

NSSF 
RIMFIRE

CHALLENGE

Rulebook

National Shooting Sports Foundation, Inc. (NSSF) Rimfire Challenge Rules for Competition and Safety

Welcome

The NSSF Rimfire Challenge, formerly known as the Ruger Rimfire Challenge, introduces participants to the fun and excitement of competitive shooting in a safe, low-pressure, family-friendly format. All levels of target shooters—new, novice and experienced—are welcome to compete. Each will find a challenge appropriate to his or her level of marksmanship.

The Rimfire Challenge was developed with safety in mind. Shooters are required to compete using a rifle and handgun from any manufacturer in .22 Long Rifle caliber. The targets are steel plates that are set in a course of fire that is no less than 5 plates and no more than 7 plates. The course of fire is designed to be completed by even the most inexperienced shooter using one 10-round magazine without the need to reload “on the clock.” Steel plates were chosen as the targets because they are easy to buy or build, and because this type of target provides the shooter with immediate visual and audio feedback.

A unique feature of the NSSF Rimfire Challenge is that experienced participants are encouraged to help new and novice shooters move up to the next level of proficiency by sharing their tips and shooting knowledge. Matches emphasize the friendly, supportive aspects of target shooting and competition. This low-key competition should remind participants that the shooting sports are lifetime activities that are fun and affordable for men, women and youth.

The initial investment required to participate in the NSSF Rimfire Challenge is low compared to other shooting sports. Since .22-caliber ammunition is very affordable, a whole family can shoot without breaking the bank.

All NSSF Rimfire Challenge competitions must include stages for both handgun and rifle chambered for .22 Long Rifle only. Competition is open to all safe and responsible individuals who can legally own or handle a firearm in the jurisdiction of the competition.

Please read the NSSF Rimfire Challenge Rules below in order to get the most enjoyment out of participating in your matches. It's important to understand the terminology used to describe participation in a match. The glossary of terms that is provided at the end of this document will help.

As always, remember to safely handle firearms at all times and to store firearms safely when you are finished shooting.

We hope you enjoy the NSSF Rimfire Challenge target shooting experience, and we encourage you to bring your friends and family members to matches as spectators or, even better, as participants.

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1.0 General Safety

Always follow the basic rules of firearm safety:

- 1.0.1 Treat all firearms as if they are loaded.
 - 1.0.2 Learn the mechanical and handling characteristics of the firearm you are using.
 - 1.0.3 Always keep the muzzle pointed in a safe direction; never point a firearm at anything that you are not intending to shoot.
 - 1.0.4 Keep your finger off the trigger until you are ready to shoot.
 - 1.0.5 Firearms should be unloaded and securely stored when not in use.
 - 1.0.6 Be sure the barrel is clear of obstructions before using.
 - 1.0.7 Be sure of your target before you shoot.
 - 1.0.8 Never climb a tree or fence, or do anything awkward with a loaded firearm.
 - 1.0.9 Never transport a loaded firearm.
 - 1.0.10 Avoid alcoholic beverages or drugs when shooting or handling a gun.
- 1.1 Eye and ear protection
- 1.1.1 All participants, range workers and spectators are required to use eye and ear protection.
- 1.2 Firearms
- 1.2.1 No suppressed or fully automatic firearms are allowed.
 - 1.2.2 Participants are responsible for ensuring that any and all equipment they bring to the match is fully in compliance with all laws in the jurisdiction where the match is being held. Participants are solely and personally responsible for the safety of any and all equipment and ammunition they bring to the match.
 - 1.2.3 Firearms by any manufacturer that meet the division or special class recognition criteria are acceptable in NSSF Rimfire Challenge events.
 - 1.2.4 All firearms are to safely use .22 Long Rifle ammunition. Any commercially available .22 LR ammunition will be considered suitable for competition.
 - 1.2.5 All ranges hosting NSSF Rimfire Challenge matches are “Cold Ranges.” All firearms will be kept unloaded except in the designated shooter area under the direct supervision of a Match Official.
 - 1.2.6 During the match, participants will refrain from handling their firearms, except when instructed by a Match Official or in Safety Areas.
 - 1.2.7 All firearms must be in hard or soft cases or gun rugs when brought to the designated shooting area and must be in hard or soft cases or gun

rugs when removed from the designated shooting area. No holsters are allowed.

1.2.8 A handgun is a firearm (as a revolver or pistol) designed to be held and fired with one hand.

1.2.9 A rifle is a firearm with a rifled bore, designed to be fired from the shoulder.

2.0 Tournament Divisions

2.1 Open

2.1.1 Any firearm (pistol or revolver in handgun class) with scopes, optical sights, light gathering scopes, battery powered optics, lasers, compensator or muzzle brake.

2.2 Limited

2.2.1 Guns with iron sights. Adjustable sights, fiber optics are allowed but no electronic sights. No compensators, muzzle brakes or barrel weights.

