

# Marksmanship Qualification Program

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## RIMFIRE RIFLE QUALIFICATION

- » Prone or Benchrest
- » Standing
- » 3-Position

Many shooters do not own a special target rifle, but thoroughly enjoy shooting over-the-counter, .22 field and sporting rifles. If you are one of these shooters, the NRA Rimfire Rifle Qualification Course is for you. Using your favorite field and sporting rifle, you can develop your marksmanship skills, progress through a series of ratings, and earn distinctive NRA Rimfire Rifle Qualification rating awards.

### Guidelines

The rimfire rifle rules contained in the NRA Smallbore Rifle Rule book and listed under Light Rifle apply, except where specific exceptions are made.

### Rifles

Any .22 or .17 HMR caliber rimfire rifle may be used. For the Standing and 3-Position course the rifle must weigh 12 pounds or less, including sights and slings. Schutzen-type butt plates and palm rest may not be used.

### Sights

Any sights may be used, including scopes.

### Targets and Distance Options

A-32 target at 50 feet, two shots per bullseye. A-23/5 or A-31X target at 50 yards, five shot per bullseye.



### Course of Fire Options

Shooters may qualify for rimfire rifle ratings using any one of the three courses of fire available: prone, benchrest, full standing or 3 position (prone, standing and kneeling). Body and/or gun support may be used at the Pro-Marksman rating level.

### Awards

- » Rimfire Rifle Qualification Patch
- » For complete qualification awards information, reference page 53.

## Rimfire Rifle Prone or Benchrest Course — 20 Shots

RATING	REPETITIONS	MINIMUM SCORES PER COURSE/ POSSIBLE SCORE
Pro-Marksman	2	100/200
Marksman	2	150/200
Sharpshooter	4	160/200
Expert	6	180/200
Distinguished Expert	191/200 or better 10 times. Or 191/200 four times at a Rimfire Rifle NRA Postal match	

## Rimfire Rifle Standing Course — 10 Shots

RATING	REPETITIONS	MINIMUM SCORE PER COURSE/ POSSIBLE SCORE
Pro-Marksman	4	40/100
Marksman	6	55/100
Sharpshooter	12	65/100
Expert	14	80/100
Distinguished Expert	91/100 or better 10 ties, or 91/100 4 times at a Rimfire Rifle NRA Postal match	

## Rimfire Rifle 3-Position Course — 10 Shots Each Position

RATING	REPETITIONS	MINIMUM SCORE PER COURSE/ POSSIBLE SCORE
Pro-Marksman	2	135/300
Marksman	2	150/300
Sharpshooter	3	215/300
Expert	4	255/300
Distinguished Expert	275/300 or better 5 ties, or 275/300 2 times at a Rimfire Rifle NRA Postal match	

**STAGE POSITIONAL #1:  
STAND UP, NOW SIT! GOOD DOG.**

**TIME: 120 SEC      ROUND COUNT: 10**

**RANGES AND TARGETS: 75 YARDS WITH 6" AND 5" HANGING TARGETS**

**POINTS: 10 POINTS FOR EACH HIT, TOTAL POSSIBLE SCORE OF 100.**

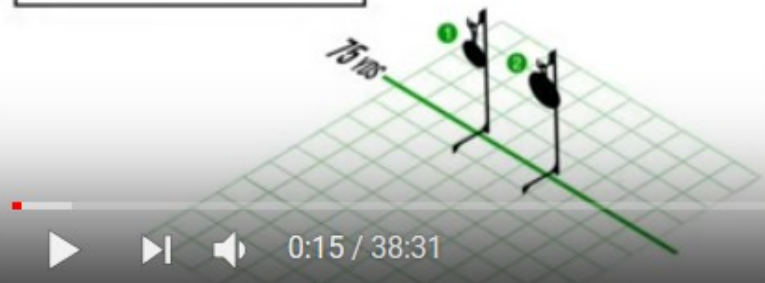
**EQUIPMENT: SLING ONLY, NO PART OF THE RIFLE MAY TOUCH THE GROUND**

**STARTING POSITION: PORT ARMS, MAGAZINE IN OR LOADED, AND ACTION OPEN.**

**1. UPON START SIGNAL SHOOTER WILL ENGAGE THE 6" TARGET AT 75YDS WITH 5 ROUNDS, HIT OR MISS, FROM STANDING WITH AN OPTIONAL SLING FOR SUPPORT.**

**2. SHOOTER WILL THEN TRANSITION TO A SITTING POSITION AND ENGAGE THE 5" TARGET AT 75YDS WITH 5 ROUNDS, HIT OR MISS.**

**NOTE: WHEN THE SHOOTER TRANSITIONS, THEY SHALL LEAVE THE ACTION OPEN IF THE RIFLE IS A BOLT OR OTHER MANUALLY OPERATED ACTION AND SHALL NOT CLOSE THE ACTION UNTIL THE RIFLE IS ON THE NEXT STEP AND ON TARGET. WITH SEMI AUTOS THE SHOOTER SHALL ENGAGE THE SAFETY AND YELL 'SAFE' LOUD ENOUGH TO BE HEARD OVER HEARING PROTECTION BEFORE TRANSITIONING TO THEIR NEXT STEP.**



**STAGE BARRICADE #1 WITH 6' STEP LADDER:  
STAIRWAY TO HEAVEN? REALLY LAME NAME...**

**TIME: 120 SEC      ROUND COUNT: 10**

**RANGES AND TARGETS: 75 YARDS WITH 3" HANGING TARGET  
100 YARDS WITH 4" HANGING TARGET**

**POINTS: 10 POINTS FOR EACH HIT, TOTAL POSSIBLE SCORE OF 100.**

**EQUIPMENT: 1 BAG THAT IS THE SIZE OF A VOLLEY BALL OR SMALLER.**

**STARTING POSITION: STANDING BEHIND RIFLE STAGED ON SELECTED STEP. MAGAZINE IN OR LOADED AND ACTION OPEN**

**1. SHOOTER MAY PICK ANY STEP ON THE LADDER AND BEGIN WITH RIFLE RESTING ON THAT STEP. UPON START SIGNAL, SHOOTER WILL ENGAGE THE 3" TARGET AT 75YDS WITH 5 ROUNDS, HIT OR MISS.**

**2. SHOOTER WILL THEN TRANSITION TO ANY OTHER STEP AND ENGAGE THE 4" TARGET AT 100YDS WITH 5 ROUNDS, HIT OR MISS.**

**NOTE: WHEN THE SHOOTER TRANSITIONS, THEY SHALL LEAVE THE ACTION OPEN IF THE RIFLE IS A BOLT OR OTHER MANUALLY OPERATED ACTION AND SHALL NOT CLOSE THE ACTION UNTIL THE RIFLE IS ON THE NEXT STEP AND ON TARGET. WITH SEMI AUTOS THE SHOOTER SHALL ENGAGE THE SAFETY AND YELL 'SAFE' LOUD ENOUGH TO BE HEARD OVER HEARING PROTECTION BEFORE TRANSITIONING TO THEIR NEXT STEP.**



