

# Florida 4-H State Rifle Match

When: March 8th 2025

Where: Shoot GTR  
1610 NW 65th Pl, Gainesville, FL 32653

Registration: December 1, 2024 – February 21<sup>st</sup>, 2025 through 4-H Online

Cost: \$35.00

Check-in: 8:45 – 9:30am All participants must be preregistered - no registration will be accepted onsite. One adult leader from each county should check in county groups. A brief orientation will be held at 9:45 am and is required for all participants.

Schedule: 9:15 - 9:30 AM – EQUIPMENT SAFETY CHECK AT RANGES  
9:45 AM – ORIENTATION  
9:50 AM – MOVE TO ASSIGNED LANES  
10 AM – COMPETITION BEGINS

Awards: The top 3 Individual combined scores will get receive a trophy for each age group  
Team Medallions will be given for overall performance for each age group

The Awards Ceremony will be held after the match. Please note that times are approximate – the schedule will depend upon the number of participants. We realize that an event of this size takes a long day, so we count on your understanding and assistance as volunteers to ensure a smooth-running match.

Notes: The National Team may be determined after the event.

Participants will be required to wear ear and eye protection, closed-toe shoes, cases for firearms (GUNS MUST BE CASED ON PROPERTY), and mats.

Food – Concessions is not available at the park. There will NOT be a break for lunch. It would be best if you planned to bring chairs, insect repellent, sunscreen, and plenty of water should eat when their shooting schedule permits.

**UF** | **IFAS Extension**  
UNIVERSITY of FLORIDA



**4-H Youth Development**

## SMALLBORE RIFLE EVENTS

- All smallbore rifles are required to have the action open and a Civilian Marksmanship Program (CMP) type CBI (Clear Barrel Indicator) in place when the rifle is not being fired and is uncased.
- Cased rifles will be the last equipment to be brought to the range and the first to be removed from it.
- The weight of smallbore rifles, including the magazine, will determine the official weight of the rifle. The CMP rifle trigger must be capable of lifting and supporting the 3.0 # weight without firing. Triggers which break as the weight is lifted will not pass.
- Colored flags, markers, or ribbons to specially mark targets, are not allowed. Targets are numbered for competitor identification.
- **NO** cell phones, smart watches, radios, or other electronic communication devices may be used by competitors or others on or in the immediate vicinity of competitive ranges during active competition. Exception for Range Officers. If a timer is used, it must be a separate device, not a cell phone.

### CMP RIMFIRE SPORTER RIFLE

*Please read carefully, as there are event rules listed that may not be found in the CMP rules.*

**8.1.1 Intent and Spirit** - The intent and spirit of CMP Rimfire Sporter rules is to provide smallbore rifle target competitions where competitors use low-cost, readily available sporter type, .22 caliber rimfire rifles. 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. The rifles and equipment permitted in Rimfire Sporter are strictly limited to prevent an "equipment race" from occurring in the Rimfire Sporter discipline.

**Note:** In Timed Fire and Rapid-Fire stages: after the "Load" command, all actions must be locked open or CLOSED on an empty chamber prior to the "Start" command. Manually holding the action open with the magazine inserted is not permitted. Actions may not be cycled or closed until the competitor is in the firing position with firearm safely pointed down range.

<b>TARGET</b>	B-19 CMP Rimfire Sporter Targets
<b>DISTANCE</b>	25 yards and 50 yards
<b>COURSE OF FIRE</b>	60 shots for record <ul style="list-style-type: none"> <li>• <b>50 yards;</b> Prone position – 10 shots, Slow fire &amp; 10 shots, rapid fire Sitting or Kneeling – 10 shots slow fire &amp; 10 shots rapid fire</li> <li>• <b>25 yards;</b> Standing – 10 shots slow fire &amp; 10 shots rapid fire</li> </ul>
<b>TIME LIMIT</b>	<b>Slow fire-</b> 10 shots in 10 minutes; <b>Rapid fire-</b> 5-shot strings in 25 seconds (semi-auto) or 30 seconds for manual repeater.
<b>EQUIPMENT</b>	<p>Current CMP rules allow for 3 different classes. Any rifle that meets any of the CMP classes for use will be allowed, with the exception that any rifles in the configuration of a modern military style rifle will not be permitted. All rifles still must meet the weight, trigger pull and optic limit requirements. There are NO exceptions to these limits. All classes will be scored together as one.</p> <p><b>Rifle:</b> Overall weight of the rifle may not exceed 7.5 lbs., with sights and magazine. If sling is used; it may be removed when rifle is weighed. Any type of action, semi-automatic or manually operated with a trigger pull of at least 3.0 lbs.</p> <p><b>Stock:</b> Rifles may be configured with non-standard stocks, barrels or configurations. Rifles with thumbhole stocks, adjustable stocks, adjustable cheek- pieces, orthopedically shaped cheek-pieces, or a pistol grip, may be used, provided they comply with weight and trigger pull limitations. The stock may have a sling swivel in a FIXED (non-adjustable) location on the fore end. If the buttstock length of pull or the cheek-piece is adjustable, buttstock length and cheek piece adjustments must remain the same for all three positions. These adjustments should be taped or fixed in a single position. Any magazine extending below the stock may not be used as a palm rest or used for support on the forearm. Barrels may be fluted or have non-standard contours.</p> <p><b>Sling:</b> Standard leather or web sling no wider than 1 1/4 inches may be used in the prone, sitting, or kneeling positions. Must be fixed in at least one position. (Rails with adjustable sling swivels are not permitted).</p> <p><b>Sights:</b> Open sights may be used; receiver sights or a scope not exceeding 6x magnification is permitted. If a variable power scope is capable of greater than 6x, the adjustment device on variable telescopes must be secured with tape or other similar means so that it cannot be changed during match. Check-in seal must remain intact. The magnification must remain at the sealed power during the entire match.</p> <p><b>Barrel:</b> Barrels may not be equipped with any type of muzzle device (Example: Muzzle break, fake suppressor, recoil compensator or porting). Fluted barrels and sleeved carbon graphite or aluminum barrels will be allowed provided there is no porting.</p> <p>Shooting stands are permitted in this event.</p> <p>Magazines may only have <u>5 rounds</u> loaded in them for both practice and competition.</p>
<b>CLOTHING</b>	A competitor is permitted to wear a maximum of two sweatshirts. Shooting jackets, leather shooting vests, shooting boots, etc. are not allowed. Competitors may wear a standard leather, cloth, or synthetic work glove provided that it is not padded. Ordinary low-cut shoes, work boots, or hunting-style boots may be worn.
<b>NGB RULES</b>	<i>CMP Games, Rifle and Pistol Competition Rules, 11<sup>th</sup> Edition – 2024</i>

