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American Legion Post 48 Rules of the 22 Rim Fire Competition

These rules govern 22 rim fire rifle competitions at the Post 48 firing range. We welcome input and recommendations from competitors and officials that will lead to further improvement of this event. Submit such recommendations to the Post 48 Range Committee Chairman.

1. Intent and spirit of the Rifle Competition

The intent of the rifle competition is to promote target competitions with 22 rimfire rifles that are readily available and typically used during recreational target shooting. Any firearm or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of the rules is prohibited.

2. Definitions

- 2-1 Alibi: a live round in a gun that was not fired.
- 2-2 Cease Fire: the command that requires the immediate cessation of firing.
- 2-3 Commence Fire: the command that authorizes the start of firing.
- 2-4 Competitor: a person 10 years or older who has registered for a competition. 10- to 15-year-olds must be accompanied by a parent or legal guardian.
- 2-5 Cross Fire Shot: a shot made by a competitor that is on another competitor's target.
- 2-6 Live Fire Range (LFR): the area on the range where actual weapon discharges are held.
- 2-7 Match Officials: the people appointed by Post 48 to perform actions during a competition.
- 2-8 Relay: a group of competitors shooting the three positions.
- 2-9 Positions: a course of fire which includes Prone, Sitting, and Standing, and the number of shots.

3. Administration

- 3-1 Registration fee. There is a registration fee paid by each

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competitor for each competition. The amount of the fee is set by the Range Committee and approved by the Executive Committee. A minimum of 10 competitors should be registered prior to the last Wednesday before the event. This number may be waived by the Post Executive Committee.

- 3-2 Firearms. Firearms and ammunition must not be brought into the building at any time.
- 3-3 Targets. All targets are provided by the Post 48 Range Committee. The competitor's name will be printed at the top right front of the target paper (not the backer board); they also write their relay number & lane number in the appropriate space in the upper right of each target. Targets may be seen in Appendix I.
- 3-4 Course of fire. All Stages require each competitor to fire 10 rounds from the 25-yard line:
Stage 1: competitors fire Prone at a B-8(P) target; Stage 2: competitors fire Sitting at a B-8(P) target; Stage 3: competitors fire Standing at a B-8(P) target.
- 3-5 Firing position. The competitor must stay behind the 25-yard line for all shooting positions.
- 3-6 Lane Assignments.
Lanes shall be assigned from 1, 2, 3, 4, 5, 6, 7, 8. This may begin at either the north or south end of the range.
- 3-7 Cross fire shots. A cross fire is scored as a miss. Any competitor intentionally cross firing onto another competitor's target will be disqualified.
- 3-8 Loaded Weapons. No loaded firearms will be allowed on the range other than when on the live fire range.
- 3-9 Special Dispensation. Competitors confined to wheelchairs or similar devices may be given special dispensation by the Range Master in respect of mobility assistance.
- 3-10 Equipment and clothing. Competitors may wear casual or sports clothing. Footwear is limited to athletic or work style shoes. All competitors must use hearing and vision protection.
- 3-11 Range Areas. Observation Area from the south edge of the parking lot to the north edge of the shed; Target Managers Area the area under the shed; Competitors Area from the

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south edge of the shed to the north edge of the gong target range. See Appendix II.

- 3-12-1 Multi-Relay Competitor It is permitted for a competitor to register a maximum of two (2) times for a 22 rimfire competition event. Two registration forms and two fees must be submitted. This is known as a Multi-Relay Competitor. If the competitor's two final scores qualify in the top three scores, only the highest of the two scores will be awarded; the other score will be ignored.
- 3-12-2 A competitor may not participate as a Multi-Relay Competitor more than once per year. A database shall be maintained containing the name of the competitor and the date of the competition in which the competitor participated as a Multi-Relay Competitor.

4. Firearms permitted

- 4.1 Any semiautomatic, lever, pump, or bolt action rifle firing 22 Short, 22 Long, or 22 Long Rifle cartridges. Sights must be open, aperture, ghost-ring, rifle-scope, red dot, or green dot. Laser sights are prohibited.
- 4.2 All of a rifle's safety features must remain in place and operate properly.
- 4.3 Two or more competitors may use the same rifle in a match provided they shoot in different Relays.