**STAGE PRONE #2:  
RIGHT, LEFT YOU'RE TOOFLESS!**

**TIME: 120 SEC      ROUND COUNT: 10**

**RANGES AND TARGETS: 50 YARDS WITH 1" KYL STYLE TARGET  
75 YARDS WITH 2" ON A DOUBLE HANGER.  
(USED AS A SINGLE HANGER)**

**POINTS: 10 POINTS FOR EACH HIT, TOTAL POSSIBLE SCORE OF 100.**

**EQUIPMENT: 1 BAG THAT IS THE SIZE OF A VOLLEY BALL OR SMALLER.**

**STARTING POSITION: PRONE BEHIND RIFLE,  
MAGAZINE IN OR LOADED AND ACTION OPEN**

1. ENGAGE THE 1" TARGET AT 50YDS WITH 2 ROUNDS, HIT OR MISS.
2. SWITCH TO SUPPORT SIDE (WEAK SIDE EYE, HAND, AND SHOULDER) AND ENGAGE THE SAME 1" TARGET AT 50YDS WITH 2 ROUNDS, HIT OR MISS.
3. MOVE TO ENGAGE 2" TARGET AT 75YDS WITH 2 ROUNDS, HIT OR MISS.
4. SWITCH TO SUPPORT SIDE (WEAK SIDE EYE, HAND, AND SHOULDER) AND ENGAGE THE SAME 2" TARGET AT 75YDS WITH 2 ROUNDS, HIT OR MISS.
5. MOVE TO ENGAGE 1" TARGET AT 50YDS FROM EITHER SIDE WITH 2 ROUNDS, HIT OR MISS.



**STAGE PRONE #3:  
WHAT IS THIS CRAP, RIFLE BURPIES?**

**TIME: 120 SEC      ROUND COUNT: 10**

**RANGES AND TARGETS: 75 YARDS ON THE NRL22 / VICTOR CO. 1.5" PAPER TARGETS**

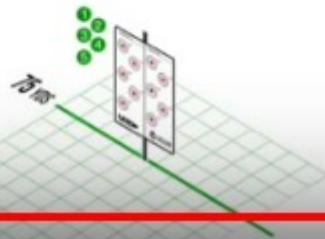
**POINTS: 10, 7, OR 5 POINTS FOR EACH HIT, WITH A TOTAL POSSIBLE SCORE OF 100.**

**EQUIPMENT: 1 BAG THAT IS THE SIZE OF A VOLLEY BALL OR SMALLER.**

**STARTING POSITION: STANDING BEHIND STAGED RIFLE, MAGAZINE IN OR LOADED, AND ACTION OPEN**

1. UPON START SIGNAL, DROP TO PRONE AND ENGAGE TOP MOST TARGET WITH 2 ROUNDS, HIT OR MISS.
2. SHOOTER SHALL LEAVE RIFLE ON THE GROUND, STAND ALL THE WAY UP WITH HIS OR HER ARMS RAISED STRAIGHT UP, THEN DROP BACK TO PRONE TO ENGAGE THE SECOND TARGET FROM THE TOP WITH 2 ROUNDS, HIT OR MISS.
3. SHOOTER SHALL REPEAT THIS PROCESS UNTIL ALL 5 TARGETS HAVE BEEN ENGAGED WITH 2 ROUNDS EACH, HIT OR MISS.

**NOTE: IF THE SHOOTER HAS SPECIAL NEEDS (PHYSICALLY DISABLED, OR OF ADVANCED AGE FOR EXAMPLE), THE RO SHOULD ACCOMMODATE THE SHOOTER IN THE FAIREST WAY POSSIBLE SO THAT THE SHOOTER CAN STILL PARTICIPATE. COMMON SENSE SOLUTIONS TO THIS PROBLEM SUCH AS LEAVING THAT SHOOTER PRONE, AND PICKING THEIR RIFLE UP SO THAT THE SHOOTER MUST REBUILD HIS OR HER POSITION IS A GOOD SOLUTION.**



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**STAGE PRONE #1:  
JUST WARMING UP!**

**TIME: 120 SEC      ROUND COUNT: 10**

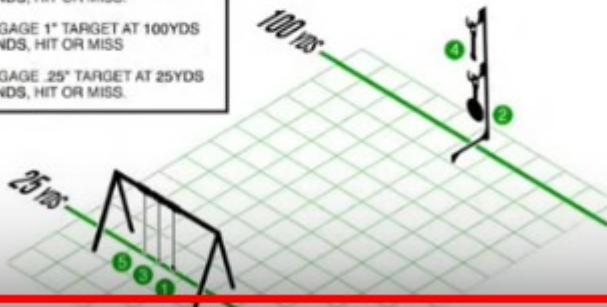
**RANGES AND TARGETS: 25 YARDS WITH .75", .5", .25" KYL STYLE TARGETS  
100 YARDS WITH 2.5" AND 1" ON DOUBLE HANGER.**

**POINTS: 10 POINTS FOR EACH HIT, TOTAL POSSIBLE SCORE OF 100.**

**EQUIPMENT: 1 BAG THAT IS THE SIZE OF A VOLLEY BALL OR SMALLER.**

**STARTING POSITION: PRONE BEHIND RIFLE, MAGAZINE IN OR LOADED AND ACTION OPEN**

1. ENGAGE THE .75" TARGET AT 25YDS WITH 2 ROUNDS, HIT OR MISS.
2. MOVE TO ENGAGE 2.5" TARGET AT 100YDS WITH 2 ROUNDS, HIT OR MISS.
3. MOVE TO ENGAGE .5" TARGET AT 25YDS WITH 2 ROUNDS, HIT OR MISS.
4. MOVE TO ENGAGE 1" TARGET AT 100YDS WITH 2 ROUNDS, HIT OR MISS
5. MOVE TO ENGAGE .25" TARGET AT 25YDS WITH 2 ROUNDS, HIT OR MISS.



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# PISTOL QUALIFICATION

In this course of fire you will develop accuracy, dexterity, precision and speed, the skill required for personal protection. An NRA Basic Pistol class will provide an excellent foundation of knowledge to build upon.

## Pistols and Revolvers

Any semi-automatic pistol or revolver with any type of sights may be used. All calibers.

## Sights

Any sights may be used.

## Targets

Paper with 4 ½" circle drawn on it. (Hint, use an old CD to draw your circle). D-1 or D-2 Targets.

## Timers

When time restrictions are specified, shooters should have another individual act as timekeeper, or play a recorded timing sequence with start/stop signals.

## Awards

- » Pistol Qualification Patch
- » For complete qualification awards information, reference page 53.