2.3 Special Recognition Categories

2.3.1 Cowboy/Cowgirl

2.3.1.1 Single-action revolvers and period lever-action or pump-action rifles with iron sights. All participants in Cowboy/Cowgirl class must wear a cowboy hat in competition.

2.3.2 Top Lady

2.3.2.1 Female participants of any age may compete in this category.

2.3.3 Top Youth

2.3.3.1 Both male and female participants age 12 and under may compete in this category.

2.3.4 Top Junior

2.3.4.1 Both male and female participants age 13-17 may compete in this category.

2.3.5 Top Senior

2.3.5.1 Both male and female participants age 62 and older may compete in this category.

2.3.6 There must be at least three (3) participants in a given category for that category to be recognized in a match.

2.4 Participants may compete in more than one division if event organizers allow, and only if it can be accomplished in a safe and timely manner.

2.4.1 The participant must declare his/her primary division at registration (e.g., Open or Limited).

2.4.2 The participant will shoot Open division first. The participant may complete the match with his/her Open division firearms and then complete the match with the second division firearms. Or the participant may complete a portion of the match with their Open division firearms and the same portion with his/her Limited division firearms; this may be the method in the case of a two-day match. The participant would then complete the match on the second day starting with his/her Open division firearms and finishing with his/her Limited division firearms.

2.4.3 The participant may only be in possession of the score sheets for the division in which he/she is currently competing.

2.5 The same firearm specified in a Category and Division must be used throughout a specific match.

2.5.1 If there is a mechanical problem requiring a change of equipment, equipment of similar make or model may be used as a replacement, subject to the approval of the Match Director. The replacement equipment must meet the same Category and Division guidelines and restrictions as the original equipment.

2.5.2 No change in firearm is permitted without the approval of the Match Director. If a participant makes such a change without prior approval, they will be disqualified from the match.

2.5.3 If the equipment guidelines cannot be met with the replacement firearm the contestant may be eligible for recognition in another Category or Division, but will remain eligible for Overall Awards.

2.6 Participants must compete with a handgun and a rifle in order to qualify for prizes; the exception to this would be youth participants who are prohibited from shooting handguns based on age restrictions in the residing area.

3.0 Targets and Scoring

3.1 Targets

3.1.1 All targets will be static steel plates.

3.1.2 Minimum recommended target size is 8 inches and may be any shape (e.g. cowboy steel). If the available targets are smaller they may be used but remember, bigger easy to hit targets up close is the winning formula, (90% of the people should be able to hit 90% of the targets 90% of the time).

3.1.3 Dented, cupped or pocked metal targets may not be used.

3.1.4 Targets used for NSSF Rimfire Challenge events should be easy to purchase or build.

3.1.5 All targets are to be painted white and will be repainted prior to each participant's first attempt on each course of fire.

3.2 Scoring

3.2.1 In Rimfire Challenge the time is the score.

3.2.2 Each stage consists of five (5) to seven (7) targets, hereafter referred to as plates, that are shot five (5) times, each of the five times is referred to as a String of Fire or String. One (1) plate will be designated the Stop Plate. Each of the standard targets must be hit at least once before hitting the stop plate, and the time stops when the stop plate is hit.

3.2.3 Participants may fire as many rounds as they deem necessary or until the firearm is empty for each string of fire.

3.2.4 The worst string on each stage will be thrown out, and the total of the four (4) remaining times will be participant's score for that stage.

3.3 A steel plate will be considered hit if the bullet has left a clear mark on the edge or face of the plate. If there is no discernable mark it will be scored as a miss.

3.3.1 If a Range Safety Officer (RSO) scores a miss, it is the shooter's responsibility to appeal the decision at the end of that particular string. The RSO will go downrange to inspect the target.

3.3.2 If the participant still believes the call is in error, he/she may appeal to the Match Director (MD). The MD's decision will be final, and no further appeals will be allowed with respect to that scoring decision.

3.3.3 Once the next string of fire has begun, there will be no further opportunity to appeal the RSO's decision.

3.4 Score is total time plus penalties. If a course of fire contains targets that will reduce the overall score (option plates), they should be computed after all other scoring is completed for each string.

3.5 Penalties

3.5.1 Each missed target will incur a 2-second penalty.

3.5.2 Failure to finish the course of fire during a string or not hitting the Stop Plate results in a 30-second penalty time (total time) for that string.

3.5.3 The maximum score for any string is 30 seconds, no matter how many misses or penalties may have been accrued during the string.

3.5.4 Calculate all misses per string, not per stage. In a match where the shooter is allowed to drop the highest time for each stage, any miss penalties applying to the string/score being dropped will also be dropped.

3.5.5 Foot fault, shooter engaging targets while his/her foot is in contact with the ground outside the designated shooting area will incur a 2-second penalty per shot fired while in fault condition.

