



THREE MILE CREEK RANGE
HIGH POWER SILHOUETTE RULES

HIGH POWER HUNTER

OPEN HIGH POWER HUNTER

UNLIMITED HIGH POWER

(REVISED 3/15/2015)

HOSTED BY: PERRY CITY

PERRY CITY, UTAH

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PURPOSE:

The purpose of the Three Mile Creek Range High Power Hunter Silhouette (Hunter Silhouette), Open High Power Hunter Silhouette (Open Hunter Silhouette) and Unlimited High Power Silhouette (Unlimited Silhouette) Program is to encourage competitors, regardless of skill level, to compete in an environment that allows the competitor to advance as their skills develop.

The competitor's skills and equipment will develop over time but will be classified with competitors of similar skill and equipment.

The Three Mile Creek Range (TMCR) High Power Silhouette Program is open to any individual regardless of residence, race, religion, gender or nationality. Any shooter wishing to participate may do so provided they follow these rules set forth. Enrollment in the National Rifle Association (NRA) or any other rifle or pistol association is not required.

All competitors must sign an Annual Waiver of Liability. Competitors, 14-17 years of age, must have the Annual Waiver of Liability countersigned by their legal guardian and must be accompanied by a responsible adult. That responsible adult may or may not be another competitor. Shooters 13 years of age and younger are not permitted to compete in the High Power Silhouette Program.

NRA Affiliation:

The TMCR is a NRA Approved range. The TMCR regularly holds NRA Approved and Registered matches. However, the TMCR Silhouette Program is NOT an NRA approved competition or sanctioned by the NRA. That said, the rules that follow draw very heavily from the following disciplines; NRA High Power Silhouette, NRA High Power Hunter Silhouette and NRA BPCR Silhouette. There are also rules that are set forth by the TMCR. A complete set of current NRA High Power Silhouette Rules may be seen at:

<http://compete.nra.org/documents/pdf/compete/RuleBooks/Sil-r/sil-r-book.pdf>

RULE SUMMARY

COURSE OF FIRE	COURSE OF FIRE RULE #	EQUIPMENT RULE #	SIGHTS	BARREL LENGTH MAX	WEIGHT MAX	TARGET	POSITION RULE #	MAX RANGE
HUNTER SILHOUETTE	4.1	1.1	ANY	26"	9 LBS 2 OZ	FULL SIZE	3.0	500m
OPEN HUNTER SILHOUETTE	4.1	1.1.2	ANY	30"	14 LBS 6 OZ	FULL SIZE	3.0	500m
UNLIMITED SILHOUETTE	4.1	1.1.3	ANY	NONE	NONE	FULL SIZE	3.0	500m

TMCR HUNTER SILHOUETTE AND OPEN HUNTER SILHOUETTE OFFICIAL RULES

1. RIFLES, EQUIPMENT AND AMMUNITION

CERTIFICATION OF RIFLES: Rifles must be weighed, measured and certified at the TMCR before being fired in a match. A certification card will be issued for each firearm used in competition. The rifle must be fired in the same

configuration as when certified. No one may win an award with an uncertified rifle. In rifle competition, loads that damage targets may be disapproved by the Range Officer or Jury. In case of a malfunction certified by the Range Officer or Jury, a replacement rifle must be certified.

RIFLES

1.1 High Power Hunter Silhouette Rifle - A hunting style rifle having a maximum weight of 9 pounds 2 oz., including sights and if applicable, an empty magazine or clip. With the exception of single shot rifles, all other types must be repeating rifles, which shall be fired by loading all cartridges from the magazine or clip into the chamber. The intent of this rule is to describe a common hunting rifle.