5. Safety procedures:

- 5-1 Range Safety Officer. When on the Live Firing Range, competitors must always follow the instructions of the Range Safety Officer (RSO) and Range Officers (RO).
- 5-2 Range Safety Rules. Competitors are responsible to read, understand and comply with all of these rules.
- 5-3 Muzzle Control. Muzzle control will be strictly enforced.
- 5-4 Preliminary Actions. Before the relay and after each stage, the RSO and RO's will check all firearms to insure it and the magazines are unloaded and the bolt is open and to the rear.
- 5-4-1 Weapon Handling. Any weapon handling outside of the LFR shall take place in the competitor's area under the supervision of the Range Warden.

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- 5-5 Range Commands. The RSO will direct the loading, firing, ceasefire, and all other commands for the match/stages and maintain the time.
- 5-5-1 Assemble in the Competitors Area. Up to two relays of competitors gather in the Competitors Area. All other competitors and spectators will stay in the Observation Area. As one relay finishes their 3 stages, they will exit the LFR and when directed the next relay will enter the LFR.
- 5-5-2 Course of Fire. The RSO will announce the position for each stage: Prone, Sitting, Standing. Commands stated below will apply.
- 5-5-3 Magazines and Speed-Loaders. Competitors must load 10 rounds in magazine or tube. Loading of magazines or tubes will only be done on the LFR only upon command from the RSO. The bolt must be open.
- 5-5-4 Load and Lock. The command to L O A D will be given and competitors load their magazines or tubes. Then the command to LOCK will be given. Competitors insert the magazine into the rifle.
- 5-5-5 Firing Line Ready. The RSO states MAKE READY. Competitors close the bolt; fingers remain OFF the trigger until Commence Firing is given. The RSO then asks IS THE LINE READY? a competitor who has a problem raises an arm and announces "Not ready on Lane ____". When all problems have been solved the RSO announces THE LINE IS READY. And then READY ON THE RIGHT? The Range Officer (RO) on the right states READY. And then READY ON THE LEFT? The Range Officer (RO) on the left states READY.
- 5-5-6 Commence Fire. The RSO now states: "COMMENCE FIRE." This command authorizes the start of the firing at this stage in the course of fire.
- 5-5-7 Cease Fire. "Cease fire and unload alibis" This command is issued by the RSO when all competitors have finished firing. When the command is declared, all firing must stop. If any shots are fired after the "CEASE FIRE" command, the number of shots fired will be scored as misses and deducted from the competitors scored hits. Competitors will unload

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all cartridges from the chamber and magazine or tube. Competitors noting any unsafe situation may also issue a "CEASE FIRE" command. They must immediately point the situation out to the nearest RSO or RO. False claims will nullify the competitors score for that stage, i.e. their score for that stage will be zero (0).

- 5-5-8 Firing Line Clear. The RSO will now state: SHOW CLEAR. The RO's will verify that each competitor has unloaded their firearm, locked the bolt to the rear, and indicate that the firing line is clear. The RSO announces "Case firearms and Police brass."
- 5-5-9 Stage End. At the end of each stage of the relay, the competitors remain on the firing line to receive the next course of fire.
- 5-5-10 Relay End. At the end of the last stage, competitors move to the observation area & store their equipment.

6. Match Officials

- 6-1 Range Master (RM) has over-all authority over all persons and activities within the entire event, including range safety, the operation of all courses of fire, and the application of these rules. All disqualifications and appeals to arbitration must be brought to his attention. The RM will send each relay to the Ready Area.
- 6-2 Range Safety Officer (RSO) is the primary authority over all persons and activities on the firing line, issues range commands, and oversees the fair, correct and consistent application of these rules. He is normally positioned in the center of the firing line. He also ensures all targets are turned over to the TM. He provides the safety briefing for all Relays.
- 6-3 Range Officers (RO) are stationed at each end of the firing line, issues range commands, oversees competitor compliance with the written stage briefing and closely monitors safe competitor action.
- 6-4 Chief Scoring Officer (CSO) supervises the Scorers. The CSO assists Scorers with questionable shots on a target. The CSO, using a calculator, double checks all scorecards prior