3.5.6 A false start will incur a 2-second penalty.

3.5.7 The shooter must attempt to engage every target in the COF, if the competitor intentionally fails to engage all the targets in the COF the string time will be 30 seconds and a warning will be issued by the RSO. If the shooter continues to purposefully skip targets in the COF that competitor will be disqualified under paragraph 13.1 Competitor Conduct.

3.5.8 It is the shooter's responsibility to provide the correct score sheet for each course of fire and entry division, and to verify his/her scores as written on the score sheet when finished shooting each course of fire.

3.5.8.1 Any questions regarding the scores entered on the score sheet should be directed to the RSO on the course of fire before signing the score sheet. If questions remain, the Match Director should be summoned.

3.5.8.2 When the score sheet has been signed by the participant and the RSO, it is definitive and cannot be changed other than to correct math errors or by mutual consent of the MD and participant.

4.0 Course design

4.1 All courses of fire will be set so that only one 10-round magazine is necessary to complete the course of fire. Magazine reloads are not allowed. A participant may use high-capacity magazines in jurisdictions where they are allowed, but if more than 11 rounds are fired on a string then the participant will be scored 30 seconds for that string.

4.2 The minimum distance for a course of fire is 7 yards or 21 feet and the maximum distance for courses of fire is 20 yards or 60 feet for pistol and 35 yards or 105 feet for rifle.

4.3 If targets are to be placed at or near maximum distances, the targets should be larger and easy to hit.

4.4 A course of fire may specify where or when the shooter engages specific targets.

4.5 Each course-of-fire design or layout must have safe angles of fire.

4.5.1 Course designers must take into consideration the safe target and frame construction and the angle of any possible ricochet.

4.5.2 Courses of fire must be designed to ensure that targets are set at heights where a missed target by the smallest shooter will not travel over the backstops or berms.

4.6 When a course design includes target locations other than immediately downrange,

4.6.1 Organizers must protect or restrict surrounding areas to which participants, officials or spectators have access.

4.6.2 In all courses of fire, target arrangements are set in ways so that shooting at them will not cause participants to breach safe angles of fire.

4.7 Shooters will engage courses of fire from a single shooter's box. No moving, running or walking should be required of the shooter during the course of fire.

4.8 Posting the Course of Fire at each stage is mandatory for all NSSF Rimfire Challenge matches. A match program book is not required; however, it is encouraged if feasible.

4.9 Information posted at the stage takes precedence over all other stage descriptions unless otherwise noted by the MD or RSO.

4.10 A Stage Description must provide the following minimum information: (see sample in Appendix A)

4.10.1 Scoring Method.

4.10.2 Targets (type & number).

4.10.3 Minimum number of rounds.

4.10.4 Number of strings to be shot.

4.10.5 The firearms ready condition.

4.10.6 Start position.

4.10.7 Time starts: audible or visual signal.

4.10.8 Procedure.

4.11 Matches must be designed, constructed and conducted with due consideration to safety.

4.11.1 Courses of fire should not be "mind games" or designed to trick participants into making mistakes or being unsafe.

4.11.2 NSSF Rimfire Challenge staff reserves the right to modify courses of fire deemed unsafe or not reflecting the purpose of NSSF Rimfire Challenge competition.

5.0 Handgun Ready Conditions

The ready condition for handguns will normally be as stated below. However, in the event that a participant fails to load the chamber when permitted by the written stage briefing, whether inadvertently or intentionally, the RSO should communicate this to the participant so they may correct the condition prior to starting the course of fire.

5.1 Revolvers:

5.1.1 Single Action: Cowboy/Cowgirl class participants must have 2 single-action revolvers loaded with 5 rounds in each per string, or one higher-capacity single-action revolver loaded with up to 10 rounds.

5.1.1.1 If the participant is using two 6-shot revolvers, both revolvers MUST start with the hammer down on an empty chamber.

5.1.1.2 The participant's second revolver shall be placed on a table in front of him or her.

5.1.1.3 If the participant is using one higher-capacity single-action revolver loaded with up to 10 rounds, the hammer may rest on a loaded chamber.

5.1.2 Double Action: hammer fully down and all chambers may be loaded.

5.2 Self-loading Pistols:

5.2.1 "Single action" – chamber loaded, hammer cocked.

5.2.2 "Double action" – chamber loaded, hammer fully down or decocked.

5.2.3 "Selective action" – chamber loaded with hammer fully down, or chamber loaded and hammer cocked.

5.3 All magazines will be loaded with 10 rounds maximum. Participants using self-loading pistols may start with a round in the chamber. This allows the participant to start with a maximum of 11 rounds in the firearm. A participant may use high-capacity magazines in jurisdictions where they are allowed, but if more than 11 rounds are fired on a string then the participant will be scored 30 seconds for that string.