- (a) Caliber: 6mm or larger, provided that no belted cartridges or Magnums are allowed.
- (b) Sights: any telescopic or metallic sight may be used. Scopes may not be more than 1.5 inches above the rifle, as measured from the top of the receiver to the underside of the scope main tube, nor may the scope be offset from the centerline of the bore. **Exception:** for rifles that eject the empty cartridge case straight up and that normally use an offset scope, the scope may be offset. Any sighting device programmed to activate the firing mechanism is prohibited.
- (c) Stock: A hunting style stock; thumbhole-type stocks are not permitted. Attachments, either removable or permanent, are not permitted. Swivels and slings are permitted, but slings may not be used for arm support in shooting.
- (d) Trigger: Trigger pull shall not be less than 2 pounds. In the event of an accidental discharge, range officers shall require adjustment of the trigger or replacement of the rifle. Rifles must be equipped with a functional safety.
All safety features, including any manual safety, must be functional.
- (e) Barrel: A hunting style contoured barrel that tapers from chamber to muzzle. A factory tuner that does not act as a muzzle brake or compensator is permitted. Maximum barrel length is 26 inches, including tuner. A muzzle brake is not permitted.
- (f) Magazines: Magazines may not be loaded with more than 5 rounds. During the match, all cartridges must be loaded into the chamber from the magazine.

Exception: During a Shoot Off, single cartridge loading may be used at direction of the Range Officer.

1.1.2 High Power Open Hunter Silhouette Rifle - A rifle, caliber 6mm or larger, provided no belted cartridges or Magnums are allowed, meeting the following specifications:

- (a) Maximum weight 14 pounds, 6 ounces, including sights.
- (b) Any sights, telescopic or metallic may be used. Scopes may not be more than 2 inches above the rifle as measured from the top of the receiver to the underside of the scope main tube, nor may the scope be offset from the top center line of the receiver. Any sighting device programmed to activate the firing mechanisms is prohibited.
- (c) Any trigger not subject to accidental discharge. Triggers which function on release are not permitted. In the event of accidental discharge, the Range Officer shall require trigger adjustment or replacement of the rifle.
- (d) The stock must be traditionally styled and may not be bent and/or twisted so as to deviate from conventional configurations such as factory rifle stocks or silhouette stocks as manufactured by Fajen, McMillan, H-S Precision, and others. The forend, including the trigger guard mounts and screws, shall not exceed 2 1/4 inches wide, and 2 1/4 inches deep measured from the centerline of the bore. Magazines do not have to conform to stock measurements but those that extend below the stock line may not be used as support. The forend shall extend a minimum of 8 inches forward of the forward edge of the receiver ring. The comb shall not extend above the centerline of the bore, but a Monte Carlo stock, butt plate or recoil pad shall be no more than 7 inches below the centerline of the bore. The butt plate or recoil pad may not extend below the lower line of the stock.
- (e) Attachments which do not cause any portion of the rifle to exceed the weight or dimensions as listed herein are permitted provided they do not extend past the end of the barrel. Sighting devices are not considered "attachments".
- (f) Trigger guard must be present and may not vary from conventional configuration for the purpose of providing added thumb or palm support and shall be no deeper than 1 5/16 inches below the bottom line of the forend. (Note: T/C Contender Carbines and Ruger Single Shot rifles are exempt, provided the additional depth of the trigger guard is not used as palm or thumb support.)
- (g) The barrel may be no longer than 30 inches including any sleeve or attachment, as measured from the face of the closed bolt to the end of the barrel. A muzzle brake is not permitted.

1.1.3 Unlimited Silhouette Rifle - A rifle, caliber 6mm or larger, provided no belted cartridges or Magnums are allowed, meeting the following specifications:

- (a) Maximum weight, barrel length and width: None
- (b) Any sights, telescopic or metallic may be used. Any sighting device programmed to activate the firing mechanisms is prohibited.
- (c) Any trigger not subject to accidental discharge. Triggers which function on release are not permitted. In the event of accidental discharge, the Range Officer shall require trigger adjustment or replacement of the rifle.
- (d) Stock: Any, provided the stock is designed to be shoulder fired. The forend shall extend a minimum of 8 inches forward of the forward edge of the receiver ring.
- (e) Attachments are permitted provided they do not extend past the end of the barrel. Sighting devices are not considered “attachments”.
- (f) Trigger guard must be present and may not vary from conventional configuration.
- (g) A muzzle brake is not permitted.
- (h) Rules 1.2.4 through 1.2.8 do not apply to Unlimited Silhouette Rifle.