RATING	POSITION	TARGET	DISTANCE	COURSE OF FIRE
Pro-Marksman	2-Handed Benchrest	Paper plates or paper disk (9- inch diameter)	15 feet	Phase 1: 5 shots each at 10 targets. Phase 2: 10 shots strong side and 10 shots weak side. All shots must be within the circle.
Marksman	2-Handed Standing	Paper plates or paper disk (9- inch diameter) D-1 or D-2	15 feet D-2 15 Feet D-1 30 Feet	10 shots strong side and 10 shots weak side with 6 minutes to shoot each pair. All shots have to be 1" from the edge of the target. Repeat 4 times. Each pair has to be shot the same day but you do not need to shoot all pairs on the same day. Repeat on D-1 or D-2 target.
Sharpshooter	2-Handed Standing	D-2 or D-1	D-2 (15 feet) or D-1 (30 feet)	10 shots per target. 10 targets total. 5 shots strong side in 20 seconds and 5 shots weak side in 20 seconds. Out of a possible score of 100 you must achieve a score of 60 or better on five targets and 65 or better on 5 targets.
Expert	Standing, Ready One	D-2 or D-1	D-2 (15 feet) or D-1 (30 feet)	5 shots strong side in 3 minutes and 5 shots in 10 seconds. 5 shots weak side in 3 minutes and 5 shots in 10 seconds. You must shoot the course twice, achieving a score of 130 or better and shoot the course 3 more times, achieving a score of 150 or better.
Distinguished Expert Must be *witnessed by NRA instructor or Member	Standing Ready	D-2 or D-1	D-2 (15 feet) or D-1 (30 feet)	Conducted in 4 stages which must be completed in the same session to qualify. Stage 1: 5 shots strong side, 2-handed in 10 sec Stage 2: 5 shots strong side, 1-handed in 10 sec Stage 3: 5 shots weak side, 2-handed in 10 sec Stage 4: 5 shots weak side, 1-handed in 10 sec You must shoot the course 6 times but these do not need to be shot on the same day. Must achieve a minimum score of 145 three times and minimum score of 170 three times.



Inside 1/2" margin on plate.



Inside 1 1/2" margin on plate.







# DEFENSIVE PISTOL I QUALIFICATION

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Participants should complete the Pistol Qualification course prior to starting Defensive Pistol I. Defensive Pistol I Qualification is designed to complement Personal Protection in the Home Courses, while Defensive Pistol II is designed to complement Personal Protection Outside the Home. These two Qualification courses help participants become familiar with the pistol/revolver, and enhance their ability to react in any defensive situation that might arise. Participants should complete the Pistol Qualification course prior to starting Defensive Pistol I.

## Pistols and Revolvers

Any semi-automatic pistol or revolver.

## Sights

Any type of sights may be used.

## Positions

All shooting will be done from the standing, two handed position. Each rating will have additional requirements. Participants will search and assess after firing each repetition. To search and assess, lower the firearm slightly to allow the eyes to shift slightly from side to side to scan the area, while not losing sight of the target.

## Target, Distances and Score

D-1 or equivalent at 21 feet with all shots scoring 8s or better.

## Reference Material

*NRA's Guide to Personal Protection in the Home*

## Awards

- » Pistol Qualification Patch
- » Defensive Pistol Rocker I
- » For complete qualification awards information, reference page 53.

## Defensive Pistol I

RATING	POSITION	TARGET	DISTANCE	COURSE OF FIRE	REPETITIONS
Pro-Marksman	2-Handed Standing	D-1	21 feet	Gun is unloaded on the bench. Safely pick up gun, load and shoot 5 shots in 30 seconds	4
Marksman	2-Handed Standing	D-1	21 feet	Gun is unloaded on the bench. Safely pick up gun, load and shoot 5 shots in 15 seconds.	4
Sharpshooter	2-Handed Standing	D-1	21 feet	Gun is unloaded on the bench. Safely pick up gun, load and shoot 5 shots in 15 seconds.	4
Expert	2-Handed Standing	D-1	21 feet	Gun is unloaded on the bench. Safely pick up gun, load and move to cover. Shoot 5 shots in 15 seconds on right side of cover. Reload new magazine, safely move to cover and shoot 5 shots from left side of cover.	4
Distinguished Expert	2-Handed Kneeling and Standing	D-1	21 feet	Gun is unloaded on the bench. Safely pick up gun, load and move to cover and give verbal challenge. Shoot 5 shots kneeling and shots standing in 25 seconds.	8

# DEFENSIVE PISTOL II QUALIFICATION

Participants will search and assess after firing each repetition. To search and assess, lower the firearm slightly to allow the eyes to shift slightly from side to side to scan the area, while not losing sight of the target.

## Pistols and Revolvers

And semi-automatic or revolver may be used.

## Positions

All shooting will be done from the standing two-handed position. Each level will have additional requirements. Participants will search and assess after firing each repetition. To search and assess, lower the firearm slightly to allow the eyes to shift slightly from side to side to scan the area, while not losing sight of the target.

## Target, Distance and Score

D-1 or equivalent at 21 feet with all shots scoring 8s or better.

## Reference Material

*NRA's Guide to Personal Protection Outside the Home*

## Awards

- » Pistol Qualification Patch
- » Defensive Pistol Rocker II
- » For complete qualification awards information, reference page 53.



RATING	POSITION	TARGET	DISTANCE	COURSE OF FIRE	REPETITIONS
Pro-Marksman	2 Handed Standing	D-1	21 feet	Using the NRA method of drawing from a holster, draw from strong side holster and shoot 1 shot in 15 seconds.	20
Marksman	2 Handed Standing	D-1	21 feet	Using the NRA method of drawing from a holster, draw from strong side holster and shoot 2 shots in 6 seconds.	20
Sharpshooter	2 Handed Standing	D-1	21 feet	Using the NRA method of drawing from a holster, draw from strong side holster and shoot 3 shots in 10 seconds.	10
Expert	2 Handed Standing	D-1	21 feet	Using the NRA method of drawing from a holster, execute a 90 degree right or left turn, then draw from the holster and shoot 2 shots in 9 seconds.	10
Distinguished Expert *Must be witnessed by NRA member or NRA instructor	2 Handed Kneeling and Standing	D-1	21 feet	Using the NRA method of drawing from a holster, execute a 180 degree right or left turn, then draw from the holster and shoot 2 shots in 12 seconds.	20

## Drawing from a Holster

The NRA method of drawing from a holster uses the following steps:



1. ACCESS the gun



2. GRIP the gun. (finger off trigger)



3. PULL the gun from the holster or holster purse



4. ROTATE the gun toward the target (finger may now go to the trigger)



5. JOIN the weak hand to the strong hand



6. EXTEND the gun toward the target



7. FIRE the gun



8. LOWER and scan for additional threats



9. REHOLSTER (engage safety or decock and move finger straight along the side of the receiver)



# CONVENTIONAL BULLSEYE PISTOL QUALIFICATION

Shot indoors or outdoors, these courses of fire emphasize the development of competition bullseye pistol shooting skills. The concentration skills required will be of great value if you decide to move on to action pistol shooting. While some shooters may prefer the course of fire that emphasizes stage (slow, timed, and rapid fire) skill development, you can shoot the course of fire that is right for you. Any semi-automatic pistol or revolver with metallic, telescopic or electronic sights as long as they don't project an image onto the target may be used.

