

2019 Kettle Moraine 4-H Shotgun, Muzzleloading, & .22 Rifle Tournament

.22 RIFLE TARGET RULES

Intermediate (12-14) or Senior (15-19) Divisions)

1. This shooting event is on an outdoor range.
2. Each shooter will fire three positions; prone, standing and kneeling, in that order at 50 feet.
3. Standard A-17 targets will be used; one target will be shot at each position for score. Sighting-in is limited to 5 minutes with unlimited shots in the prone position only. Targets may be inspected after sight-in period only.
4. Rifles must be plugged or otherwise prepared so they may be loaded and fired in a single shot fashion only. Actions must be able to be mechanically held open until ready to fire. Semi-automatic rifles not so modified will not be allowed on the range (Because of the difficulty in loading semi-automatic rifles; they are not recommended!) RANGE COMMANDER WILL INSPECT RIFLES. Trigger pull must be at least three pounds and may be checked.
5. No optically assisted sights or laser sights are permitted.
6. **Only rifles capable of firing .22 long rifle ammunition are acceptable.** Ammo will be available for sale at the tournament. No .22 magnum are allowed. Rifle may be modified by adjusting stock length only.
7. Participants must provide proper eye protection (i.e. prescription glasses, safety glasses or goggles) & proper hearing protection (i.e. muffs or ear plugs).
8. Slings are allowed for prone & kneeling positions only; kneeling rolls are allowed for kneeling position.
9. Since this is a National qualifying event, full NRA gear is allowed (jackets, pants, glove and shoes) for unlimited class. Only shooting glove is allowed for the sporter class.
10. Shooters will provide their own ammunition.
11. Firing time is limited to 10 minutes per stage (position); 10 shots per stage.
12. Adaptations for handicapped shooters must be approved by the county project coordinator and range commander prior to the event.
13. Tiebreakers: Ties will be broken with the most X's, most number of "tens". Most numbers of "nines", most number of "eights" etc; 2nd tiebreaker: First "ten" hit in sequence until tie is broken.
14. No coaching allowed on the line.
15. Follow range etiquette in range room during all matches. Please talk only in a whisper voice in the range or the range commander will ask you to leave the range.

.22 RIFLE SILHOUETTE RULES

1. This shooting event is on an outdoor range.
2. Two events will be shot; **shooters cannot register for both.** These events are Silhouette with Iron Sights and Silhouette with Scope.
3. Only .22 caliber rifles that fire .22 long rifle ammo are acceptable.
4. Participants must provide proper eye protection (i.e. prescription glasses, safety glasses or goggles) & proper hearing protection (i.e. muffs or ear plugs).
5. Firing positions include standing. Youth may use military or Olympic form. No artificial supports & no slings.
6. Course of fire consists of 40 shots fired in two rounds of 20 each. Each round will consist of the following:
 - A. Five chickens at 40 yds.; height of 2-1/4".
 - B. Five pigs at 60 yards; height of 3".
 - C. Five turkeys at 77 yards; height of 4-1/2".
 - D. Five rams at 100 yards; height of 5-1/2".
7. Course may be shortened proportionally, depending on the needs and be determined by the range commander.
8. TIME LIMITS:
 - A. Ready time – Fifteen (15) seconds will be allowed after the command "READY" before the command "FIRE".
 - B. Two and one-half (2 1/2) minutes will be allowed to fire 5 shots, one shot at each target in the bank of 5 targets.
 - C. Competitors must fire at the targets in sequence, beginning left and progressing to the right. NO HITS are allowed for targets fired out of sequence.
9. Scoring is based on one point for each silhouette knocked down in proper sequence. Total possible points are 40.
10. Each shooter may have one spotter at the firing line who may have a scope or binoculars and quietly advise the shooter where shots are going, keep time, or otherwise advise. The spotter may not touch the shooter or any equipment after the shooter assumes a position on the firing line.
11. Tie Breaker - Beginning at the longest targets, review combined (10 targets) scores for most hits at that distance; if still tied move to next closest target, etc. until tie is broken.
12. Use range etiquette. Please talk only in a whisper voice on the range line or the range commander will ask you to leave the range.
13. Each shooter must bring an adult scorer to the firing line.