EQUIPMENT

1.2.1 Spotting Scope - The use by the coach of a telescope or other optical device to spot shots is permitted.

1.2.2 - Blank

1.2.3 Shooting Mat - A shooting mat or ground cloth is permissible.

1.2.4 Gloves - Gloves may not be worn except when required for warmth. Conditions permitting the use of gloves will be determined by the Jury. Padded or unnecessarily heavy gloves may not be worn.

1.2.5 Clothing - Commercial type trap and skeet vests (sleeveless) and shotgun shooting shirts are permitted as well as clothing normally suitable for existing

climatic temperatures. Shooting coats, unnecessarily heavy clothing, or anything on the person that would provide artificial support such as clothing having excess padding or stiffening material or which restricts or supports the body in the shooting position may not be worn. Any dispute regarding clothing will be submitted to the Jury for decision.

- (a) "P.A.S.T."-type recoil shields are permitted in all rifle events. If such shields are used, no other shooting vests may be used.
- (b) The use of elbow pads are permitted provided they do not add artificial support (see Rule 3.2.1-4).

1.2.6 Slings - Slings may be attached to the rifle but may not be used for support of the hand or arm.

1.2.7 Palm Rest - A palm rest may not be used. A palm rest is any attachment or extension below the forearm which aids the normal hand grip and support of the rifle by the forward hand/arm.

1.2.8 Butt plates and Cheek pieces – A butt or butt plate having a curved rear surface in which the depth of the curve exceeds ½ inch when measured from a straight line from the top to the bottom of the butt plate, is prohibited. Butt plates must be centered. The maximum height of any cheek piece may not exceed ½ inch below the centerline of the bore.

1.2.9 Release Triggers - Triggers which function on release are prohibited.

1.2.10 Compensators and Muzzle Brakes - The use of compensators, muzzle brakes and barrel porting is prohibited. (The adjustment holes on the Boss-CR are not considered to be compensators, muzzle brakes or barrel porting.)

1.2.11 Equipment - General - All devices or equipment which may facilitate shooting and which are not mentioned in these Rules, or which are contrary to the spirit of these Rules and Regulations are forbidden. The Match Director or Jury shall have the right to examine a shooter's equipment or apparel. The responsibility shall be upon the competitor to submit questionable equipment and apparel for official inspection and approval in sufficient time prior to the beginning of a match so that it will not inconvenience either the competitor or the official(s).

1.2.12 Eye Protection - All competitors and other personnel in the immediate vicinity of the range complex are required to wear eye protection devices.

1.2.13 Ear Protection - All competitors and other personnel in the immediate vicinity of the range complex are required to wear hearing protection devices.

1.2.14 Open Bolt Indicator - An OBI is required in all TMCR Silhouette competition to indicate the action is open and the chamber is empty. The Indicator must keep the action open, be inserted into the chamber, be brightly colored and must extend from the receiver.

1.2.15 Five (5) shot Blocks – The shooter may only draw ammunition from a dedicated “5 shot block”, to fire for record. Once the competitor has declared he or she is going for record, no other ammunition may be available to the shooter.

AMMUNITION

1.3.1 Ammunition - Centerfire ammunition having a projectile (bullet) of 6mm or larger caliber but no armor piercing or tracer types are permitted, provided that no belted cartridges or Magnums are allowed.

The use of any other type ammunition may be prohibited by the Range Manager, Chief Range Safety Officer, Match Director or Jury. Loads that damage targets may be disapproved by the Range Manager, Chief Range Safety Officer, Match Director or Jury.

TARGETS

2.1 Targets for TMCR Silhouette competition shall be of the size and shape established by the scale drawings in the NRA Silhouette Handbook.

2.2 There are four basic kinds of silhouettes: Chicken, Pig, Turkey and Ram

2.3 All targets of the same type shall be faced in the same direction in each bank.

2.4 Silhouettes may be painted any color, preferably to contrast against the existing background or light conditions as determined by Match Officials.

2.5 Target Distance – Target distance will be as follows:

Chicken – 200 meters

Pig – 300 meters

Turkey – 385 meters

Ram – 500 meters

A distance variance of +/- 2% is permitted.

