

Youth Rimfire Sporter Match
Rattlesnake Mountain Shooting Facility
2026 Season

Location: Smallbore Competition Range

Match Directors: Dave McNeal (509-366-3879 mcnealendofthetrail.com)
Will McNeal (509-378-1447 wilmamcneal@msn.com)

Purpose: This event is sponsored by the Tri-Cities Shooting Association High-Power Discipline for Youth Shooters (Under Age 18)

Dates: 2nd Saturday or 4th Sunday of every month, April through October (weather permitting), starting on April 26, 2026.

Date	Match Director	Location	Time
April 26	Dave McNeal	Smallbore Competition Range	Registration 0800-0830 Mandatory safety Brief 0845
May 9	Dave McNeal	Smallbore Competition Range	Registration 0800-0830 Mandatory safety Brief 0845
June 28	Dave McNeal	Smallbore Competition Range	Registration 0800-0830 Mandatory safety Brief 0845
July 11	Dave McNeal	Smallbore Competition Range	Registration 0700-0730 Mandatory safety Brief 0745
August 23	Dave McNeal	Smallbore Competition Range	Registration 0700-0730 Mandatory safety Brief 0745
September 12	Dave McNeal	Smallbore Competition Range	Registration 0800-0830 Mandatory safety Brief 0845
October 25	Dave McNeal	Smallbore Competition Range	Registration 0800-0830 Mandatory safety Brief 0845

Time: APR, MAY, JUN, SEP, & OCT: Registration begins at 08:00, first shots at 09:00. The range access gate will open at 0730. At 0845, a **mandatory** safety briefing will occur for all shooters.

JUL & AUG: Registration begins at 07:00, first shots at 08:00. The range access gate will open at 0630. At 0745, a **mandatory** safety briefing will occur for all shooters.

Fee: No fees will be collected. Youths (under 18) shoot for free at RMSF.

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Participants: Match is limited to not more than 10 shooters per relay. A second relay may be shot so that one adult can supervise one shooter on each relay. Because this match includes rapid fire sequences, it is not recommended for inexperienced shooters. Inexperienced shooters should gain experience by participating in the Youth 25/50 Yard Match series which is held monthly from April through October.

Supervision of Youth Competitors: Each shooter must be supervised by an adult, and an adult may only supervise one limited-experienced shooter at a time. (In the case of families with more than one shooter, an adult may supervise up to two experienced shooters in adjacent shooting lanes. It is at the Match Director's discretion to determine experience level of shooters.) A Match Director or individual performing Range Safety Officer duties may NOT provide this supervision. ***All personnel on the firing line must wear both eye and hearing protection.***

Course of Fire: The course of fire is a simplified version of the Civilian Marksmanship Program Rimfire Sporter Match. It will use the CMP Rimfire Sporter Target which is provided by Tri-Cities Shooting Association.

The course consists of:

- 5 minutes for unlimited sighters
- Prone slow fire from 50 yards, 10 rounds in 10 minutes
- Prone rapid fire from 50 yards, 10 rounds fired in two strings of five shots each in 30 seconds
- Sitting slow fire from 50 yards, 10 rounds in 10 minutes
- Sitting rapid fire from 50 yards, 10 rounds fired in two strings of five shots each in 30 seconds
- 5 minutes for unlimited sighters
- Standing slow fire from 25 yards, 10 rounds in 10 minutes
- Standing rapid fire from 25 yards, 10 rounds fired in two strings of five shots each in 30 seconds

Shooting rests are not permitted for any position. Shooting slings may be used in the prone and sitting positions, but not in standing

Empty Chamber Indicators (ECI) are required (available at the range.) Scores are tabulated on a best edge basis with the match winner determined by the high score. Each card will be checked by a second competitor, adult supervisor, or match director.

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Duration:

This match includes timed events, but all shots on a relay, including sighters, will normally be completed within about 60 minutes.

Firearms:

This match is fired with .22LR smallbore rifles. Bolt action, lever action, pump action and semi-automatic rifles are allowed. Single shot rifles are not appropriate for this match. Match rifles are allowed, but sporter rifles are recommended in deference to CMP rules. Rifles may be shot with iron sights (open or metallic diopter types), or with any optic sight. There will be separate scoring classes for iron or telescopic sights. Tri-Cities Shooting Association loaner rifles are available by prior arrangement with Mr. McNeal.

Ammunition:

Any brand of factory loaded .22 caliber Long Rifle ammunition may be used and must consist of the original, unaltered factory cartridge case, powder and projectile. Loaner ammunition is available.