## Pistols and Revolvers

Any rimfire, centerfire revolver or semi-automatic pistol can be used

## Sights

Metallic, telescopic, or electronic sights are permitted, with the exception of any sight that projects an image onto the target.

## Position

The conventional "bullseye" pistol qualification is fired from the standing position using one hand, except for the first two ratings (Pro-Marksman and Marksman) where the benchrest or two-handed standing positions may be used.

## Target and Distance Options

Any of the following targets and distance combinations may be used: TQ-6 slow fire target and TQ-7 timed and rapid fire target at 25 feet. B-2 slow fire target and B-3 timed and rapid fire target at 50 feet. B-16 slow fire target and B-8 timed and



rapid fire target at 25 yards. B-6 slow fire target at 50 yards, and B-8 timed and rapid fire target at 25 yards. B-4 target at 20 yards.

## Time

**Slow fire** is 10 rounds fired in 10 minutes or less.

**Timed Fire** Timed Fire is 10 rounds fired in two five-shot strings at 20 seconds per string.

**Rapid fire** is 10 rounds fired in two five-shot strings at 10 seconds per string

**The aggregate** course of fire is 30 shots that must be fired as a complete unit in the same session in order to qualify as a viable course of fire. Each qualifying course of fire must meet or exceed the minimum score or the complete aggregate must be refired.

As aggregate course of fire consists of a total of 30 shots fired as follows:

- » 10 shots slow fire (10 shots fired in 10 minutes)
- » 10 shots timed fire (five shots fired in 20 seconds, two times)
- » 10 shots rapid fire (five shots fired in 10 seconds, two times)

## Awards

- » White Pistol Patch
- » For complete qualification awards information, reference page 53.



RATING	NUMBER OF SHOTS	REQUIRED SLOW FIRE/SCORE (POSSIBLE SCORE)	REPETITIONS	REQUIRED TIMED FIRE/SCORE (POSSIBLE SCORE)	REPETITIONS	REQUIRED RAPID FIRE/SCORE (POSSIBLE SCORE)	REPETITIONS
Pro-Marksman	10	40/100	5 times				
Marksman	10	50/100	5 times				
Sharpshooter	10	60/100	5 times				
	10	68/100	4 times	58/100	3 times		
	10	72/100	4 times	70/100	3 times	50/100	3 times
	10	76/100	4 times	82/100	3 times	70/100	4 times
The course of fire for Expert and Distinguished Expert ratings consist of a 30 shot aggregate. Each qualifying aggregate must meet or exceed the required score or the complete aggregate must be refired.							
Expert	30	Score: 250 or better. Five (5) aggregates are required					
Distinguished Expert	30	Score: 269/300 or better Ten(10) times, or 258 or better in two (2) NRA sanctioned pistol competitions					

### Coventional "Bullseye" Pistol – Aggregate Skill Course

RATING	REQUIRED SCORE/POSSIBLE SCORE	REPETITIONS
Pro-Marksman	125/300	2 times
Marksman	175/300	2 times
Sharpshooter	210/300	2 times
Expert	250/300	2 times
Distinguished Expert	Score 269/300 or better 10 times, or 258 or better in two NRA sanctioned pistol competitions	

# 4-POSITION RIFLE QUALIFICATION

- » BB Gun
- » Smallbore

Indoors or outdoors, the 4 position qualification course may be used by BB gun shooters and smallbore rifle shooters alike! These courses of fire are the perfect way for beginners or parents to introduce their children to the practices and challenges of rifle shooting.

## BB Gun Requirements

Only smoothbore, spring-type air guns may be used. NRA 5-Meter BB Gun Rules apply.

## BB Gun Sights

Telescopic sights are not allowed.

## BB Gun Positions

For the 4-Position Stage Skill Course of fire, there are five positions to choose from for the Pro-Marksman through Sharpshooter ratings. These positions are prone, sitting, kneeling, standing and benchrest. You may use any of the 5 positions for those ratings only.

## BB Gun Ammunition

Lead or steel ball BBs

## Target and Distance Options

TQ-40 targets may be used at a distance of five meters (approximately 16.5 feet) for Pro-Marksman and Marksman levels only. The AR-4 target may be used at all levels.



## Smallbore Rifle Requirements

Any .22 rimfire or .17 HMR rifle may be used.

## Smallbore Rifle Sights

No telescopic sights are allowed.

## Targets and Distance Option

Use either A-17 or TQ-1 targets at a distance of 50 feet; or A-23 target at 50 yards. For Pro-Marksman through Expert ratings 10 bullseyes (set of concentric scoring ring) must be fired for each rating. Each bullseye must contain five shots and the total score for the five shots must meet or exceed the required score. The 10 bullseyes do not have to be fired consecutively or in the same session. (Option: the number of shots per bullseye may be reduced if scoring becomes difficult. Example: three shots on one bullseye and two shots on another.)

## Smallbore Ammunition

.22 rimfire (short, long, long rifle) or .17 HMR

## Awards

- » Rifle Qualification Patch
- » For complete qualification awards information, reference page 53.

## 4-Position Stage Skill Course

RATING	POSITION	SHOTS PER BULL	NUMBER OF BULLSEYES	MINIMUM SCORE PER BULL
Pro-Marksman	Any of the positions	5	10	20
Marksman	Any of the positions	5	10	30
Sharpshooter	Any of the positions	5	10	35
	Prone and sitting	5	10 each position	40 each position
	Kneeling	5	10	40
	Standing	5	10	35
Expert	Standing	5	10	40
Distinguished Expert	For Distinguished Expert rating: 10 strings, consisting of five bullseye in each string, are required for each position. Two shots are fired on each bullseye. Each five-bull string must be fired as a complete unit and each bullseye in the string must meet or exceed the required score or the entire string must be refired. You may also attain this rating by achieving 372/400 or better in two NRA sanctioned 4-position competitions.			
	Prone	2	10	18
	Sitting	2	10	18
	Kneeling	2	10	16
	Standing	2	10	16

## 4-Position Aggregate Course — 10 Shots Each Position

RATING	REQUIRED SCORE/ POSSIBLE SCORE	REPETITIONS
Pro-Marksman	184/400	2 times
Marksman	240/400	2 times
Sharpshooter	270/400	2 times
Expert	316/400	2 times
Distinguished Expert	356/400	2 times

# SMALLBORE QUALIFICATION

- » **Smallbore Rifle 3-Position**
- » **Small bore Rifle Prone**

In the Smallbore Qualification Courses, shooters develop smallbore rifle, 3-position and prone shooting skills. The prone qualification program is designed to develop prone skills, first indoors at 50 feet, and then outdoors at 100 yards. The prone course culminates by having the shooter fire a Dewar Course (50 yards and 100 yards) to earn Expert and Distinguished Expert ratings. The Dewar Course is the same course of fire that is used at the NRA National Smallbore Championships held at Camp Perry.

