



22 Rimfire Silhouette Program Policies and Competition Guidelines Exhibition Match Only

Objectives:

- Enhance youth development of self-concept, character and personal growth through safe, educational and socially acceptable involvement in shooting activities.
- To involve youth in a life skills program that teaches safe and responsible use of shooting sports equipment including sound decision-making, self-discipline and concentration.
- To promote the highest standards of safety, sportsmanship and ethical behavior.
- To expose participants to the broad array of vocational and life-long avocation activities related to shooting sports.
- To strengthen families through participation in life-long recreational activities.
- To complement and enhance the impact of existing safety, shooting and hunter education programs using experiential (hands on) educational methods and progressive development of skills and abilities.

Event Guidelines:

- A county may enter any number of eligible Junior (grades 7-8) and Senior (grades 9-12) 4-H members.
- There will **not** be separate individual competition for rifles with open sights (o-class) and rifles with telescopic or aperture sights (t-class).
- Targets will be 1/5 scale NRA silhouette
- The NRA official course of fire will be 40 shots fired from the standing position, 10 chickens at 40 yards/meters, 10 pigs at 60 yards/meters, 10 turkeys at 77 yards/meters and 10 rams at 100 yards/meters.
- A reduced distance course of fire is used because of range capability. This would place chickens at 30 yards, pigs at 35 yards, turkeys at 40 yards, and rams at 50 yards.
 - Each series will consist of 2 strings of 5 rounds to be fired at each animal type, 1 shot per animal for a total of 40 rounds fired.
 - 15 second ready time and 2.5 minutes firing time is allotted for each bank of 5 targets.
 - Each string of 5 rounds should be shot from left to right on each animal type, top row first and bottom row second.
 - A one-hour sighting time will be allowed before the start of each relay.
 - No sighting shots are allowed during record fire.
 - Prior to the start of the event, starting firing point assignments will be made. Shooter will complete each stage, and rotate through all four firing distances.
- Scoring: Targets knocked down or off the stand in proper sequence are scored as a hit (=1). Any target shot out of order is recorded as a miss (0). If a target is not available, the shooter may go to the next available target or return to an earlier target with scorer knowledge and shoot it as a substitute. If no targets are available, the shooter will get an alibi target before the next stage begins.
- Rifles are not to be chambered until the 4-H'er is in position and the "commence fire" command has been given. Chambering a rifle before being in position can result in disqualification.
- Rifles: NRA Smallbore silhouette rifle rules closely follow the high power rifle rules. Maximum weight is 10 pounds 2 ounces. Any sights, telescopic or metallic, scopes may not be placed more than 2 inches above the rifle (top of the receiver to bottom of scope tube), any safe trigger, release triggers not permitted, stocks must be of conventional design, barrel no longer than 30 inches, "chin rest" stocks prohibited, combs may not extend above the center line of the bore, the toe of the stock may not extend more than 7 inches below the center line

- of the bore, butt plate or recoil pad cannot extend below the lower line of the stock.
- Slings may not be used in the event but may remain on the rifle.
- Ammunition: .22 Rimfire long rifle standard or high velocity may be fired for the event. Hot or hyper-velocity loads, such as stingers, and not permitted.
- Empty Chamber Indicators (ECIs) made of a highly visible material, preferably yellow or orange, are required to be used when rifles are uncased and on the range. ECIs are available through CMP.
- All participants and spectators must wear eye and hearing protection on the range.
- Closed toe shoes that are secured to the feet by use of a heel strap or formed heel must be worn at all times while on the range. Flip flops and sandals are not allowed. Shoes must be worn at the firing line.
- For complete rules, please refer to the NRA Silhouette Rifle rules (CS 16820). 4-H rules take precedence over other rules. <http://compete.nra.org/official-nra-rule-books.aspx>

Coaching/Advising

- *4-H'ers may have a designated spotter during the duration of the match. However, they must remain in a position that does not disturb other shooters and allows for free movement of range officials. Assisting 4-H'ers with Safety is permitted and encourage throughout the match as long as other competitors are not distracted. A 4-H'er at anytime may leave the firing line to consult with a coach with permission of the Range Officer. However, the course of fire must be completed during the allotted time. The spotter may not touch the shooter or the shooter's equipment after they assume their position on the firing line.*
- *Replacement of equipment* - A coach may provide replacement or additional equipment as needed after obtaining permission from the range official.
- At the Range Officers discretion, a coach may be requested to assist or assigned to help a 4-H'er at the firing line during record fire due to safety issues and/or equipment malfunction.
- *Coach behavior* - Coaches must conduct themselves in a quiet, supportive and cooperative manner at all times. Range staff or the 4-H Shooting Sports Coordinator may remove a coach from the vicinity of the firing line if they violate rules, distract other 4-H'ers or appear to distract their own 4-H'ers. In the event that a coach is removed, a replacement may be permitted at the discretion of the range official. Continued disruption shall be deemed cause for disqualification, and removal from event area.