Target:



The Rimfire Sporter target has a large "black" for open-sight aiming and a smaller, white 10-ring for scope aiming.

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Format:

1. Participants arrive at the Rattlesnake Mountain Shooting Facility Smallbore Competition Range (enter the Shotgun Gate and make a left turn to the Smallbore Competition Range, then a right turn up the driveway onto the parking area). ***The Range is COLD. All firearms are to be left in vehicles and not handled until the range is made Hot.*** Shooters and accompanying adults sign in and declare intention to shoot with either iron or telescopic sights. Shooters are assigned to shooting lanes and receive score cards, targets and any safety or shooting accessories that they lack. Shooters may bring **gear other than firearms** to their shooting position and may place their targets at 50 yards in front of their shooting position.
2. Shooters and adults gather at 0845 hours (0745 in July and August) and receive the Safety Briefing. Any questions regarding the course of fire are resolved.
3. The Match Director declares the range **HOT** and directs shooters in the first relay to bring their firearms to their firing position. ***No ammunition may be loaded at this time and an empty chamber indicator must be in place in each firearm.***
4. **50 YARD SIGHTERS**-- Once all shooters are on the firing line they and their adults prepare their firing positions during a 3-minute prep period. ***No ammunition may be loaded at this time.*** When shooters are ready, the Match Director then gives the command to **load firearms**, checks the line ready and directs shooters to **START** firing sighter rounds during a 5-minute period. Shooters fire as many sighters as they desire from any position they choose. At the end of the 5-minute period, the Match Director calls **STOP-UNLOAD** and directs shooters to make all rifles safe. When rifles are safe, range is made **COLD** and shooters and adults go forward to examine/record sighters and patch target holes.
5. **50 YARD PRONE SLOW FIRE**-- Shooters and adults return to the line, Match Director makes the range **HOT**, and shooters begin a 1-minute prep period. After the prep period, the Match Director gives the command **load firearms**. Firearms will be maintained with an empty chamber until the Match Director calls **START**. The shooters then have up to 10 minutes to fire 10 rounds for record. When the 10 minutes have elapsed or when all shooters have expended 10 rounds, the Match Director will call **STOP-UNLOAD**, direct shooters to make all rifles safe and then make the range **COLD**. Shooters and adults go forward to record scores and patch target holes.
6. **50 YARD PRONE RAPID FIRE**-- Shooters and adults return to the line, Match Director makes the range **HOT**, and shooters begin a 1-minute prep period. After the prep period, the Match Director gives the command **with 5 rounds load**. Firearms will be maintained with an empty chamber until the Match Director calls **START**. The shooters then have 30 seconds to fire 5 rounds for record. At the end of 30 seconds or when all shooters have expended 5 rounds, the Match Director repeats the command **with 5 rounds load**. Firearms will be maintained with an empty chamber until the Match Director calls **START**. The shooters then have 30 seconds to fire 5 more rounds for record. When the 30 seconds have elapsed or when all shooters have expended 5 more rounds, the Match Director will call **STOP-UNLOAD**, direct shooters to make all rifles safe and then make the range **COLD**. Shooters and adults go forward to record scores and patch target holes.
7. **50 YARD SITTING SLOW FIRE**-- Shooters and adults return to the line, Match Director makes the range **HOT**, and shooters begin a 1-minute prep period. After the prep period, the Match Director gives the command **load firearms**. Firearms will be maintained with an empty chamber until the Match Director calls **START**. The shooters then have up to 10 minutes to fire 10 rounds for record. When the 10 minutes have elapsed or when all shooters have expended

