

Rimfire Challenge
Abbreviated Rules and Fast Facts

For a complete rules list, visit <http://www.nssf.org/rimfire>

1.0 General Safety

1.1 Always follow the basic rules of firearm safety:

- 1.1.1 Treat all firearms as if they were loaded.
- 1.1.2 Keep your finger off the trigger until ready to shoot.
- 1.1.3 Never point the muzzle at anything you don't intend to shoot.
- 1.1.4 Be sure of your target and what's behind it.

1.2 All participants, range workers and spectators are required to use eye and ear protection.

2.0 Firearms

2.1 No suppressed or fully automatic firearms are allowed.

2.2 All firearms are to use .22 Long Rifle ammunition. Any commercially available .22LR ammunition will be considered suitable for competition.

2.3 All firearms will be kept unloaded except in the designated shooter area under the direct supervision of a Match Official.

2.4 Participants will refrain from handling their firearms except when instructed by a Match Official or in a designated Safety Area.

2.5 All firearms must be in hard or soft cases when being transported to and from the designated shooting area. Holsters are not allowed.

3.0 Match Divisions

3.1 Open

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

3.2 Limited

- 3.2.1 Firearms with iron sights. Adjustable sights and fiber optics are allowed, but no electronic sights. No compensators, muzzle brakes or barrel weights.

3.3 Special Categories

3.3.1 Cowboy/Cowgirl

- 3.3.1.1 Single action revolvers and period lever-action or pump action rifles with iron sights. Participants must wear a cowboy hat in competition.

3.3.2 Top Lady

- 3.3.2.1 Female participants of any age may compete in this category.

3.3.3 Top Youth

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

3.3.4 Top Junior

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

- 3.3.5 Top Senior
 - 3.3.5.1 Both male and female participants age 62 and over may compete in this category.
- 3.3.6 There must be at least three (3) participants in a given category for that category to be recognized in a match.
- 3.4 Participants may compete in more than one division only if it can be accomplished in a safe and timely manner.
 - 3.4.1 The participant must declare his/her primary division at registration.
 - 3.4.2 The participant will shoot open division first.
 - 3.4.3 The participant may only be in possession of the score sheet for the division in which they are currently competing.
- 3.5 The same firearm specified in a Category and Division must be used throughout a specific match.
 - 3.5.1 If a mechanical problem occurs with a firearm during a string of fire, the participant will be removed from the shooting position and given an opportunity to conduct repairs and the maximum time allowed will be recorded for that string. The remaining members of the squad will continue shooting the stage.
 - 3.5.2 If repairs cannot be completed by the time the squad completes the stage, the maximum time will be recorded for any strings not shot.
 - 3.5.3 If a change of firearm is needed, equipment of similar make and model meeting the same Category and Division requirements may be used as a replacement subject to the approval of the Match Director.
 - 3.5.4 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.
 - 3.5.5 Participants must qualify with a handgun and a rifle in order to qualify for prizes.
- 4.0 Targets and Scoring
 - 4.1 Targets
 - 4.1.1 All targets will be static steel plates.
 - 4.1.2 Recommended minimum target size is 8 inches and may be any shape (e.g. cowboy steel).
 - 4.1.3 All targets are to be painted white and should be repainted prior to each participant's first attempt on each course of fire.
 - 4.2 Scoring
 - 4.2.1 In Rimfire Challenge, the time is the score.
 - 4.2.2 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 referred to as a String of Fire or String. One (1) plate will be designated as the Stop Plate. Each of the standard plates must be hit at least once before hitting the stop plate. The time stops when the stop plate is hit.
 - 4.2.3 Participants may fire as many rounds as they deem necessary or until the firearm is empty for each string of fire.