5.3.1 Open and Limited Pistol and Rifle shooters are encouraged to have at least five (5) magazines for each gun to keep the stage from getting bogged down on loading magazines.

5.4 In respect of handguns used at NSSF Rimfire Challenge matches, the following definitions apply:

5.4.1 "Single Action" means activation of the trigger causes a single action to occur (i.e., the hammer or striker falls).

5.4.2 "Double Action" means activation of the trigger causes more than a single action to occur (i.e., the hammer or striker rises or retracts, then falls).

5.4.3 "Selective Action" means that the handgun can be operated in either "Single Action" or "Double Action" modes.

5.4.4 A handgun may not contact any part of the body except the hands i.e. no shoulder stocks or other bracing or steadying fixture or apparatus.

6.0 Rifle Ready Conditions

The ready condition for rifles will normally be as stated below. However, in the event that a participant fails to load the chamber when permitted by the written stage briefing, whether inadvertently or intentionally, the RSO should

communicate this to the participant so they may correct the condition prior to starting the course of fire.

6.1 Rifles:

6.1.1 Loaded: magazine filled and fitted (if applicable), chamber loaded, hammer and/or sear cocked.

6.2 All magazines will be loaded with 10 rounds maximum. Participants using self-loading rifles may start with a round in the chamber. This allows the participant to start with a maximum of 11 rounds in the firearm. A participant may use high-capacity magazines in jurisdictions where they are allowed, but if more than 11 rounds are fired on a string then the participant will be scored 30 seconds for that string.

6.2.1 Open and Limited Pistol and Rifle shooters are encouraged to have at least five (5) magazines for each gun to keep the stage from getting bogged down on loading magazines.

6.1.3 Tubular magazines may be loaded to maximum, but if more than 11 rounds are fired on a string then the participant will be scored 30 seconds for that string.

7.0 Participant Ready Condition

This designates when, under the direct command of a RSO,

7.0.1 The firearm is prepared as specified in the written stage briefing, and is in compliance with the requirements of the relevant Division.

7.1 Starting Position

7.1.1 Handgun Participant will start with handgun in hand(s) ready to fire with the safety disengaged, aiming at a designated object (orange cone) 10 feet down range. Alternate start position may be elbows at side with arms and gun barrel parallel with ground.

7.1.2 Rifle Participant will start with rifle in hand(s) ready to fire with the safety disengaged, aiming at a designated object (orange cone) 10 feet down range. Alternate start position may be with stock of rifle touching hip with rifle barrel parallel with ground.

7.2 Each participant is expected to come to the firing line ready to shoot, with an appropriate amount of ammunition in an appropriate number of magazines or speed-loaders or other loading devices.

7.2.1 Match delays caused by (for example) excessive time spent loading magazines while on the firing line may be referred to the MD for guidance.

7.2.2 A participant may have an assistant to help them in reloading, if needed.

7.2.3 If the participant is not prepared and it would cause a severe delay while they prepare, the RSO may move them down in the shooting order until they are prepared.

8.0 Range Communication

The approved range commands and their sequence are as follows:

8.1 Range Commands

8.1.1 “Shooter Load and Make Ready” – This command signifies the start of the course of fire. Under the direct supervision of the RSO, the participant must face down range, or in a safe direction as specified by the RSO, fit eye and ear protection, and prepare the firearm in accordance with the written stage briefing. The participant must then assume the required start position. At this point, the RSO will proceed.

8.1.1.1 Once the “Shooter Load and Make Ready” command has been given, the participant must not move away from the start location prior to issuance of the “Start Signal” without the prior approval, and under the direct supervision, of the RSO.

8.1.2 “Shooter Ready?” – The lack of any negative response from the participant indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the participant is not ready at the “Shooter Ready?” command, he/she must state “Not Ready.” It is suggested that when the participant is ready, he/she should assume the required start position to indicate his readiness to the RSO.

8.1.3 “Standby” – This command should be followed by the start signal within 2 to 3 seconds.

8.1.4 “Start Signal” – The signal for the participant to begin their attempt at the course of fire. If a participant fails to react to a start signal, for any reason, the RSO will confirm that the participant is ready to attempt the course of fire, and will resume the range commands from “Shooter Ready?”

8.1.4.1 In the event that a participant begins his attempt at the course of fire prematurely (“false start” prior to the issuance of the start signal), the participant will incur a penalty. If the participant is able to return to the designated start position prior to the start signal, no penalty will be assessed.

8.1.5 “Stop” – Any RSO assigned to a stage may issue this command at any time during the course of fire. The participant must immediately cease firing, stop moving and wait for further instructions from the RSO.

8.1.6 RSOs may issue other interim commands on completion of the first string in order to prepare the participant for the second and subsequent strings (e.g., “Reload for the Next String”).