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- 10 rounds, the Match Director will call **STOP-UNLOAD**, direct shooters to make all rifles safe and then make the range **COLD**. Shooters and adults go forward to record scores and patch target holes.
8. **50 YARD STTING RAPID FIRE**-- Shooters and adults return to the line, Match Director makes the range **HOT**, and shooters begin a 1-minute prep period. After the prep period, the Match Director gives the command with **5 rounds load**. Firearms will be maintained with an empty chamber until the Match Director calls **START**. The shooters then have 30 seconds to fire 5 rounds for record. At the end of 30 seconds or when all shooters have expended 5 rounds, the Match Director repeats the command with **5 rounds load**. Firearms will be maintained with an empty chamber until the Match Director calls **START**. The shooters then have 30 seconds to fire 5 more rounds for record. When the 30 seconds have elapsed or when all shooters have expended 5 more rounds, the Match Director will call **STOP-UNLOAD**, direct shooters to make all rifles safe and then make the range **COLD**. Shooters and adults go forward to record scores, patch target holes and move targets to 25 yards.
 9. **25 YARD STANDING SIGHTERS**-- Shooters and adults return to the line, Match Director makes the range **HOT**, and shooters begin a 1-minute prep period. After the prep period, the Match Director gives the command **load firearms**. Firearms will be maintained with an empty chamber until the Match Director calls **START**. The shooters then have up to 5 minutes to fire unlimited rounds for record. When the 5 minutes have elapsed, the Match Director will call **STOP-UNLOAD**, direct shooters to make all rifles safe and then make the range **COLD**. Shooters and adults go forward to observe sighters and patch target holes.
 10. **25 YARD STANDING SLOW FIRE**-- Shooters and adults return to the line, Match Director makes the range **HOT**, and shooters begin a 1-minute prep period. After the prep period, the Match Director gives the command **load firearms**. Firearms will be maintained with an empty chamber until the Match Director calls **START**. The shooters then have up to 10 minutes to fire 10 rounds for record. When the 10 minutes have elapsed or when all shooters have expended 10 rounds, the Match Director will call **STOP-UNLOAD**, direct shooters to make all rifles safe and then make the range **COLD**. Shooters and adults go forward to record scores and patch target holes.
 11. **25 YARD STANDING RAPID FIRE**-- Shooters and adults return to the line, Match Director makes the range **HOT**, and shooters begin a 1-minute prep period. After the prep period, the Match Director gives the command with **5 rounds load**. Firearms will be maintained with an empty chamber until the Match Director calls **START**. The shooters then have 30 seconds to fire 5 rounds for record. At the end of 30 seconds or when all shooters have expended 5 rounds, the Match Director repeats the command with **5 rounds load**. Firearms will be maintained with an empty chamber until the Match Director calls **START**. The shooters then have 30 seconds to fire 5 more rounds for record. At the end of 30 seconds or when all shooters have expended 5 rounds, Match Director will call **STOP-UNLOAD**, direct shooters to make all rifles safe and then make the range **COLD**. Shooters and adults go forward to retrieve their targets and record scores.
 12. When all firing is complete, and the range is cold, shooters pass targets to another shooter, adult supervisor or Match Director for scoring. A magnified 0.224" scoring plug shall be used for close shots. The target is returned to the shooter for score verification. When all targets are scored and verified, they are returned to the Match Director to determine the order of finish.
 13. Shooters return target holders and borrowed items and police their brass. Our goal is to leave the firing line and range cleaner than we found it.

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14. The Match Director makes the range **HOT** and RSOs supervise the return of firearms to vehicles.
15. If a second relay is required, repeat steps 3-14.
16. Shooters meet and scores are announced.
17. Shooters are dismissed and depart. Match Director secures range.

Scoring:

Targets are scored using a best edge convention, with a best possible score of 600-60X per match. A scoring plug shall be used to determine the value of any close shot, with a close shot being one that touches the next higher scoring ring. A bullet hole that touches the outside of a scoring ring will be given the higher value.

Ties shall be broken based on X-count. In the event of a tie based on total X-count, the tie shall be broken based on the earliest X. If the tied shooters both shot their earliest X at the same sequential bull target, the tie shall be resolved in favor of the individual whose next sequential X supersedes the opponent. Following sequential shots shall be compared until a superior X is found. If this method does not break the deadlock, the two scores will be reported as a tie for the higher position, and the lower position skipped in the results (e.g.; 1st, 2nd-T, 4th, etc.)

An Empty Chamber Indicator is required to be in your rifle at all times except during the preparation period and the firing of your relay:

Please have an Empty Chamber Indicator in your rifle when you arrive at the range to check in. If you do not have an Empty Chamber indicator, please arrive at the range with your rifle unloaded and the action open. Let the Match Director know you do not have an Empty Chamber Indicator, and one will be provided.

Handling Firearms:

Handling firearms behind the firing area is not permitted. Handling firearms is defined as anything a competitor does to operate the mechanism, shoulder, aim, put a sling on, load, practice loading, insert a clip or magazine, or otherwise perform any action that would prepare the competitor to fire the firearm.

After competitors are instructed to carry their rifles and equipment to the firing line, they are permitted to handle their rifles on the firing line as long as the range remains hot, the muzzle remains pointed up or downrange, and an ECI remains inserted.

The CMP Rimfire Sporter Match Guidebook upon which this match is primarily based may be found at: <https://thecmp.org/wp-content/uploads/Rimfire.pdf>

Questions About This Match: may be directed to Dave McNeal 509-366-6879/
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