- 4.2.4 The worst string on each stage will be thrown out and the total of the four (4) remaining times will be the participants score for that stage.
- 4.3 A plate will be considered hit if the bullet has left a clear mark on the face or edge of the plate. If there is no discernible mark it will be scored as a miss.
 - 4.3.1 If the RSO scores a miss, it is the participant's responsibility to appeal the decision at the end of that particular string. The RSO will go downrange to inspect the target.
 - 4.3.2 If, after inspection by the RSO, the participant still believes the call to be in error, and appeal may be made 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.
 - 4.3.3 Once the next string of fire has begun, there will be no further opportunity to appeal the RSO's decision.
- 4.4 Score is the total time plus penalties. If a course of fire contains bonus plates, they should be computed after all other scoring is completed for that string.

5.0 Reshoots

- 5.1 Any participant that experiences a target malfunction or a range problem during the course of fire is entitled to a reshoot once the problem has been resolved.
- 5.2 A firearm or ammo related malfunction will not result in a reshoot (mulligan).
- 5.3 Not reshooting a course of fire when directed by the RSO will result in a no score for that string.

6.0 Penalties

- 6.1 Each missed target will incur a 3 second penalty.
- 6.2 Failure to finish the string of fire or not hitting the stop plate will result in a 30 second penalty.
- 6.3 The maximum score for any string will be 30 seconds, no matter how many misses or penalties have been accrued.
- 6.4 Misses are calculated per string, not per stage. In a match where the worst time per stage is dropped, any miss penalties that apply to the worst string will also be dropped.
- 6.5 If targets are engaged while a shooter's foot is in contact with the ground outside of the shooting area, a 2 second penalty per shot fired while in the fault condition will be assessed.
- 6.6 A false start will incur a 2 second penalty.
- 6.7 The competitor must attempt to engage every target in the COF. If the competitor intentionally fails to engage all of the targets (with the exception of bonus plates), the string time will be 30 seconds and the RSO will issue a warning. If the competition continues to intentionally skip targets, the participant will be disqualified.
- 6.8 It is the competitor's responsibility to provide the correct score card for each course of fire and division and to verify his/her scores when finished shooting each string of fire.
 - 6.8.1 Any questions regarding the scores should be immediately directed to the RSO. If questions remain, the Match Director should be summoned.

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

6.9 Course Design

- 6.9.1 All courses of fire will be designed so that only one ten-round magazine is necessary to complete the course of fire. Magazine reloads are not allowed. If local restrictions allow, participants may use high capacity magazines, however, if more than 11 rounds are fired on a string, the participant will be scored 30 seconds for that string.
- 6.9.2 The minimum distance on a course of fire is 7 yards.
- 6.9.3 The maximum distance for a pistol COF is 20 yards.
- 6.9.4 The maximum distance for a rifle COF is 35 yards.
- 6.9.5 A COF may specify where or when the shooter engages specific targets.
- 6.9.6 Shooters will engage courses of fire from a single from a single shooters box. No moving, running or walking should be required of the shooter during the course of fire.

7.0 Handgun Ready Conditions

- 7.1 Handgun ready conditions will be as stated below; however, if the RSO notices that the participant has failed to load the chamber as required by the stage briefing, the RSO should communicate this to the participant so the condition may be corrected prior to starting the COF.

7.1.1 Revolvers

- 7.1.1.1 Single Action: Cowboy/cowgirl participants must have 2 single-action revolvers loaded with 5 rounds each or, one higher capacity single action revolver loaded with up to 10 rounds, per string.
- 7.1.1.2 If 6 shot revolvers are used, the hammers must start resting on empty chambers. The second revolver shall be placed on a table in front of the participant.
- 7.1.1.3 If one high capacity revolver is used and loaded with up to 10 rounds, the hammer may rest on a loaded chamber.
- 7.1.1.4 Double Action: Hammer fully down and all chambers may be loaded.

7.1.2 Semi Automatic Pistols

- 7.1.2.1 Single Action: Chamber loaded, hammer cocked.
- 7.1.2.2 Double Action: Chamber loaded, hammer fully down or decocked.
- 7.1.2.3 Selective Action: Chamber loaded with hammer fully down or chamber loaded and hammer cocked.
- 7.1.2.4 All magazines will be loaded with 10 rounds maximum. Participants using semi automatic pistols may start with a round in the chamber; this allows a start with a maximum of 11 rounds in the firearm. If local restrictions allow, participants may use high capacity magazines; however, if more than 11 rounds are fired on a string, the participant will be scored 30 seconds for that string.