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- to being sent the Statistics Officer.
- 6-5 Scorer (SCO) assists the CSO; after each stage, scores the targets following the guidelines in Scorers Instructions Rev 2a & Scoring Instructions Rev 3a.
- 6-6 Administration (Admin) responsible for having all competitors fill out a Registration Form, a Liability Agreement Form (if necessary), and a Scorecard. He will make available any documents and a copy of these rules for competitors to read. After checking all forms to be sure they are correct, Administration will give them their 3 targets. They must print their name on the top of each target (not the target board), and proceed to the Administration Assistant.
- 6-7 Administration Assistant (AdminA) assigns each competitor to a Relay & Lane.
- 6-8 Range Warden (RW) assists Administration and is responsible for standing at the gate and inspecting all firearms to insure they are not loaded. The RW then monitors the Competitors Area to ensure that firearms handling is always safe.
- 6-9 Statistics Officer (SO) receives the scorecards from the CSO as soon as they are scored for each stage. The data from the scorecards is entered into the computer. When all score cards have been submitted, the competitors are ranked from highest to lowest and this is printed out. The printout is given to the Range Master who will provide the list and the prizes to the Awards Presenter.
- 6-10 Awards Presenter is the highest-ranking elected Post Officer available who will present the awards to the 1st, 2nd, & 3rd place winners.
- 6-11 Target Manager takes all 3 targets and the Relay Card from each competitor. It is the responsibility of the TM to ensure that the correct targets are posted to the correct Firing Lane. Before each Stage begins, the TM will go to each Lane and read the name on the target to the person standing in that lane. The TM supervises the Target Runners.
- 6-12 Target Runners work on the range posting targets, taking scored scorecards and targets to the Statistics Officer, and other duties as assigned by the TM.

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7. Scoring

- 7-1 Each competitor leaves their targets with the Target Manager at the table under the shed. Competitors are then directed to the Competitors Area.
- 7-2 The Target Manager directs the Target Runners to sort the targets by stage and lane. When the RSO is ready, the Runners post the targets for the Stage.
- 7-3 When the targets for a Stage are all posted, the Target Manager ensures that each Firing Lane target has the same name as the shooter firing on that Lane number.
- 7-4 When a Stage finishes firing, the Range Safety Officer will make sure the range is clear. When he is sure it is safe, he gives a command to post new targets. At that point Target Runners remove the old targets and post the new target for the next stage.
- 7-5 Upon completion of the posting for the next Stage, one of the Runners will take the targets for that Stage up to the Post building and give them to the Chief Scorer. The Target Runner returns to the range to help as required
- 7-6 While scoring is being done, no competitor may enter the Scoring Area. Anyone who does may be disqualified with no refund of entry fee.¹
- 7-7 The Scoring Officers must make sure they initial each scorecard they score.
- 7-8 After scoring for a target is completed, the Scorer lays that target face down on a table in lane number order.
- 7-9 Upon completion of the competition, competitors are permitted to review the targets and scorecard. Target sets will be laid out on tables by Relay. Competitors may keep their targets if they like. All competitors will sign their scorecard before leaving the Scoring Area. All challenges will be brought to the attention of the Range Master at this time.
- 7-10 After review of the challenge targets and scores, the competitor must accept the decision of the Range Master. The competitor then must sign his scorecard. Any refusal to

¹ Competitors to get coffee, water, etc. or to go to the rest room may enter the kitchen door at the north end of the building. They must not go past the north end of the closest tables to the kitchen. Competitors must not interact with the scorers while the competition in active. Scoring will be done in the south (toward the helicopter) end of the building.

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sign the scorecard disqualifies the competitor. The Range Master will so note on the scorecard.

- 7-11 When each Relay is scored, the scorecards for that relay are sent to the Statistics Officer. When the top three high scores are determined, the Range Master may release all competitors' targets. Targets not picked up will be destroyed or retained for training purposes.
- 7-12 After the competition is completed, all scorecards are the property of A. L. Post 48 Chesnee.
- 7-13 A separate document, "Scoring Details" is available for review. This provides information to scorers as to how scoring is to be done.

8. Awards

The 1st, 2nd and 3rd place competitors will be awarded appropriate trophies.

9. Exceptions, Ambiguities, or Oddities

Any incident or subject not covered in the above rules must be brought to the attention of the Range Master. The decisions of the Range Master are final in all disputes.

