

NRA Whittington Center
Coal Canyon Precision Rifle Match
RULES – 12/19/25

1) Safety

- a) Competitors must practice good muzzle control and firearm safety at all times. Failure to handle firearms safely will result in match disqualification with no refund of match fees.
 - i) Always keep the muzzle in a safe direction
 - ii) Do not load until given the load command
 - iii) Keep your finger off the trigger until your sights are on the target.
 - iv) Make sure those around you follow the safety rules.
- b) Everyone is responsible for safety. If you observe an unsafe condition, **immediate action is required**, including but not limited to a CEASE FIRE command. Upon issuance of a CEASE FIRE command by any competitor or bystander within earshot, shooting and the clock will immediately stop while the situation is resolved.
- c) The Coal Canyon Precision Rifle Match is a “self-officiated” match where fellow squad members take turns serving as Range Officer, scorekeeper and spotter. On the practice range, the Range Officer shall be a member of the match staff.
 - i) All firearms must remain unloaded with actions open and detachable magazines removed at all times except as follows:
 - (1) Under command of a Range Officer at each of the ten designated shooting stations or the practice range.
 - (2) While walking on the trail between the designated shooting stations, the bolt may be closed on an empty chamber with no detachable magazine inserted.
 - ii) Staging of Rifles: At each shooting station, rifles must be safely staged to the right or left and only slightly behind the shooting position with muzzles pointed down range and action open.
 - iii) When the competitor has finished shooting each station, both shooter and Range Officer will inspect the rifle to confirm that detachable magazines are removed and it is unloaded.
 - iv) Eye protection is encouraged to be worn at all times by competitors and spectators that are in the vicinity of any rifle being fired. Ear protection is encouraged to be worn at all times by competitors and spectators that are in the vicinity of any unsuppressed rifle being fired.
 - v) Any unintentional discharge of a firearm shall be considered evidence of unsafe firearm handling and thus result in match disqualification with no refund of match fees.

2) Equipment

- a) The competitor is solely responsible to ensure that their rifle, ammunition and equipment are safe and serviceable.
- b) The competitor may use just one rifle during the entire match unless the rifle becomes unserviceable or unsafe. In such case, the rifle may either be repaired or replaced with another rifle of similar type and configuration. If the competitor misses their normal turn at any stations while repairing or replacing a rifle, all targets not engaged will be scored as misses.
- c) Ammunition is limited to rifle cartridges with a minimum bullet diameter of 0.243" (6mm), a maximum bullet diameter of 0.308" (7.62mm) and a maximum muzzle velocity of 3000 feet per second. Only match or hunting bullets are allowed. Bullets composed of anything other than copper, lead, aluminum and plastic are prohibited (No steel core, steel jacketed, armor piercing, incendiary or tracer bullets are permitted.)
- d) Shooting Accessories are defined as any equipment that the shooter uses to assist in engaging targets. This may include, but is not limited to iron sights, scopes, scope caps, bipods, monopods, shooting sticks, shooting bags, shooting mats, barricade stops, range finders, slings, suppressors and other similar items.
 - i) *Attached* Shooting Accessories include any equipment permanently or temporarily attached to the basic rifle. Such *Attached* Shooting Accessories must remain attached to the rifle for the entire match. (See exception in paragraph 4(f)(i) and 4(f)(ii).)
 - ii) *Unattached* Shooting Accessories include any equipment that is not attached to the basic rifle. Such *Unattached* Shooting Accessories must remain unattached to the rifle for the entire match. (See exception in paragraph 4(f)(i) and 4(f)(ii).)

- e) The competitor may use any Shooting Accessories they deem necessary, but they must be carried for the entire match. Shooting Accessories may not be abandoned or staged along the trail.