8.1.7 “If You Are Finished, Unload And Show Clear” – If the participant has finished shooting, he/she must lower the firearm and present it for inspection by the RSO with the muzzle pointed down range, magazine removed, slide locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty.

8.1.8 “If Clear, Hammer Down, and Bag Firearm” – After issuance of this command, the participant is prohibited from firing. While continuing to point the firearm safely downrange, the participant must perform a final safety check of the firearm as follows:

8.1.8.1 Self-loaders – release the slide or bolt and pull the trigger (without touching the hammer or decocker, if any).

8.1.8.2 Revolvers – close the empty cylinder (without touching the hammer, if any).

8.1.8.3 If the gun proves to be clear, the participant must bag the firearm prior to leaving the designated shooting area and while still under the direct supervision of the RSO.

8.1.8.4 If the gun does not prove to be clear, the RSO will resume the commands from Section 6.7.

8.1.9 “Range Is Clear” – This declaration signifies the end of the course of fire. Once the declaration is made, officials and participants may move forward to score, paint, reset targets, etc.

8.1.10 Failure to comply with RSO commands will result in a warning. Two warnings of any kind on a single stage will result in a match disqualification.

8.1.11 Should a participant’s equipment malfunction, the string of fire will be scored, the range will be cleared per Section 6.8, and the participant will be allowed to repair or replace the equipment. The RSO will proceed with the next participant.

8.1.11.1 The RSO will retain the participant’s score sheet until the participant returns to resume his/her attempts at the stage.

8.1.11.2 In the event that a firearm cannot be unloaded due to a broken or failed mechanism, the shooter will notify the RSO. Under no circumstances will a participant leave the firing line with a loaded firearm (See Section 12.3.13).

9.0 Loading, Reloading or Unloading During a Course of Fire

9.1 When loading, reloading or unloading during a course of fire, the participant’s fingers must be visibly outside the trigger guard and the firearm must

be pointed safely down range or in another safe direction authorized by a RSO (see Section 12.3).

9.2 The participant **MUST** keep his/her finger outside of the trigger guard while clearing a malfunction.

10.0 Assistance or Interference

10.1 RSOs are encouraged to assist the Participant. RSOs may tell a participant a gun is not loaded or the safety is on. RSO's may assist a shooter at the shooter's request. (Remember, we are here to ensure a positive experience for new shooters). When approved by the RSO, participants may, without penalty, receive whatever coaching or assistance they request.

10.2 Any person providing interference or unauthorized assistance to a participant during a course of fire (and the participant receiving such assistance) may, at the discretion of a RSO, incur a procedural penalty for that stage.

10.3 The RSO assigned to a stage may issue safety warnings to a participant at any time. Such warnings will not be grounds for the participant to be awarded a reshoot.

10.4 Participants confined to wheelchairs or similar devices may be given special dispensation by the MD in respect of mobility assistance.

10.5 In the event that inadvertent contact from the RSO or another external influence has interfered with the participant during a course of fire, the RSO may offer the participant a reshoot of the course of fire.

10.5.1 The participant must accept or decline the offer prior to seeing either the time or the score from the initial attempt.

10.5.2 In the event that the participant commits a safety infraction during any such interference, the provisions of Section 12.0 may still apply.

11.0 Sight Pictures and Range Inspection

11.1 A participant is permitted to take a sight picture prior to the start signal. Such sight picture is only permitted from the "Shooter Load and Make Ready" location.

11.2 Participants are prohibited from using any guns or gun replicas as sighting aids while conducting their inspection ("walkthrough") of a course of fire.

11.3 No person is permitted to enter or move through a course of fire without the prior approval of a RSO assigned to that course of fire or the MD. Altering targets or any other part of a course will be subject to the provisions of Section 13.0.

12.0 Match Disqualification

12.1 Accidental Discharge

A participant who causes an accidental discharge must be stopped by a RSO as soon as possible. An accidental discharge occurs after the start signal has been sounded and is defined as follows:

12.1.1 A shot, which travels over a backstop, a berm or in any other direction, specified in the written stage briefing by the match organizers as being unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

12.1.2 A shot which strikes the ground within 10 feet of the participant.

12.1.2.1 Exception — A bullet which strikes the ground within 10 feet of the participant due to a “squib.”

12.1.2.2 In the case of a shot striking a prop where the bullet is deflected or does not continue to strike the ground, if the RSO determines that the bullet would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 12.1.2 shall apply.

12.1.3 A shot which occurs during remedial action in the case of a malfunction.

12.2 Negligent Discharge

A participant who causes a Negligent Discharge must be stopped by a RSO as soon as possible. A Negligent Discharge occurs before the start signal or after the completion of a course of fire and is defined as follows:

12.2.1 A shot which occurs while loading, reloading or unloading a firearm. This includes any shot fired after the “Make Ready” command is given.