## Guidelines

NRA Smallbore Rifle Rules apply to the Smallbore courses except when noted.

## Smallbore Rifle

Any .22 caliber rimfire rifle may be used.

## Sights

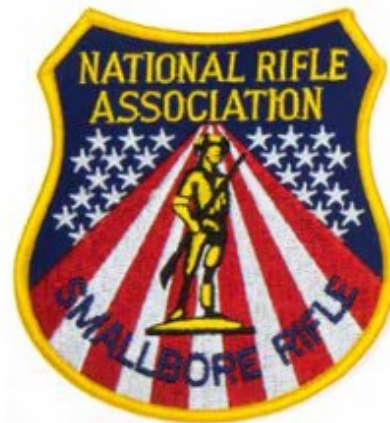
Iron sights as specified in the NRA Rule Book may be used.

## Positions

All prone or 3-position (a combination of prone, standing and kneeling) are used.

## Targets and Distances

- » (Smallbore Rifle 3-Position) A-17 or A 36 NRA-USAS 50 target at 50 feet, A-23 at 50 yards, A-25 target at 100 yards.
- » (Smallbore Rifle Prone Course) NRA-USAS 50 target at 50 feet, A-23 and A-27 targets at 50 yards, and A-25 target at 100 yards.



## Awards

- » American Rifleman Qualification Patch
- » For complete qualification awards information, reference page 53.



## Smallbore 3-Position Aggregate Course — 10 Shots Each Position

RATINGS	REQUIRED SCORE/ POSSIBLE SCORE	REPETITIONS
Pro-Marksman	120/300	2 times
Marksman	170/300	4 times
Sharpshooter	220/300	6 times
Expert	250/300	8 times
Distinguished Expert	273 or better 10 times or 273 4 times at a 3-Position NRA Postal.	

## Smallbore 3-Position Stage Skill Course

RATINGS	POSITION	SHOTS PER BULLSEYE	MINIMUM SCORE PER BULLSEYE/ POSSIBLE SCORE	REPETITIONS
Pro-Marksman	Prone	5	20/50	10 times
Marksman	Prone	5	25/50	10 times
Sharpshooter	Kneeling	5	15/50	10 times
	Prone	1 per Bullseye/10 bulls	75/100	3 times
	Standing	1 per Bullseye/10 bulls	40/100	3 times
	Kneeling	1 per Bullseye/10 bulls	50/100	3 times
Expert	30-shot aggregate (10 shots each position) or 60-shot aggregate (20 shots each position)		230/300 or 460/600 240/300 or 248/600 250/300 or 500/600	1 time 1 time 1 time
Distinguished Expert	60- or 120-shot aggregate 540/600, 1080/1200 or better 10 times, or 60 or 120-shot aggregate 4 times at 3-position NRA Postal.			

## Smallbore Rifle Prone Course

RATING	DISTANCE	TARGET	SHOTS PER BULLSEYE	MINIMUM SCORE PER BULLSEYE/ POSSIBLE SCORE	REPETITIONS
Pro-Marksman	50 feet	NRA-USAS 50	1	40/100	10 times
Marksman	50 feet	NRA-USAS 50	1	55/100	10 times
Sharpshooter	50 feet	NRA-USAS 50	1	70/100	10 times
	50 yards	A-23	5	140/200	5 times
	50 yards	A-23	5	180/200	5 times
	50 yards	A-27	5	165/200	5 times
	100 yards	A-27	5	175/200	5 times
	100 yards	A-25	10	170/200	5 times
	200 yards	A-25	10	180/200	5 times
	Dewar 20 shots at 50 yards A-23 target (5 per bull) and 20 shots at 100 yards A-25 target (10 Shots per bull)				370/400
Expert		Dewar		376/400	5 times
Distinguished Expert	40 Shot Aggregate — 385/400-10 times or 2 times in Dewar Competition (iron sights only)				



# HIGH POWER RIFLE QUALIFICATION

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- » 50 Yards
- » 200 Yards
- » 300 Yards
- » 600 Yards

High power rifle enthusiasts can now develop the shooting skill that lead to success in matches and tournaments with the aggregate competition course of fire. High power rifle shooting is the most popular event at NRA National Matches. The aggregate competition course helps develop target shooting skill using a 50-, 80-, or 100-shot course of fire. If hunting is an interest and the participant wishes to build field shooting skills, the sporting rifle event provides a course of fire using both the supported and standing positions. Scores fired on a home range, local club or in a league or tournament can all be applied toward the rating requirements in either high power qualification program.

## Guidelines

NRA High Power Rules apply.

## Aggregate Competition Course

NRA High Power Rules apply.

## Equipment

A sling may be used in all positions except standing. Hook butt plates and palm rests are not permitted.

## Rifles

Any U.S. military service rifle or centerfire rifle with metallic sights and a 10-, 20- or 30-round magazine may be used.

## Ammunition

Any ammunition except tracer and incendiary ammunition is permitted. However, it is your responsibility to identify and follow all the rules of the range on which you are firing. Some ranges restrict the use of armor piercing ammunition as well.

## Targets

On a 100-yard range: use SR-1 targets to simulate 200 yards, SR-21 targets to simulate 300 yards, and MR-31 targets to simulate 600 yards.

On a 200-yard range: use SR target at 200 yards, SR-42 targets to simulate 300 yards, and MR-52 to simulate 600 yards.

On a 300 yard range: use the SR target at 200 yards, SR-3 targets at 300 yards, and MR-63 to simulate 600 yards.

On a 600-yard range: use the SR targets at 200 yards, SR-3 targets at 300 yards, and MR-1 targets at 600 yards.

## Firing Procedures

Qualification ratings may be earned by firing any one (50-, 80-, or 100-shot) course. All four stages must be completed in the same session to count as one completed course of fire. Since score requirements are in percentages, different shot courses (50/80/100) may be used for each level.

The same safety precautions required in tournament shooting apply to qualification shooting. In the slow-fire stage, all rifles are loaded with only one cartridge at a time. In rapid-fire, shooters using service rifles first load and fire two cartridges, the reload and fire eight cartridges to complete the 10-shot string within the specific time limit. Shooters using other centerfire rifles initially load and fire five, then reload and fire another five cartridges.

STAGE	POSITION	TIME	DISTANCE	NUMBER OF SHOTS	NUMBER OF STAGES		
					50-SHOT COURSE	80-SHOT COURSE	100-SHOT COURSE
1	Standing	Slow Fire: 10 minutes	200 yds	10	1	2	2
2	Sitting or Kneeling	Rapid Fire: 60 seconds	200 yards	10	1	2	2
3	Prone	Rapid Fire: 70 seconds	300 yards	10	1	2	2
4	Prone	Slow Fire: 20 seconds	500/600 yards	20	1	1	2

## High Power Rifle — Aggregate Competition Course

Any 50-, 80-, Or 100-shot competition course of fire may be used.

