used for support.
- The magazine may not be in contact with any part of the hand or wrist.
- Maximum Round count per bull is 4 (four). At no time may more than 5 rounds be loaded into the Rifle

5.3 Physically handicapped shooters

Shooters with physical handicaps that make it impossible to shoot from the specified positions may petition for permission to use modified equipment or positions. Thorough explanation and photographic evidence of the position and reasons for using it are required.

5.5.1 Temporary disabilities and substitute positions

Any person with a temporary physical disability preventing them from shooting in a given position, upon presentation of evidence and permission of the Texas 4-H Shooting Sports Coordinator or match coordinator, may be permitted to substitute the next more difficult position, for example, standing for kneeling.

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 (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.

6.5 (Blank)

6.6 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.

6.8 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. 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.

7.2 Light Rifle Standing, Indoor and Outdoor Courses

Standard firing distance is set at 50 feet.

8. TIME LIMITS

8.1 Running Time

In nearly all 4-H Rifle 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

- Juniors and Intermediates fire a 20-shot course of fire – 30 minutes
- Senior's fire 60 shot course of fire – 60 minutes
- shots per record bull in a time limit of 1 ½ minutes per shot. Modifications of that course of fire and time limits may be applied as announced in match bulletins.

8.3 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 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 Outdoor

When the first sighting shot hits outside the transcribed line midway between the sighter and record bullseyes (not touching the line with aid of scoring gauge), the competitor will inform the Range Officer of the location of such shot before firing another shot on the target card; the Range Officer will indicate to the Statistical Officer the value and location of the bullet hole. No such claim will be allowed after the competitor has fired more than one shot on the target card. After the first sighting shot any additional shot below an imaginary or transcribed line midway between the sighter and record bullseye (not touching the line with aid of scoring gauge), will be considered a record shot.

9.5 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. Time lost because of a defective cartridge will be added to the competitor's allotted time.

9.6 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.

9.7 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.

9.8 Weighing Triggers

Triggers may be weighed with an 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.

9.9 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.

9.10 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.

9.11 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 make their rifle safe 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.

9.12 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.

9.13 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.

9.14 Destruction of range equipment

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

9.15 Refusal to obey.

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

9.16 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.

9.17 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.

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 persons 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 smallbore 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) in hand at all times.

10.1.4a Cease Firing

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

10.1.4 b 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 (firing point)**” and include their firing point or target number.

10.3.1 Preparation Period

The preparation period will begin only after the shooters have been given time to bring their rifles and equipment to the line. In all cases competitors will be allowed a minimum of 3 minutes to take their places at their firing points and prepare to fire at the beginning of each match, after firing point has been cleared by the preceding competitor. Dry firing shall be permitted during this period.

10.3.2 Interrupted Fire

If for any reason such as safety or technical problems the shooting is interrupted through no fault of the competitor and if the time elapsed is more than 2 minutes, or if the shooter must move his equipment to another firing point, a preparation period of a minimum of one minute will be given, and one minute will be added to the firing time remaining, for any additional sighters needed, when firing is resumed.

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. Relay (#) Match (name) on the firing line

The shooters move to the firing line with their equipment and take their positions at the appropriate firing point.

b. Go forward and hang your targets.

Shooters will move forward to the target frames and hang their targets.

c. The preparation period starts now.

After shooters have returned to the firing line, this is announced. Shooters may handle their equipment, dry fire and prepare for live firing during this three-minute period. The range officer verifies that the shooters are on the proper firing points with targets properly hung.

d. The preparation period has ended.

At the end of the three-minute preparation period, the range officer announces its ending. before moving on to the following commands.

e. Is the line ready?

Any competitor who is not ready to fire must reply by stating not **ready on** (firing point number), and the range officer will state **the line is not ready**.

f. The line is ready, commence firing, you have (#) minutes.

Once the problems have been fixed and the line is ready, the range officer will declare the line ready, issue the commence firing command and state the amount of time for the stage or match being fired. Competitor may load and fire after the command **commence firing** had been issued.

g. Cease firing, make the line safe.

At the completion of the time period or upon completion of firing by all competitors, the range officer will stop all firing with the **cease firing** command. Each shooter will immediately stop firing, open the action, release magazines (if present), and place the rifle on the shooting mat with the action open and visible.

h. Is the line safe?