2.6 Target spacing - Targets should be placed a minimum of one target width apart, but not more than 3 1/2 widths, tails to head.

POSITIONS

3.1 The Ground - All references to “the Ground” in the following position Rules are to be construed as applying to the surface of the firing point.

3.2 Artificial Support - Any supporting surface except the ground not specifically authorized for use in the Rules for the position prescribed.

3.3 Any Position – “Any Position” is defined as standing (unsupported), kneeling, sitting and prone. Shooting benches are not permitted.

3.3.1 Firing Position – Chicken: Any standing position without artificial support. The rifle will be supported by the hands and one shoulder. All parts of one hand must be forward of the pistol grip. No part of the forward hand may contact a magazine that extends below the bottom surface of the stock. The chin may not rest on top of the comb. The stock may not be hollowed, altered or manufactured so as to facilitate chin contact. This does not preclude the use of abrasive materials or finishes. A bipod may be attached (but not used), provided it was attached in the “weigh-in” and does not put the rifle over its class weight limit. Elbow pads may not be worn.

3.3.2 Firing Position – Pig: Any position (no bench rest) without artificial support. The use of a bipod (not a monopod) is allowed and may or may not be attached to the rifle. The bipod may swivel, tilt or cant and may have telescoping legs. The feet of the bipod must contact the ground. The bipod must be of a readily available commercial design that is commonly used for hunting. A traditional “F” class bipod is not permitted. A shooting bag may be used under the for-end of the rifle. No “rear” bag under the butt stock may be used. The hand not gripping the pistol grip of the stock may be placed on or under the butt stock provided it does not come into contact with the ground. The chin may not rest on top of the comb. The stock may not be hollowed, altered or manufactured so as to facilitate chin contact. This does not preclude the use of abrasive materials or finishes. Elbow pads may be worn.

3.3.3 Firing Position – Turkey: Any position (no bench rest) without artificial support. The use of a bipod (not a monopod) is allowed and may or may not be attached to the rifle. The bipod may swivel, tilt or cant and may have telescoping legs. The feet of the bipod must contact the ground. The bipod must be of a readily available commercial design that is commonly used for hunting. A traditional “F” class bipod is not permitted. A shooting bag may be used under the for-end of the rifle. No “rear” bag under the butt stock may be used. The hand not gripping the pistol grip of the stock may be placed on or under the butt stock provided it does not come into contact with the ground. The chin may not rest on top of the comb. The stock may not be hollowed, altered or manufactured so as to facilitate chin contact. This does not preclude the use of abrasive materials or finishes. Elbow pads may be worn.

3.3.4 Firing Position – Ram: Any position (no bench rest) without artificial support. The use of a bipod (not a monopod) is allowed and may or may not be attached to the rifle. The bipod may swivel, tilt or cant and may have telescoping legs. The feet of the bipod must contact the ground. The bipod must be of a readily available commercial design that is commonly used for hunting. A traditional “F” class bipod is not permitted. A shooting bag may be used under the for-end of the rifle. No “rear” bag under the butt stock may be used. The hand not gripping the pistol grip of the stock may be placed on or under the butt stock provided it does not come into contact with the ground. The chin may not rest on top of the comb. The stock may not be hollowed, altered or manufactured so as to facilitate chin contact. This does not preclude the use of abrasive materials or finishes. Elbow pads may be worn.

3.4 Blank

COURSES OF FIRE

4.1 High Power Hunter and Open High Power Hunter Competition- A match consists of 40 rounds fired on standard High Power Rifle Silhouette targets and appropriate positions as follows:

- (a) Ten Chicken targets at 200 meters.
- (b) Ten Pig targets at 300 meters.
- (c) Ten Turkey targets at 385 meters.
- (d) Ten Ram targets at 500 meters.

TIME LIMITS

5.1 Computing Time - Time is not checked on each shot but is computed on the indicated allowance for each five-shot string. The Chief Range Officer may terminate any relay before completion of the full time allowance, if all competitors in that relay have completed firing.