10. Parking

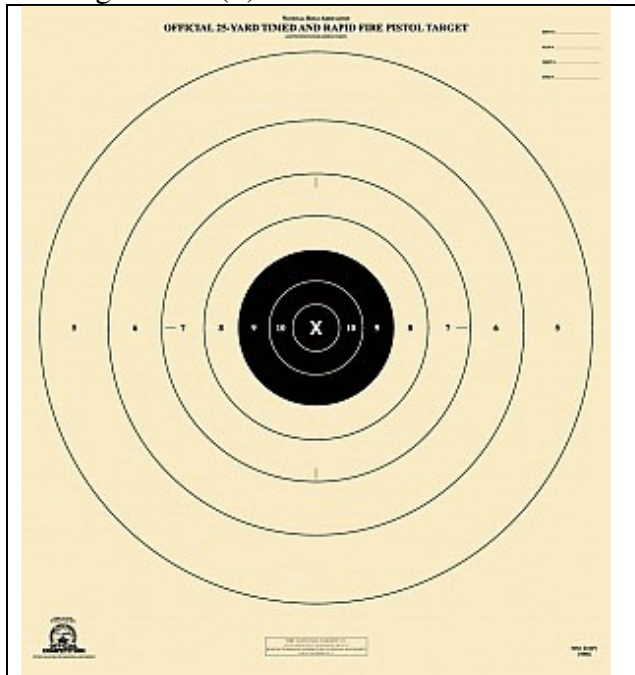
All vehicles must park outside the gate to the firing range.

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Appendix I Targets Used in the Competition

(Not to scale)

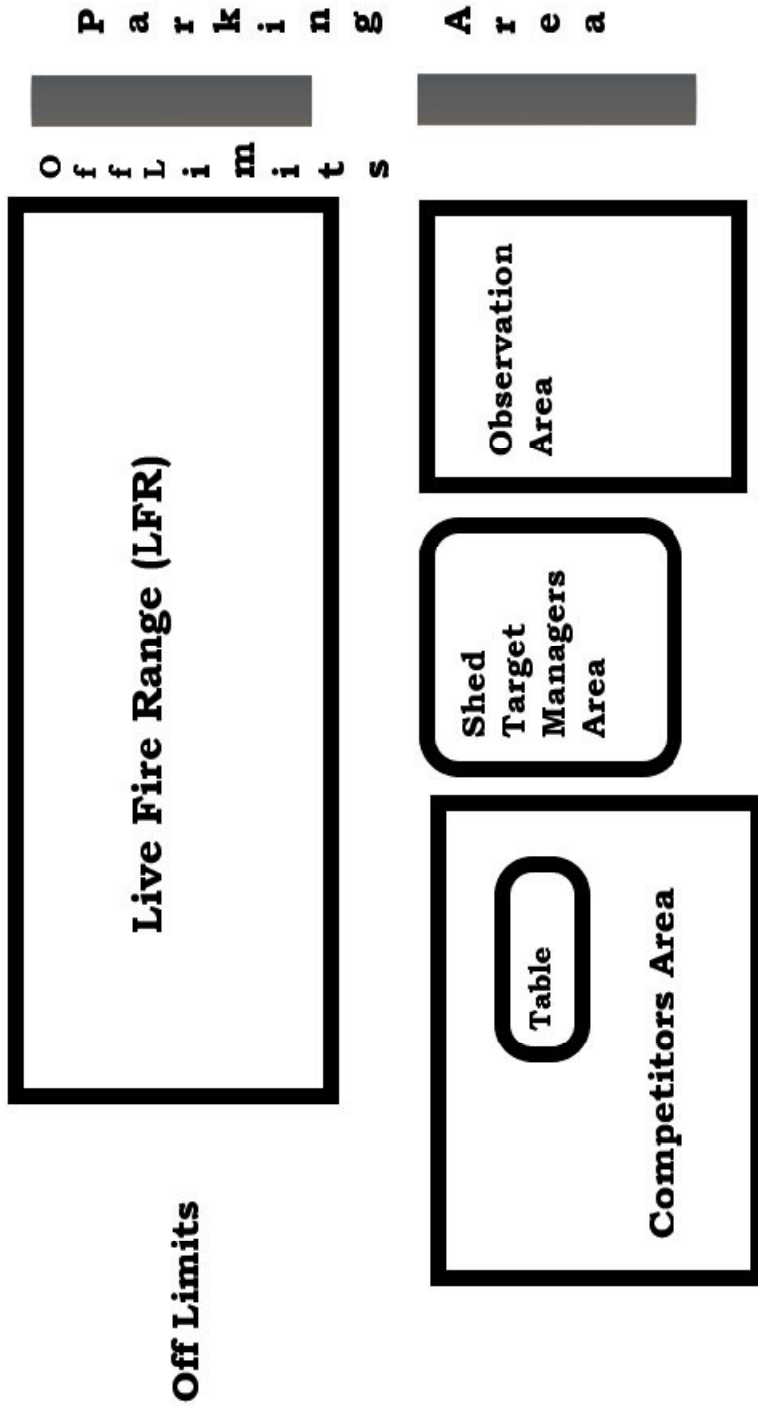
All Stages – B-8(P)