If all rifles are grounded, cleared, magazines released, and have their actions open, the range officer will declare the line safe. If not, he/she will state **the line is not safe, stand easy** and see to any problem that makes the line remain hot. Once it has been resolved, the line will be declared safe.

i. The line is safe, go forward and replace your targets.

No one may touch or handle a firearm while anyone is down range.

j. Unsafe condition

Anyone who observes an unsafe condition or the potential for injury to any living animate thing down range must call **Cease fire**.

k. As you were.

This command means to disregard the immediately preceding command.

l. Carry on.

This command means to continue with whatever was taking place prior to an interruption.

14. SCORING

14.1 Scoring times

Targets may be scored as designated by shoot management, but usually will be scored after each relay has completed their course of fire.

14.2 Scoring location

Scoring will be accomplished at the locations designated by shoot management, either on the range or in the statistical office.

14.3 How to score.

Each shot will be scored by the location of the bullet hole on the target surface. The innermost (highest value) scoring area touched by the bullet hole, even if it is elongated or key holed is the assigned value of the shot. Ricochets will not be scored, but allowance will be made for key holed bullets. The use of appropriate scoring gauges is strongly encouraged on all questionable bullet holes and on any questionable hole on other targets.

Both inward and outward scoring gauges (plugs) will be used to aid in assessing the values of close shots, and holes touching a scoring ring will be scored at the higher value. Inward scoring: 0.2225 - 0.2240-inch, outward scoring: 0.3625 - 0.3610-inch, outward gauge for A-36 10 dot only.

14.3.1 Authority to use scoring gauges.

Only duly authorized range or statistical staff and referees or jury members are authorized to use scoring gauges. A given hole may be plugged (have the scoring gauge used) only once.

Scoring inner 10's (center shots) - Center shots are:

(3) A-32 target - Any shot hole within the ten ring which, with the aid of a .22 caliber inward scoring gauge, the flange of which does not touch the outside edge of the ten rings.

14.4 Misses

Shots outside the scoring area on the targets will be scored as misses, assigned to the nearest record bull, and given the value of zero.

14.5 Early or late shots

Any shots fired at the target before the **commence firing** command or after the **cease fire** command are counted as misses. The hits of highest value will be counted as misses until the number of early or late shots is eliminated.

14.7 Excessive hits

(Note that all targets framed or exposed at the same time will be considered "a target card" for the purpose of interpretation in this section.)

Excess hits on a target card will be scored as follows:

a. On his own target

Excess hits on any bull will result in moving the higher scoring shot to any record bull with a penalty of one (1) point for each occurrence. If excessive hits occur on any target, only the required number of hits of lowest value will be scored, unless it is confirmed that another shooter fired the excessive hit(s).

Confirmed hits by another shooter will be discounted and not entered into the score.

b. On the target of another competitor

If a competitor fires more than the required number of shots for a target card and one or more hits are on a target other than his own, all shots on the targets of others will be brought back to the corresponding bullseye(s) on his own target and scored as outlined in Rule 14.7 (a) (excessive hits) and Rule 14.10 (crossfires)

14.10 Hits on Wrong Target or Bullseye

(Note that all targets framed or exposed at the same time will be considered "a target card" for the purpose of interpretation in this section.)

a. Hits on wrong bullseye

When more than the required numbers of shots are fired at one bullseye on the same target card the competitor will be given the actual value of his score, minus a penalty of one point for each shot fired at the wrong bullseye.

Penalty points shall be deducted from the shot or shots of highest value on the bullseye bearing more than the required number of hits and shall thereafter be scored as the actual value of that shot. A 10X or a 10 so penalized becomes a 9. When multiple internal crossfires are fired, the lowest value crossfired shot will be allocated to the highest numbered bull with insufficient hits, repeating as necessary until all shots are accounted for,

b. Excess hits on a target

If excessive hits occur on any target, only the required number of hits of lowest value will be scored, unless it is confirmed that another shooter fired the excessive hit(s). Confirmed hits by another shooter will be discounted and not entered into the score.

c. Hit on wrong targets where backing cards are not used.

The competitor receiving a shot(s) claimed not to be his own will accept the value of the shot(s). If the additional shot(s) cause excessive hits, then the competitor will be scored the low hits minus one penalty point for each excessive hit.

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. The highest number of 10s, 9s, 8s, etc.

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 he feels has been done 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.