



Civilian Marksmanship Program National Match Air Rifle™ Provisional Rules (update: 27Jan09)



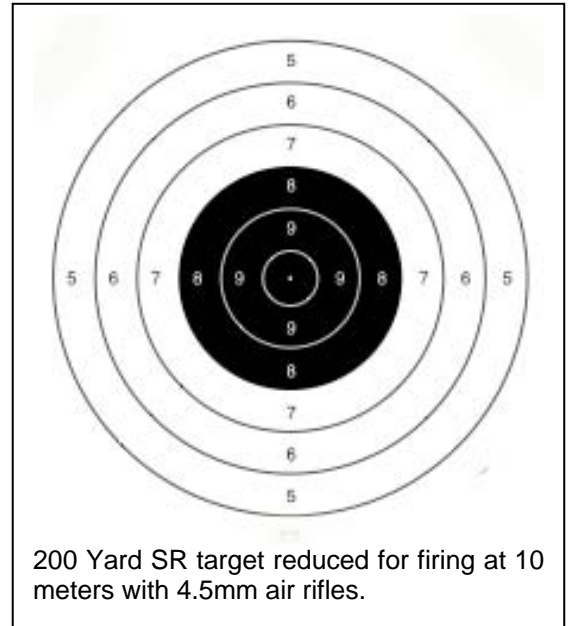
1. **Program Approval:** The CMP Board authorized the development of this new CMP program on 23Sep08 with this motion: *That the CMP develop and implement a series of air rifle events that simulate highpower rifle shooting and that are fired on reduced highpower rifle targets.*

2. **Program Name:** National Match Air Rifle™

3. **Firing Distance:** 10 Meters (32 feet, 9.7 inches)

4. **Targets:** Printed paper targets with the correct scoring ring dimensions or electronic targets with the correct scoring ring scaling may be used. Printed targets will have 2 sighter bulls and 10 record bulls on each A4-sized target card. *Note: Printed targets are expected to be available for purchase from the CMP by spring 2009.*

- 4.1. **AR-SR Target©.** 200-yard highpower rifle SR target reduced for firing at 10 meters.



200 Yard SR target reduced for firing at 10 meters with 4.5mm air rifles.

- 4.2. **AR-MR Target©.** 600-yard highpower rifle MR target reduced for firing at 10 meters.

- 4.3. **Scoring:** Paper targets are designed to be scored with 4.5mm (.177 cal.) Inward Gauges.

5. **Equipment Classes.** Competitors may fire with rifles that are legal in one of three different equipment classes.

5.1. Class A: Match Air Rifle

- 5.1.1. **Air Rifles:** Any precision air rifle that is legal according to ISSF rules may be used. The rifle may not weigh more than 5.5 kg. (12 lbs., 2 oz.); the trigger pull is unrestricted.

- 5.1.2. **Clothing:** Shooting jackets and other clothing legal for CMP/NRA highpower rifle may be worn. Special shooting trousers and



600 Yard MR target reduced for firing at 10 meters. Shots scoring 10s must touch the dot; shots scoring Xs must cover the entire dot.

shooting boots that are used in ISSF-type shooting may not be worn.

5.1.3. **Slings and Shooting Accessories:** As permitted in CMP/NRA highpower rifle events.

5.2. Class B: Sporter Air Rifle

5.2.1. **Air Rifles:** Unmodified Daisy M853, 853CM, 853C, 753, 953, 888, 887 or Valiant XSV40; Crosman M2000 and AirForce Air Guns Edge sporter class air rifles. Rifles may not be modified except as specifically permitted in the rules (see Rule 4.2 of the ***National Standard Three-Position Air Rifle Rules***).

5.2.1.1. **Rifle Sights:** Factory sights provided with approved sporter class air rifles must be used. Post front sights are required in sporter class air rifles.

5.2.1.2. **Trigger Pull:** 1.5 lbs. minimum.

5.2.1.3. **Rifle Weight:** 7.5 lbs. maximum.