<b>TARGET</b>	Orion 50m rifle reduced for 50 yd 6 Bull target will be used. <a href="#">Orion reduced 50m to 50 Yd target</a>
<b>DISTANCE</b>	50-yard
<b>COURSE OF FIRE</b>	20 shots in each position – prone, standing, and kneeling – in that order at 50 yards; 60 record shots
<b>TIME LIMIT</b>	One (1) minute per record shot prone; two (2) minutes per record shot standing; and one and one-half (1-1/2) minutes per record shot kneeling.
<b>EQUIPMENT</b>	Rule 3.2 - any .22 caliber rimfire rifle chambered for .22 short, .22 long, or .22 long rifle cartridge may be used in smallbore 3-position; no restriction on barrel length, overall weight of rifle or accessories or overall weight of rifle and accessories other than those laid out in NRA Smallbore Three-Position Rifle Rules. If rifle is equipped with a magazine, only one round may be loaded in the magazine at a time.
<b>SIGHTS</b>	(3.7) Metallic sights, non-corrective
<b>AMMUNITION</b>	Solid point (40 grains) standard velocity; match or target ammunition
<b>NGB RULES</b>	<a href="#">NRA Smallbore Rifle Rules (Revised January 2023)</a>

## Commands for the match

\*subject to change depending on the range

- SHOOTERS TO THE LINE
- YOUR \_\_\_\_ MINUTE PREPARATION PERIOD STARTS NOW.
- YOUR PREPARATION PERIOD HAS ENDED.
- IS THE LINE READY?
- LOAD.
- COMMENCE FIRING.
- CEASE FIRING—BOLTS OPEN
- INSERT YOUR CBI'S
- IS THE LINE CLEAR?
- THE LINE IS CLEAR.
- GO FORWARD AND CHANGE TARGETS

### **New Multi-Event Scoring Per National 4-H Shooting Sports Committee**

The National 4-H Shooting Sports Committee has developed a new, easier way to score multievent matches such as the State Match. In continuance of our commitment to model the Florida Shooting Sports Program after the National Shooting Sports Committee match operations, we are adopting the new scoring procedure. This new procedure is easier to understand and implement. Overall individual awards are determined by adding where an individual ranked in the events. The lowest combined score would be the overall State match winner in each division.

*For example,*

- Competitor A is ranked 1st on first event, 4th on the second , and 5th on third so they would have a total of 10 points (1+4+5).
- Competitor B is ranked 2nd on the first , 1st on second , and 8th on third so they would have a total of 11 points (2+1+8).
- Competitor A would be ranked 1st overall, and Competitor B would be ranked 2nd overall. The ranking of each event will be based on rank without the use of tiebreakers.

If there was a 4-way tie for 3rd, all four competitors would receive 3 points for that event. The overall team awards will be determined similarly by adding the rank of the top 3 team members for each event.

### **Tiebreakers**

- The first tiebreaker is the total combined raw score for all 3 days events.
- The 2nd, 3rd, and 4th tiebreakers (if needed) will be determined by a daily score as determined by drawing out of a hat at opening ceremony.
- If a 3 is drawn out of the hat first, day 3 scores will be the 2nd tiebreaker.
- If a 1 is drawn out of the hat next, day 1 scores will be the 3rd tiebreaker.
- This would leave day 2 scores as the 4th tiebreaker.
- If a tie cannot be broken, a flip of the coin will determine the placing