RATINGS	REQUIRED PERCENTAGE	REPETITIONS
Pro-Marksman	40% or better	2 time
Marksman	55% or better	2 times
Sharpshooter	70% or better	3 times
Expert	80% or better	3 times
Distinguished Expert	88% or better 10 times, or 84% or better in two NRA sanctioned high power competitions	



# HIGH POWER SPORTING RIFLE QUALIFICATION

## Guidelines

The Sporting Rifle course of fire is governed by the rules listed in this booklet.

## Rifles

Any safe centerfire rifle weighing less than 9.5 pounds, including detachable magazines and sights, but excluding sling, may be used. Telescopic sights are permitted.

## Equipment

Any equipment that is considered usual and customary for field use, such as coats with light padding at the shoulder/elbow and unpadded gloves, may be used. Special jackets, gloves, slings, set triggers, hooked butt plates, palm rests and other devices associated with formal competition shooting are prohibited.



## Positions

**Rest Position:** Arms and elbows may be rested against the shooter's knees, or on the ground, bench, table, sandbag or other object to assist in holding the rifle steady. The forward hand must grasp the forestock of the rifle ahead of the trigger guard.

**Standing Position:** Shooters stand erect on both feet. The rifle is supported only by the hands and the shoulder. The forward hand must grasp the forestock of the rifle, ahead of the trigger guard. The rifle butt must be against the front of the shoulder.

STAGE	POSITION	TIME	DISTANCE	NUMBER OF SHOTS	NUMBER OF STAGES		
					50-SHOT COURSE	80-SHOT COURSE	100-SHOT COURSE
1	Standing	Slow Fire: 10 Minutes	200 Yards	10	1	2	2
2	Sitting or Kneeling	Rapid Fire: 60 Seconds	200 Yards	10	1	2	2
3	Prone	Rapid Fire: 70 Seconds	300 Yards	10	1	2	2
4	Prone	Slow Fire: 20 Seconds	500/600 Yards	20	1	1	2

# F-CLASS RIFLE QUALIFICATION

NRA High Power Rifle Rules apply.

## Rifles

Any centerfire rifle in accordance with NRA F-Class Rule 3.4

## Ammunition

Any ammunition except tracer and incendiary ammunition is permitted.

## Rifle Rests

Rest should conform to NRA F-Class Rule 3.4.1.

## Targets

On a 100-yard range: use MR-31 targets to simulate 300 yards. On a 200-yard range: use MR-52 targets to simulate 300 yards. On a 300-yard range: use MR-63 with MR63FC target.

On a 500-yard range: use MR-65 with MR-65FC target. On a 600-yard range: use MR-1 with MR-1FC target. On a 1000-yard range: use LR with LRFC target.

## Firing Procedures

The same safety precautions required in tournament shooting apply to qualification shooting. All rifles in F-Class marksmanship are loaded with only one cartridge at a time.

RATING	POSITION	DISTANCE	NUMBER OF SHOTS	REQUIRED SCORE/ POSSIBLE SCORE	REPEAT
Pro- Marksman	Prone	100-yards	5 shots	25/50	5 times
Marksman	Prone	200-yards	5 shots	30/50	5 times
Sharpshooter	Prone	300-yards	5 shots	25/50	5 times
	Prone	300-yards	10 shots	65/100	5 times
	Prone	500-yards	10 shots	65/100	5 times
	Prone	600-yards	10 shots	70/100	5 times
	Prone	1000-yards	10 shots	60/100	5 times
The course of fire for Expert and Distinguished Expert ratings consists of a 45- or 60-shot aggregate. Each qualifying aggregate must meet or exceed the required score of the complete aggregate must be refired. Mid-range aggregate is 15 or 20 shots at 300, 500 and 600 yards fired on one day. Long-range aggregate is 15 or 20 shots at 800, 900 and 1,000 yards fired on one day.					
Expert	Obtain 82% in a mid-range or long-range tournament, 45- or 60-shot competition			369/450 or 492/600	4 times
Distinguished Expert	Obtain 91.5% or better in an NRA sanctioned F-Class Competition; mid-range or long-range competition tournament 45- or 60-shot.			411/450 or 549/600	10 aggregates Either mid or long-range; or 5 NRA sanctioned F-Class competitions.



# TACTICAL RIFLE QUALIFICATION

This qualification program will introduce you to the action shooting sports using modern, general purpose semi-automatic rifles. You can develop some of the skills necessary to participate in action shooting events such as the NRA America's Rifle Match and 3-Gun Matches. You will learn how to safely fire your rifle at multiple targets while moving from various shooting positions. The requirements in the ratings increase in stages to help new shooters develop the strength and endurance necessary to complete a full course of fire.

## Guideline

Unless otherwise stated, the following guidelines apply.

## Rifles

Smallbore rifles include .17HMR and .22 LRs. High Power rifles to include .223, .308 and 7.62x39.

## Sights

Field grade flip-up or fixed sights, non-magnified, magnified, electronic or optical sights.

## Other Equipment

A sling and two magazines capable of holding not less than ten rounds each.

## Position

Three shooting positions are used: standing, kneeling and prone. All strings of fire begin from the standing low ready position.



## Target and Distance

NRA NDM 5- 120 at 7, 15 and 30 yards. Paper plates 9" diameter may be used and marked with the colors; set up in sequence to match the target. NRA D-1 or other silhouette targets at 60 and 100 yards.

## Scoring

All scores are either a hit or a miss. To be counted as a hit, you must hit within the tombstone on each target. If using paper plates, to be counted as a hit the shot must be inside a 1 1/2" margin from the edge of the plate.





RATING	POSITION	TARGET	DISTANCE	NUMBER OF SHOTS	SCORE/POSSIBLE
Pro-Marksman	Standing	Two 8 ½" paper plates vertically spaced 10" apart	15 yards	10 Shots, upper target	5/10
	Prone		15 yards	5 shots at lower target	3/5
Marksman	Standing	Two 8 ½" paper plates vertically spaced 10" apart	15 yards	10 shots 5 per target	7/10
	Kneeling	Two 8 ½" paper plates vertically spaced 10" apart	15 yards 5 shots at lower target	5 shots at upper target	3/5
	Prone			5 shots at lower target	3/5
Sharpshooter	Standing	Two pieces paper with 6" circle, vertically spaced 10" apart	25 yards	10 shots, 2 magazines of 5 rounds 5 shots upper target, reload 5 shots lower target	7/10
	Standing to Kneeling	Two pieces paper with 6" circle, vertically spaced 10" apart	25 yards	10 shots, 2 magazines of 5 rounds, 5 shots standing upper target, reload, 5 shots kneeling at lower target	7/10
	Prone	Two pieces paper with 6" circle, vertically spaced 10" apart	25 yards	5 shots total at lower target	4/5