- 7.1.2.5 Participants are highly encouraged to have at least five (5) magazines to keep stages from getting bogged down.

8.0 Rifle Ready Conditions

- 8.1 Rifle ready conditions will be as stated below; however, if the RSO notices that the participant has failed to load the chamber as required by the stage briefing, the RSO should communicate this to the participant so the condition may be corrected prior to starting the COF.

8.2 Rifles

- 8.2.1 Loaded: magazine inserted, chamber loaded, hammer and/or sear cocked.
- 8.2.2 All magazines will be loaded with 10 rounds maximum. Participants using semi automatic rifles may start with a round in the chamber; this allows a start with a maximum of 11 rounds in the firearm. If local restrictions allow, participants may use high capacity magazines; however, if more than 11 rounds are fired on a string, the participant will be scored 30 seconds for that string.
- 8.2.3 Tubular magazines may be loaded to maximum; however, if more than 11 rounds are fired on a string, the participant will be scored 30 seconds for that string.
- 8.2.4 Participants are highly encouraged to have at least five (5) magazines to keep stages from getting bogged down.

9.0 Start Position

- 9.1 Handgun and rifle participants will start with the firearm in hands ready to fire with safety disengaged, aiming at the designated safety cone. Fingers must be visibly outside the trigger guard until the start signal.
 - 9.1.1 Once in the shooting position, the participant is allowed to take a sight picture.
 - 9.1.2 Each participant is expected to arrive at the shooting position ready to shoot, with the appropriate amount of ammunition in an appropriate number of magazines or speed loaders or other loading devices.
 - 9.1.3 Participants may have an assistant to help them in reloading, if needed.
 - 9.1.4 If the participant is not prepared, the RSO may move them down in the shooting order.

10.0 Loading, Reloading, Unloading and Clearing a Malfunction

- 10.1 When loading, reloading, unloading or clearing a malfunction during a course of fire, the participant's fingers must be clearly visible outside of the trigger guard and the firearm must be pointed safely downrange.

11.0 Match Disqualification

11.1 Accidental or Negligent Discharge

- 11.1.1 A participant that causes an accidental or negligent discharge will be stopped by the RSO and includes the following:
 - 11.1.1.1 A shot that travels over a backstop or berm or in any other direction defined as being unsafe.
 - 11.1.1.2 A shot that strikes the ground within 10 feet of the participant.

- 11.1.1.3 A discharge that occurs during remedial action in the case of a malfunction.
 - 11.1.1.4 A discharge that occurs during loading, reloading or unloading.
- 11.2 Unsafe Firearm Handling
 - 11.2.1 Unsafe firearm handling will be stopped and includes the following:
 - 11.2.1.1 Handling a firearm (loaded or unloaded) at any time except in the designated shooting area or designated safety area or when under the supervision of, and in response to a direct command issued by the RSO.
 - 11.2.1.2 If, at any time during the course of fire, a participant allows the muzzle of the firearm to point rearwards (breaking the 180) whether the firearm is loaded or not.
 - 11.2.1.3 If, at any time during the course of fire, while loading, reloading or unloading, a participant drops their firearm.
 - 11.2.1.4 If, at any time, the participant allows the muzzle of a firearm to point at any part of their body (sweeping).
 - 11.2.1.5 Failure to keep the finger outside of the trigger guard while loading, reloading, unloading or clearing a malfunction.
 - 11.2.1.6 Handling live or dummy ammunition, loaded magazines or loaded speed loaders in the safety area.
 - 11.2.1.7 Retrieving a dropped firearm; dropping an unloaded firearm outside the course of fire is not an infraction, but it must be retrieved by an RSO.
- 11.3 Unsportsmanlike Conduct
 - 11.3.1 Examples include: cheating, dishonesty, failing to comply with the directions of a match official or any behavior likely to negatively impact the image of the sport.