5.2.2. **Shooting Jackets:** Competitors who fire Sporter Air Rifles may not wear any special shooting clothing except that the Basic Cloth Shooting Coat (item #827-B011 in the CMP Catalog or item B011 in the Creedmoor Sports Catalog) or the equivalent from other sources may be worn (Sporter jackets may be inspected before the match). Regular ISSF/USAS or CMP/NRA shooting jackets may not be worn in Sporter Class events. Shooting trousers or special shooting shoes are not permitted.

5.2.3. **Other Clothing:** A maximum of two clothing layers may be worn on the upper body if a shooting jacket (5.2.2 above) is not worn (2 sweatshirts or 1 sweatshirt & 1 shirt). Only one other clothing layer may be worn if a Basic Cloth Shooting Coat is worn (1 sweatshirt and 1 jacket). No special shooting shoes or shooting trousers may be worn.

5.2.4. **Slings and Shooting Accessories:** An ordinary work or sports glove may be worn; special shooting gloves may not be used. Slings must be regular web, synthetic or leather straps with no asymmetrical shaping; sporter slings may not be wider than 1 ¼”.

5.3. Class C: AR-Type Air Rifle

5.3.1. **Air Rifles:** Modified sporter or precision class air rifle systems designed to simulate firing with M16/AR-type rifles.

5.3.1.1. **Rifle Sights:** A post front sight must be used. Sight radius may not exceed 20 ½ inches.

5.3.1.2. **Trigger Pull:** Currently unlimited, a trigger pull limit is expected, however, after some experience is gained with the initial rifles designed for this competition.

5.3.1.3. **Rifle Weight:** Currently unlimited; a weight limit is, however, still under consideration.

5.3.2. **Shooting Jackets and Clothing:** Highpower rifle shooting jacket and clothing rules apply.

5.3.3. **Slings and Shooting Accessories:** Only DCM-legal (Rule 6.8) slings and shooting accessories may be used.

6. Courses of Fire

6.1. Course A: 2 sighters and 20 shots standing

6.1.1. May be fired with Class A, B or C Air Rifles.

6.1.2. Target: AR-SR.

6.1.3. Time limit: 22 minutes, slow fire.

7. Course B: Three-Position Course (3x10 or 3x20)

7.1. May be fired with Class A, B or C Air Rifles.

7.2. Target: AR-MR for the slow fire prone stage. AR-SR for the sitting and standing stages.

7.3. Stage 1: Slow fire prone. 3 minutes preparation, 2 sighters and 10/20 shots for record in 12/22 minutes.

7.4. Stage 2: Timed-fire sitting (or kneeling. 3 minutes preparation and 2 sighters in 2 minutes. After sighters are completed, shooters will be commanded to stand with rifles unloaded. Series of 5 shots will be fired. There will be two START commands, one for pneumatic or spring air rifles and one for compressed air/CO₂ rifles. Shooters with pneumatic/spring air rifles will have 3 ½ minutes to fire five shots. Shooters with CA/CO₂ air rifles will have 2 ½ minutes to fire five shots. The first command START will be for pneumatic/spring air shooters; the second for CA/CO₂ shooters. After the START command, shooters must get into position, load and fire five shots. STOP will be commanded for all shooters at the end of the time limits. This sequence will be repeated until 10/20 shots for record are completed. New shooters, shooters 60 or

older or shooters with disabilities may start in position if they place a CBI in their rifle when the command to STAND is given and do not remove the CBI until the START command is given. If a rifle malfunctions during this stage of fire, the competitor may attempt to clear the malfunction, but there will be no alibis (refires) or extra time.

7.5. Stage 3: Slow fire standing. 3 minutes preparation, 2 sighters and 10/20 shots for record in 12/22 minutes.

National Match Air Rifle firing is done in three positions. The positions are illustrated in the photos below:



PRONE POSITION



STANDING POSITION



SITTING POSITION