Expert	Standing	Two pieces paper with 6" circle, vertically spaced 10" apart	30 yards	10 shots, 2 magazines of 5 rounds 3 shots lower target, 2 shots upper target reload, 3 shots lower target, two shots upper target. Time limit: 20 seconds	6/10
	Standing to kneeling to prone	Two pieces paper with 6" circle, vertically spaced 10" apart	30 yards	6 shots total — 2 shots standing at upper target, 2 shots kneeling at lower target, 2 shots prone at lower target. 15 sec.	5/6
	Kneeling to Prone	Two pieces paper with 6" circle, vertically spaced 10" apart	30 yards	10 Shots total — two magazines of 5 rounds, 5 shots lower target kneeling	8/10
Distinguished Expert	Standing	Two pieces paper with 6" circle, vertically spaced 10" apart	30 yards	6 shots total — 2 shots lower target, 1 shot upper target. Time limit 6 sec.	5/6
	Standing to Kneeling to prone	Two pieces paper with 6" circle, vertically spaced 10" apart	30 yards	15 shots total — 3 magazines of 5 rounds 5 shots standing at upper target reload 5 shots kneeling at lower target, reload 5 shots prone at lower target. 25 sec.	13/15
	Kneeling	Two pieces paper with 6" circle, vertically spaced 10" apart	30 yards	10 shots total — 2 magazines of 5 rounds, 5 shots lower target, reload 5 shots lower target, 10 sec.	9/10



# AMERICA'S RIFLE CHALLENGE QUALIFICATION

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This qualification program will introduce you to the action shooting sports using modern, general purpose semi-automatic rifles. You can develop some of the skills necessary to participate in action shooting events such as the NRA America's Rifle Match and 3-Gun Matches. You will learn how to safely fire your rifle at multiple targets while moving from various shooting positions. The requirements in the ratings increase in stages to help new shooters develop the strength and endurance necessary to complete a full course of fire.

## Guideline

Unless otherwise stated, the following guidelines apply.

## Rifles

Smallbore rifles to include .17 HMR and .22 LR.  
High power rifles to include .223/5.56, .308, .300 BLK, and 7.62x39.

## Sights

Field grade flip-up or fixed iron sights, non-magnified, magnified, electronic or optical sights.

## Other Equipment

Three magazines capable of holding at least 10 rounds each. A sling may be used to assist in support of the rifle.

## Position

Three shooting positions are used: standing, kneeling and prone. All strings of fire begin in the standing low ready position.

## Target and Distance

8 ½" paper plates and paper targets with a 6" (printed or drawn) circle are used in this qualification. The distances are specified in the course of fire for each stage.

## Scoring

All scores are either hit or miss on the target specified in each stage; and all shots fired within the allotted time specified in the course of fire. To be counted as a hit, you must hit the specified target where the inner edge of the shot breaks the outside, circular edge of the target.

## Awards

- » America's Rifle Challenge Qualification Patch
- » For complete qualification awards information, reference page 53.



RATING	POSITION	TARGET	DISTANCE	NUMBER OF SHOTS	REQUIRED SCORE/ POSSIBLE SCORE
Pro-Marksman	Standing	Two 8 1/2" Paper plates spaced 10" apart vertically	15 yards	10 shots total — 5 shots each target	5/10
	Prone	8 1/2" Paper plate	15 yards	5 Shots	3/5
Marksman	Standing	Two 8 1/2" Paper plates spaced 10" apart vertically	15 yards	10 shots total — 5 shots each target	7/10
	Kneeling	8 1/2" Paper plates	15 yards	5 Shots	3/5
	Prone	8 1/2" Paper plate	15 yards	5 Shots	3/5



Sharpshooter	Standing	Two 8 1/2" Paper plates spaced 10" apart vertically	25 yards	10 shots total — two magazines of 5 rounds. 5 shots upper target, reload, 5 shots lower target	7/10
	Standing to kneeling	Two pieces of paper with 6" circle, vertically spaced 10" apart	25 yards	10 shots total — two magazines of 5 rounds. 5 shots standing at upper target, reload, 5 shots kneeling at lower target	7/10
	Prone	8 1/2" Paper plate	25 yards	5 shots	4/5
Expert	Standing	Two pieces of paper with 6" circle, vertically spaced 10" apart	30 yards	10 shots total — two magazines of 5 rounds. 3 shots lower target, 2 shots upper target. Reload, 3 shots lower target, two shots upper target. Time Limit: 20 sec.	8/10
	Standing to kneeling to prone	Two pieces of paper with 6" circle, vertically spaced 10" apart	30 yards	10 shots total — 2 shots standing at upper target, 2 shots kneeling at lower target, 2 shots prone at lower target. Time Limit: 15 sec.	8/10
	Kneeling to prone	Two pieces of paper with 6" circle, vertically spaced 10" apart	30 yards	10 shots total — two magazines of 5 rounds. 5 shots lower target kneeling, reload, 5 shots lower target prone. Time Limit: 20 sec.	8/10
Distinguished Expert	Standing	Two pieces of paper with 6" circle, vertically spaced 10" apart	30 yards	6 shots total — 2 shots lower target, 1 shot upper target, 2 shots lower target, 1 shot upper target. Time Limit: 6 sec.	5/6
	Standing to kneeling to prone	Two pieces of paper with 6" circle, vertically spaced 10" apart	30 yards	15 shots total — three magazines of 5 rounds. 5 shots standing at upper target, reload, 5 shots kneeling at lower target, reload, 5 shots prone at lower target. Time Limit: 25 sec.	13/15
	Kneeling	Two pieces of paper with 6" circle, vertically spaced 10" apart	30 yards	10 shots total — two magazines of 5 rounds. 5 shots lower target, reload, 5 shots lower target. Time	9/10

# BASIC SHOTGUN QUALIFICATION

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This shotgun qualification has been designed for those without convenient access to a formal trap, skeet or sporting clays range. It can be conducted by using a hand or mechanical "trap" anywhere a safe shot fall area can be obtained.

## Guidelines

Unless otherwise stated, the following guidelines apply.

## Shotgun

Any 12 gauge or smaller may be used. Different gauges and shotguns may be used for any round or rating.

## Ammunition

Depending on the gauge shotgun will determine the ammunition size (12 gauge, 20 gauge, .28 gauge, .410...) No more than 1 1/8 ounce of 7 1/2, 8, or 9 shot.

## Target Throwing Trap

Any portable machine which releases a clay target electronically. Hand throwers may also be used but used in a safe manner.

## Trap Machine Location

At least 3 feet in front of the shooter.



## Hand Thrower Location

Next to shooter.

## Shooter Location

3 feet behind the trap machine. Shooters can move in a lateral distance left and right of the machine. Shooters can also increase their distance from the trap machine.