12" H x 10 1/2" W

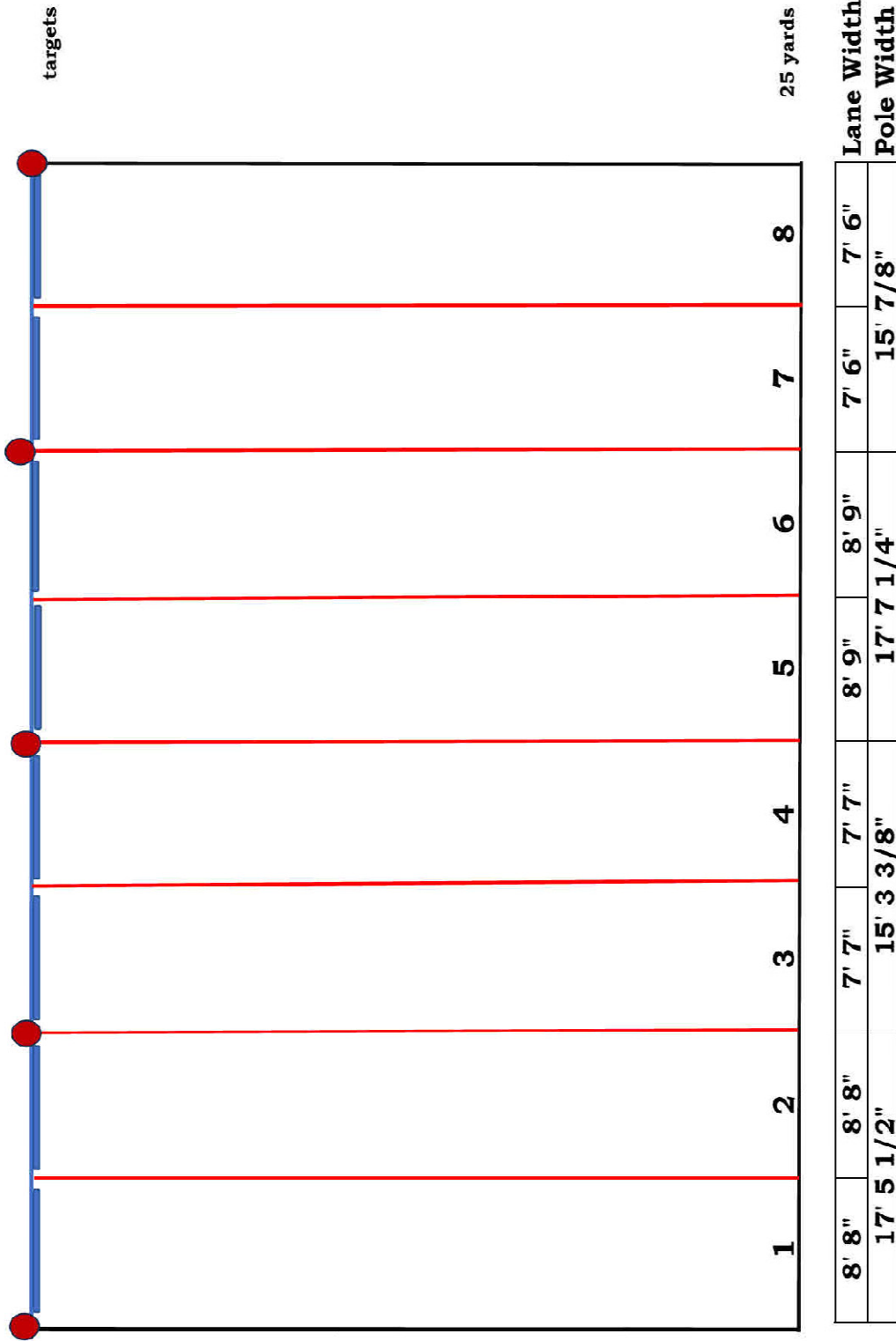
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Appendix II Areas Used in the Competition



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Appendix III Range Paint Diagram



22 RimFire Rifle Competition Range Layout