12.2.1.1 Exception – a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to a match disqualification; however, firearms must be serviceable and safe. RSOs may demand examination of a participant’s firearm or related equipment, at any time, to check that they are functioning safely. If any such item is declared unserviceable or unsafe by a RSO, it must be withdrawn from the match until the item is repaired to the satisfaction of the MD.

12.3 Unsafe Gun Handling

Examples of unsafe gun handling include, but are not limited to:

12.3.1 Handling a firearm at any time except when in a designated safety area or when under the supervision of, and in response to a direct command issued by, a RSO.

12.3.2 If at any time during the course of fire, a participant allows the muzzle of his firearm to point rearwards, that is further than 90 degrees

(breaking the 180) from straight ahead of the participant, or allows the muzzle to point up range, whether the firearm is loaded or not.

12.3.3 If at any time during the course of fire, or while loading, reloading or unloading, a participant drops his firearm or causes it to fall, loaded or not. Note that a participant who, for any reason during a course of fire, safely and intentionally places the firearm on the ground or other stable object will not be disqualified provided:

12.3.3.1 The participant maintains constant physical contact with the firearm, until it is placed firmly and securely on the ground or another stable object, and

12.3.3.2 The participant remains within 3 feet of the firearm at all times (except where the handgun is placed at a greater distance, under the supervision of a RSO), and

12.3.3.3 The provisions of Rule 12.2 do not occur, and

12.3.3.4 The firearm is in the ready condition, or

12.3.3.5 A self-loading firearm has an empty chamber, the magazine removed and the slide or bolt locked open, or

12.3.3.6 A revolver has the cylinder open and empty.

12.3.4 Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e., sweeping).

12.3.5 Using more than one handgun at any point in time during a course of fire with the following exception.

12.3.5.1 When using a single-action revolver while competing in the Cowboy/Cowgirl Division.

12.3.6 Failure to keep the finger outside the trigger guard while clearing a malfunction where the participant clearly moves the firearm away from aiming at targets.

12.3.7 Failure to keep the finger outside the trigger guard during loading, reloading or unloading. Exception: while complying with the "Make Ready" command to lower the hammer of a gun without a decocking lever, or while initially loading a revolver with a spurless hammer.

12.3.8 Handling live or dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines or loaded speed loading devices in a Safety Area. The word "handling" does not preclude participants from entering a Safety Area with ammunition in magazines or speed loading devices on their belt, in their pockets or in their range bag, provided the participant does not physically remove the loaded magazines or loaded speed loading devices from their retaining or storage device while within the Safety Area.

12.3.9 Having a loaded firearm other than when specifically ordered to by the RSO.

12.3.10 Retrieving a dropped firearm. Dropped firearms must always be retrieved by a RSO who will, after checking and/or clearing the firearm, place it directly into the participant's gun case or gun bag. Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction; however, a participant who retrieves a dropped firearm will receive a match disqualification.

12.3.11 Using metal piercing, incendiary and/or tracer ammunition, and/or using any ammunition which has been deemed unsafe by a RSO.

12.3.11.1 Ammunition declared unsafe by a RSO due to multiple squibs, shall not subject the participant to disqualification.

12.4 Any competitor that is disqualified from the match will not be allowed to walk the prize table.

13.0 Conduct

This is a family-oriented event. Youngsters tend to repeat what they see. Lead by Example.

13.1 Participants will be disqualified from a match for conduct that a Match Official deems to be unsportsmanlike. Examples of unsportsmanlike conduct include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official or any behavior likely to negatively impact the image of the sport. The MD must be notified of any such conduct as soon as possible.

13.2 Other persons (non-participant) may be expelled from the range for conduct that a Match Official deems to be unacceptable. Examples of unacceptable conduct include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a participant's attempt thereof, and any other behavior impacting the safe management of the match.

13.3 All persons are required to be in complete control both mentally and physically during matches. Safe performance by participants and officials at matches must not be affected by drugs (or alcohol) of any sort during matches. Any person who, in the opinion of the MD, is visibly under the influence of any substance and not able to function safely will be disqualified from the match and may be required to leave the range.

13.4 Offensive or objectionable garments are not allowed on the range. Anyone wearing items deemed to be offensive or objectionable will be asked to change or leave the range facility. The MD will have final authority regarding garments deemed offensive or objectionable.

13.5 Any competitor that is disqualified from the match will not be allowed to walk the prize table.

14.0 Disputes

14.1 All disputes are to be settled by the RSO on the range where the issue has become evident before the squad moves on. If necessary, the MD may be consulted. The decision is immediate and final.

14.2 Reshoots

14.2.1 Any participant that experiences a target malfunction or a range problem during a course of fire is entitled to reshoot the course once the problem is resolved (this is not a firearm/ammo malfunction).

14.2.2 A firearm/ammo-related malfunction will not result in a reshoot (mulligan). Reshoots or mulligans for equipment malfunction are NOT allowed at any NSSF Rimfire Challenge matches.