## Trap Machine Operator Location

When releasing the targets, the trap operator must be behind the shooter for safety. When loading the trap, the shooter's shotgun must be unloaded and pointed in a safe direction with the finger off the trigger.

## Shot Fall Area

Must be safe at least 300 yards in any direction that shotguns may be pointing when fired.

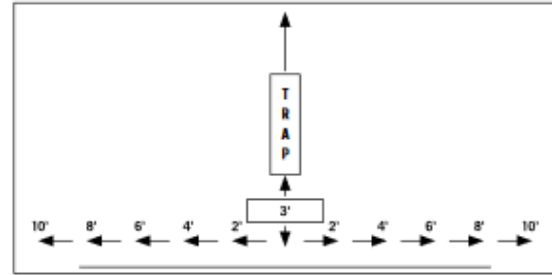
## Course of Fire

Each round is 25 shots total. Shotguns must be loaded with only one shot shell for each target. Eye and ear protection must be worn by the shooter, trap operator and all spectators.

## Basic Shotgun Qualification

### Course of Fire

RATING	REQUIRED SCORE	REPETITIONS
Pro-Marksman	11 or more	2 times
Marksman	13 or more	2 times
Sharpshooter	17 or more	3 times
Expert	19 or more	4 times



Field layout.

## Ratings

There is no Distinguished Expert level for this course. However, those who reach the Expert level may shoot the Expert and Distinguished Expert level in Trap, Skeet, or Sporting Clays according to the requirements shown in this booklet.

# SHOTGUN QUALIFICATION

- » Trap
- » Skeet
- » Sporting Clays
- » 5-Stand™

The Trap, skeet, sporting clays and 5-Stand™ courses of fire introduce the shooters to the complete sport from the very beginning. In this way, shooters can develop their skills at the same time they participate in club shoots, leagues and practice sessions. Any qualifying score fired in a club shoot, league or practice session can be applied to the qualification rating the shooter is currently working on. Whichever shotgun event is chosen, participants can improve their shotgun shooting skills with the proportioned and progressive challenges offered in the NRA Marksmanship Qualification shooting program.

## Guidelines

Unless otherwise stated, the following rules apply. Trap—Amateur Trapshooting Association (ATA) Rules.

To obtain Trap rules, call (937) 898-4638 or go to [www.shootata.com](http://www.shootata.com).

Skeet—National Skeet Shooting Association (NSSA) Rules. To obtain Skeet rules, call (800) 877-5338 or go to [www.mynssa.com](http://www.mynssa.com).

Sporting Clays and 5-Stand—National Sporting Clays Association (NSCA) Rules apply. To obtain the NSCA Sporting Clays/5-Stand rules, call (800) 877-5338 or go to [www.mynsca.com/pubs](http://www.mynsca.com/pubs).

## Shotguns

Any shotgun, 12-gauge or smaller, may be used. Different gauges and different guns can be used for any round or rating.



## Position

Shooters have the option of mounting the shotgun on the shoulder before calling for the target.

## Ammunition

Any shotgun ammunition, factory or reloads, may be used. Be sure to check with the range or club for local ammunition restrictions. (Maximum 1 1/8 oz., No. 7 1/2 shot or less, or as specified in the rulebooks.)

## Targets

Standard clay targets are used.

## Round

In shotgun shooting the term “round” refers to a single series of 25 targets.

## Awards

- » Shotgun Qualification Patch
- » For complete qualification awards information, reference page 53.

## Trap or Skeet Course

RATING	SCORE	REPETITIONS
Pro-Marksman	11 or better out of 25	2 times
Marksman	14 or better out of 25	2 times
Sharpshooter	18 or better out of 25	3 times
Expert	22 or better out of 25	3 times
Distinguished Expert	24 or better out of 25 targets 10 times, or 95 or better out of 100 targets in two ATA or NSSA registered shoots.	

## Sporting Clays

RATINGS	SCORES	REPETITIONS
Pro-Marksman	12 or better out of 50	2 times
Marksman	17 or better out of 50	2 times
Sharpshooter	25 or better out of 50	3 times
Expert	52 or better out of 100	3 times
Distinguished Expert	60 or better out of 100, 4 times, or 58 or better out of 100 in two NSCA registered shoots.	

## 5 Stand™

RATINGS	SCORES	REPETITIONS
Pro-Marksman	10 or better out of 25	2 times
Marksman	13 or better out of 25	2 times
Sharpshooter	16 or better out of 25	3 times
Expert	20 or better out of 25	3 times
Distinguished Expert	23 or better out of 25, 4 times, or 88 or better out of 100 in two NSCA registered shoots.	



# INTERNATIONAL TRAP/ENHANCED WOBBLE TRAP AND INTERNATIONAL SKEET

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## Rules

International Shooting Sports Federation (ISSF) rules apply. To obtain the ISSF International Trap and Skeet rules call: +49 89 544 355 0 or go to [www.issf-sports.org](http://www.issf-sports.org) or email [munich@issf-sports.org](mailto:munich@issf-sports.org) or [www.usashooting.org/7-events/usarules](http://www.usashooting.org/7-events/usarules).

## Firearms

Any safe shotgun, 12 gauge or smaller, may be used. Different gauges can be used for any round or rating.

## Ammunition

According to ISSF rules:

### CASE LENGTH CANNOT EXCEED 70MM

- » Shot size cannot be larger than 24.5g
- » Pellets must not exceed 2.6mm in diameter
- » Pellets must be plated
- » Pellets must be made of lead, lead alloy or of any other ISSF approved material
- » Pellets must be spherical in shape
- *Note — At USA Shooting sanctioned events, Match Directors may allow up to 1-1/8 oz loads if it is stated in their program. No national records may be set if 1-1/8 oz loads are used.*

## Round

In shotgun shooting the term “round” refers to a single series of 25 targets.





## Targets

Targets used in the international games are not standard targets; the targets are larger in diameter (110mm vs. 108mm). The targets are also thicker and the dome is thicker because it is thrown at a higher velocity.

## Position

International Trap/Enhanced Wobble Trap-Shooters have the option of mounting the shotgun on the shoulder before calling for the target.

## International Skeet

Shooters must place the butt-stock of the shotgun at the waist line and cannot be moved from the position until the target appears. Normally there is a line placed upon the shooting vest where the butt-stock placement should be. To obtain rules regarding placement of the gun, visit [www.issf-sports.org](http://www.issf-sports.org).

## Awards

- » International Shotgun Qualification Patch
- » For complete qualification awards information, reference page 53.

## Course of Fire

RATING	SCORE	REPETITIONS
Pro-Marksman	11 or better out of 25	2 times
Marksman	14 or better out of 25	2 times
Sharpshooter	17 or better out of 25	3 times
Expert	20 or better out of 25	3 times
Distinguished Expert	23 or better out of 25 targets 4 times or 88 or better out of 100 targets in a USA Shooting Sanctioned Match	