Certified Coaches / Adults

- Counties are required to have a minimum of one 4-H certified coach in the rifle discipline per 10 4-H'ers present at all county, district and state activities. The 4-H Project SAFE Committee strongly recommends that there should be one discipline certified coach for each 1-5 person county team.
- A 4-H certified coach in Rifle Discipline must be present for a county practice or event to be recognized as a Georgia 4-H SAFE program.
- Additional adequate adult supervision should be present to serve as safety officers and help facilitate all aspects of Project SAFE events and activities. All Certified Coaches and Volunteers must meet the UGA Policies on volunteers.

Awards & Recognition

- Awards are as outlined by the Project SAFE Development Committee. Recognition will be given to high individuals based on total number of participants.
- The State 22 Silhouette Match is an additional opportunity for 4-H Rimfire participants. Winners of the 22 Silhouette match are recognized for participation only and are not recognized with Master 4-H Status or recognized at State 4-H Congress.
- State Winning High Individuals are permitted to compete in future years.

Range Safety and Procedures

Relay times are start shooting times, not arrival times. Come 30 minutes early for inspection. Be courteous as you arrive, other competitors might still be shooting. No loud talking, cell phone etc. If everyone assigned to a relay is present we will try to start early.

Check-in at the pavilion when you arrive. Rifles will be checked for conformity with the rules before shooter numbers and firing points are assigned.

Any rifle brought to the range must come; cased, unloaded, removable magazines must be removed, bolt/action must be open, and ECIs (empty chamber indicators) must be inserted. The rifle must remain in this safe condition at all times except under the direction of a Match/Range Official during inspection and on the firing line.

RELAY #__COME TO THE LINE: Shooters moved to their assigned firing points and place rifles and ammo at the shooting station. ECI must be inserted in the rifle.

IS EVERYBODY READY?

RELAY #__, FOR YOUR FIRST BANK OF 5 ANIMALS – Pause 1 second

When the **READY** command is given the shooter has 15 seconds to handle their rifle, make sight adjustments and load **five** rounds in the tube/magazine/ or insert a loaded magazine. The bolt/action must be closed before loading or remain open.

When the **FIRE** command is given the shooter should aim at the target, cycle/close the bolt/action and begin shooting. Chambers must be empty and finger must be outside of the trigger guard until the shooter is in position and is aiming at the target.

When the **CEASE FIRE** command is given you must stop shooting immediately. Shots determined to be taken after the **CEASE FIRE** command will be scored as a miss.

The range officer will announce **ARE THERE ANY ALIBIS**

IS EVERYBODY READY?

RELAY #___, FOR YOUR SECOND BANK OF 5 ANIMALS – Pause 1 second

When the **READY** command is given the shooter has 15 seconds to handle their rifle, make sight adjustments and load **five** rounds in the tube/magazine/ or insert a loaded magazine. The bolt/action must be closed before loading or remain open.

When the **FIRE** command is given the shooter should aim at the target, cycle/close the bolt/action and begin shooting. Chambers must be empty and finger must be outside of the trigger guard until the shooter is in position and is aiming at the target.

When the **CEASE FIRE** command is given you must stop shooting immediately. Shots determined to be taken after the **CEASE FIRE** command will be scored as a miss.

The range officer will announce **ARE THERE ANY ALIBIS**

ACTIONS OPEN: INSERT ECI'S AND MAKE THE LINE SAFE: Once the line is safe and all rifles are grounded, targets will be reset.

WITH MULTIPLE SHOOTERS AT ONE FIRING POINT, ROTATE AT THAT FIRING POINT TILL ALL IN YOUR GROUP HAVE SHOT.

RELAY #___ROTATE TO YOUR NEXT FIRING POINT: Shooters moved to their assigned firing points and place rifles and ammo at the shooting station. ECI must be inserted in the rifle.

The above sequence is repeated until each shooter has shot at each of the four-stations/animal types.