3) Scoring

- a) There are 6 targets at each of the 10 stages. Each target may be engaged with one round only. Each target "hit" is awarded one point.
- b) A "hit" is when the Range Officer or designated spotter judges a bullet to have impacted on the correct steel plate. However, if the Range Officer or designated spotter has doubts about their call, the benefit should go to the competitor and a "hit" awarded. In any case, the call is final and not subject to appeal.
- c) The competitor is responsible to call which target they are engaging prior to each shot taken. This may be a specific call for each target or a general call such "shooting targets from near to far".
- d) Targets engaged after the time limit or not engaged shall be scored misses and awarded zero points.
- e) The competitor with the most points after completing all ten stages shall be the winner.
- f) Tied scores for any place are resolved with a tiebreaker process by comparing the individual stage scores on each stage in order of difficulty and as predetermined prior to the match by the Match Director. This information is available upon request from the Match Director. In a process of elimination, the scores are compared on the most difficult stage with the highest score winning. However, if the scores on this individual stage are tied, then the process continues similarly through additional stages, in order of difficulty, until a winner is determined.

4) Procedure

- a) The shooting area at each station is marked with a stake. When engaging targets, the competitor must remain close enough to the stake to touch it with a hand without coming out of their shooting position.
- b) The stake marking the shooting area may not be used for vertical or horizontal support.
- c) The competitors in each squad must rotate the shooting order from station to station in some systematic fashion as to spread out the burden of going first equally.
- d) Since the match is "self- officiated, the squad is required to ensure that one or more people are designated (by consensus) to fulfill the rolls of Range Officer, scorekeeper and spotter, each time a competitor is ready to take shooting position, in a manner that results in the work load being spread equally by each competitor. Consideration of the match experience and ability of the individual squad members may play into this process.
- e) Each competitor is allowed 3 minutes to configure and deploy their Shooting Accessories and engage the 6 targets at each stage. Novice Class competitors shall be allowed 4 minutes.
- f) The competitor will start each stage standing with the unslung rifle loaded with a magazine, bolt back, chamber empty, and the muzzle pointed up, down or toward the targets. The rifle's bolt must remain back with chamber empty until the competitor is in their shooting position with the muzzle pointed at the target array. The competitor's Unattached and Attached Shooting Accessories are to be in a fully collapsed, undeployed, closed condition and will not be preconfigured in any way for the situation.
 - i) Unattached Shooting Accessories will be placed on the ground near the shooter and must remain unattached until the timer starts. Attached Shooting Accessories must remain attached to the rifle until the timer starts.
 - ii) Prior to the next stage, the shooter must return the Shooting Accessories to their original attached or unattached condition.
- g) Detailed Shooting Station Procedure
 - i) Each competitor brings their rifle and equipment to the next shooting station.
 - ii) Rifles are staged according to 1(c)(ii) in a safe manner with bolts open.
 - iii) Competitors identify the locations of the targets.
 - iv) Designated Spotter/Scorekeeper/Range Officer prepare for the stage.
 - v) Competitor engaging targets brings rifle, ammunition, and Shooting Accessories to the shooting position, places Unattached Shooting Accessories on the ground and waits with rifle in hands.
 - vi) Competitor informs spotter of the order targets will be engaged.
 - vii) Range officer gives command to LOAD. Competitor loads rifle (magazine inserted, bolt back and empty chamber). The rifle's bolt must remain back with chamber empty until the competitor is in their shooting position with the muzzle pointed at the target array.
 - viii) Range officer asks if competitor is ready. Competitor indicates Ready.

- ix) Range officer states STANDBY...BEGIN while activating timer.
- x) Competitor transitions into shooting position, configures and deploys Shooting Accessories, and engages targets with 1 shot each.
- xi) As practicable, scorekeeper gives competitor time progress information at reasonable intervals and/or as requested by competitor. Spotter calls hits or misses.
- xii) Scorekeeper calls TIME when time expires. Any rounds fired after the allotted time will be scored as misses.
- xiii) Competitor removes magazine, opens bolt, and checks that the firearm is unloaded. A secondary check that rifle is unloaded is performed by Range Officer.
- xiv) Rifle, unloaded, with bolt open, and Shooting Accessories are returned to the staging area.
- xv) The next competitor begins at Step (v) above and repeats the process until all competitors finish the stage.