14.2.3 Not reshooting a course of fire when the RSO directs you to will result in a no score for that string if multiple strings are shot on that stage. If the stage has only one string, then a result of no score for the stage will result.

14.3 Any participant has a Right of Arbitration (protest).

14.3.1 A participant who wishes an official review of a competitive matter may file a protest.

14.3.2 The protest must be prepared in writing and submitted to the MD within one hour of the “violation” and before the close of competition on the day of the occurrence.

14.3.3 A protest must be accompanied by a \$100 cash fee. If the protest is decided in favor of the participant, the fee will be returned to the participant, if the protest is denied (the original competitive decision is upheld), the fee will be forfeit to the match.

14.3.4 The participant is responsible for the preparation and delivery of the written appeal, together with the appropriate fee. Both must be submitted to the MD within the specified period of time.

14.3.5 The RSO’s ruling on whether an observed action occurred shall be considered factual (e.g., foot faults, accidental discharges, breaking the 180, hit/miss on a target).

14.3.6 Upon receipt of a valid protest, the MD will convene an Arbitration Board, consisting of three experienced participants that are not material to the protest.

14.3.7 The Arbitration Board must reach a decision within 24 hours of the request for arbitration or before the match results have been declared final by the MD.

14.3.8 The decision of the Arbitration Board is final and may not be appealed.

15.0 Safety Areas

The host organization is responsible for the construction and placement of a sufficient number of Safety Areas for the match. They should be conveniently placed and easily identified with signs. Safety Areas should include a table with the safe direction and boundaries clearly shown.

15.1 Participants are permitted to use the Safety Areas for the activities stated below provided they remain within the boundaries of the Safety Area and the firearm is pointed in a safe direction. Violations are subject to match disqualification (see Rule 12.3).

15.1.1 Casing and uncasing unloaded firearms.

15.1.2 Practice “dry-firing” of unloaded firearms.

15.1.3 Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.

15.1.4 Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.

15.2 Dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines, loaded speed loading devices and live rounds must not be handled in a Safety Area under any circumstances.

16.0 Match results

16.1 Match scores (times) will be calculated to two (2) decimal places.

16.2 Preliminary match results must be posted at the match stats area or other common area accessible to all participants as soon as possible.

16.3 A protest period of no less than 30 minutes will be allowed for participants to challenge the preliminary match results.

16.4 Participants who fail to challenge preliminary match results with the MD within 30 minutes of their posting and prior to when the match results have been declared final by the MD will not have any further recourse.

16.5 A tie score in a match will be decided by the winning score that the tied participants shot on the first stage (Stage 1) of the match. If the tie persists, the winner will be decided by the winning score of the tied participants shot on the second stage (Stage 2) of the match and so on until the tie is broken.

17.0 Prize distribution

17.1 Participants must compete with both a handgun and a rifle in order to qualify for prizes. The exception to this would be youth participants who are prohibited from shooting handguns based on age restrictions in the residing area.

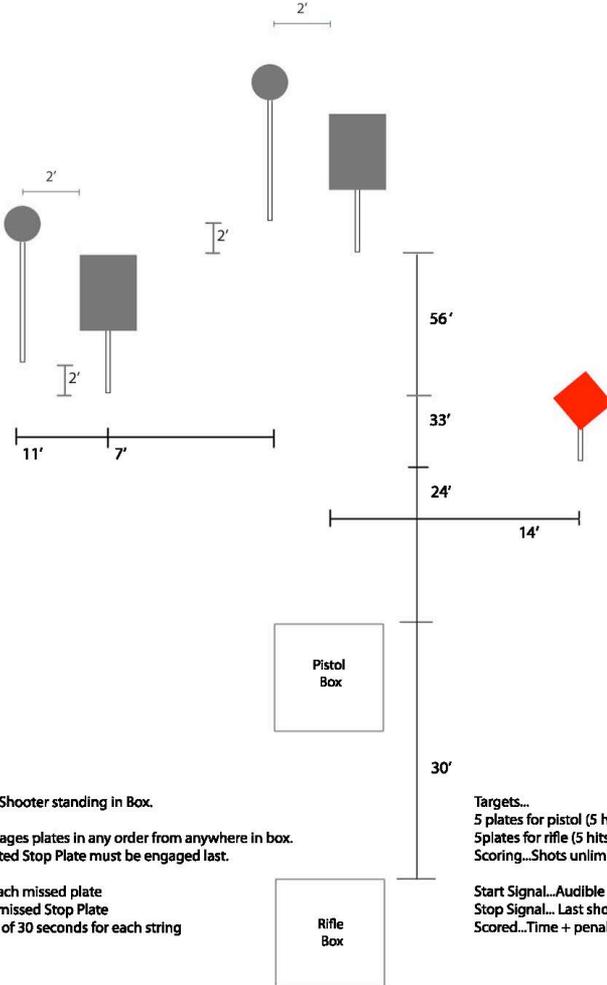
17.2 All firearms donated by Industry are to be given by lottery only (except World Championship match).

17.3 Prize distribution for the World Championship Match shall be "order of finish" in both Limited and Open with a prize table for each division or alternating selections between divisions.

17.4 Any participant that completes the match in multiple divisions may walk the prize table for each division completed as long as the participant paid the full entry price for each division entered.

Appendix A

Stage Name
2 x 3



Procedure... Shooter standing in Box.
At Signal...
 Shooter engages plates in any order from anywhere in box.
 The designated Stop Plate must be engaged last.
Penalties...
 5 Seconds each missed plate
 30 Seconds missed Stop Plate
 A maximum of 30 seconds for each string

Targets...
 5 plates for pistol (5 hits per string)
 5 plates for rifle (5 hits per string)
Scoring... Shots unlimited, 5 strings each gun
Start Signal... Audible
Stop Signal... Last shot fired
Scored... Time + penalties



Appendix B

Glossary of Terms

180 Rule: A participant allows the muzzle of his firearm to point rearwards, that is further than 90 degrees (breaking the 180) from straight ahead of the participant, or allows the muzzle to point up range, whether the handgun is loaded or not.

.22 Long Rifle: Self-contained rimfire cartridge .22 inches in diameter

Barrel: The metal tube of a firearm made from iron or steel, through which the bullet or shot charge passes when the firearm is fired.

Barrel Weight: Weights which are clamped to the barrel and are designed to give the shooter more muzzle control.

Category: Used to identify a specific group of participants.

Chamber: The enlarged portion of the barrel at the breech in which the cartridge is placed ready for firing.

Coarse of Fire (also “course” and “COF”): An expression used interchangeably with “Stage.”

Compensator: Device that is either fitted to, or designed as a permanent part of, the muzzle of a firearm to redirect propellant gases with the effect of countering both recoil of the gun and unwanted rising of the barrel during rapid fire.

Division: Used to identify the type of firearms that will be used by a participant in competition.

False Start: Beginning an attempt at a COF prior to the “Start signal.”

Foot Fault: Firing a shot while the participant’s foot touches the ground outside the shooting box.

Full Auto Firearm: A firearm which continuously fires ammunition at a high rate of fire when the trigger is pulled only once.

Hammer: The part of the action that drives the firing pin forward.

Match Director (MD): An individual or group of individuals appointed by a club and given the task of running the match.

Match Official: A person who has an official duty or function at a match, but who is not necessarily qualified as, or acting in the capacity of, a RSO.

Plate: Targets used in NSSF Rimfire Challenge competition. Plates are made of steel, typically A500 $\frac{3}{8}$ to $\frac{1}{2}$ inch thick.

Magazine: The part of a repeating firearm which holds the cartridges or shells in position ready to be loaded one at a time into the chamber. (The magazine may be an integral part of a firearm or a separate device attached to the action.)

Minimum # of Rounds: Minimum number of shots required to complete the COF.

Muzzle: The forward end of a barrel.

Muzzle Brake: See Compensator.

Procedure: The manner in which a COF must be engaged.

Range Safety Officer (RSO): The person who is in complete charge of the range facility and is responsible for range safety. Their duties include direct supervision of all activities on the firing line.

Ready Condition: The state in which the shooter and firearm are ready to engage the COF.

Reshoot: A participant's further attempt at a course of fire, authorized in advance by a RSO or an Arbitration Committee.

Rimfire: A cartridge in which the priming compound is contained in the rim at the base of the cartridge.

Safety Area: An area designated for the safe handling of unloaded firearms.

Scoring: Total time plus penalties.

Sear: The part of a firearm which links the trigger and the firing pin and releases it when the trigger is pulled.

Shooting Box: A small shooting area (generally square) formed of four connected fault lines.

Squib: A malfunctioned cartridge that lacks sufficient power to fire its bullet from the muzzle resulting in the bullet being lodged in the bore.

Stage: An arrangement of targets that the participant must shoot for score.

Stage Briefing: A full description of the stage and all information regarding how it is to be shot.

Start position: The location, shooting position and stance prescribed by a COF prior to issuance of the "Start signal."

Static Steel Plate. A steel plate that does not fall or move when hit.

String: The shots fired when a participant engages a COF once.

String of Fire: See String.

Stop Plate: The plate designated to be shot last in the COF.

Suppressed Firearm: A firearm with a device attached to or part of the barrel to reduce the amount of noise and flash generated by firing.

Sweeping: Allowing the muzzle of a firearm to point at any part of the shooter's body.

Trigger: The part of a firearm mechanism which releases the firing pin.

Trigger Guard: A metal loop around the trigger designed to protect it.



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