5.2 Time Allowances:

- (a) **Ready Time** - Fifteen seconds will be allowed after the command “**READY**” is given, before the command to “**FIRE**”.
- (b) **Sighting Shots** - A 30 second sighting-in period will be allowed on each bank of targets immediately prior to firing the record stage.
- (c) **Regulation Time** - Two and one half minutes will be allowed to fire one shot on each target of a bank of five targets.
- (d) **Alibis** - 30 seconds will be allowed for each unfired round of the series in which the alibi is allowed.
- (e) **Shoot-offs** - 30 seconds will be allowed for each shot fired in a shoot-off of ties.

COMPETITION REGULATIONS

6.1 Changing Rifles - No competitor will change rifles during the firing of any match unless it has become disabled and has been so designated by the Chief Range Officer. Different rifles may be used during a tournament, but in each individual match the same rifle must be used for all stages in that match, except when rifle failure occurs, and is certified as such by the Range Officer. Only one alibi will be allowed in each match. Claim that a rifle is disabled must be made immediately. All shots fired up to the time that the claim is made will stand as part of the official score.

6.2 Sighting Shots – No sighting shots, warm up shots or fouling shots will be fired, except during the sighting-in period which will be at the start of the first bank of 5 record shots. No sighting shots will be taken on the second bank of 5 animals.

Sighting shots will be fired on the stationary “sighter” target only.

6.3 Case Deflector - It shall be the competitor’s responsibility to see that ejected cases from either semi-automatic or bolt action rifles do not interfere with another shooter. An external case deflector is acceptable.

6.4 Defective Cartridge - Only those rounds showing obvious and normal striker impact on the primer without primer detonation shall be considered “Defective Cartridges”. Improperly loaded rounds shall NOT be accepted as “Alibis”. Improperly loaded rounds include those which will not chamber, are not properly charged with powder, incorporate reversed primers or do not operate normally.

A defective cartridge as defined in this Rule allows a refire, but use of wrong ammunition does not allow a refire.

Wrong Ammunition: Ammunition which cannot be inserted into the chamber of the firearm, or upon which the bolt or cylinder cannot be closed, regardless of whether or not the cartridge is the same caliber as the firearm in which it is attempted to be used.

6.5 Disabled Rifle - A disabled rifle is one:

- (a) That cannot be safely aimed or fired;
- (b) That has suffered damage so that it cannot be fired or will not function properly.

(c) That has suffered the loss of a sight or damage to the sights.

Sights improperly adjusted do not constitute a disabled rifle. A rifle once declared disabled by the Range Officer shall not be used again for competition firing until the defect has been corrected and the rifle has been ruled as safe by the Chief Range Officer.

6.6 Malfunction - Failure of the rifle to function properly due to mechanical defects or to defective ammunition. Functional failures due to improper manual operation are not to be considered as malfunctions.

6.7 Procedure in Case of Defective Cartridge, Disabled Rifle or Malfunction - If a cartridge fails to fire or a rifle fails to function, the competitor will call the Range Officer. The Range Officer, when satisfied that there is a defective cartridge, disabled rifle, or malfunction, will permit the competitor to replace the unfired cartridge, clear the jam or replace the disabled rifle and continue firing. It is not required that the Range Officer attempt to fire a cartridge before it is declared defective.

The competitor will be given 30 seconds for each unfired round of the series. Such completion firing may be done immediately or on a later relay, at the Range Officer's discretion. Only one such "alibi" for defective ammunition and one such "alibi" for a disabled rifle or malfunction will be allowed in a match. The "alibi limit" rule will not apply during shootoffs. The conduct of shoot-offs will be left to the discretion of the Match Director.

The competitor may choose, instead, to replace the defective cartridge or to clear the malfunction and continue to fire. If this choice is made, the competitor forfeits the opportunity to claim an alibi and will not be given additional time.

6.8 Examination of Firearms – Rifles and equipment may be examined at any time for purposes of certification and safety. In case of a malfunction certified by the Range Officer or Jury, a replacement rifle will be certified.

6.9 Competitors' Position - Competitors will take their position at the designated firing point. No portion of the shooter's body may rest upon or touch the ground in advance of the firing line.

6.10 Interference - With the exception of competitors actually firing, coaches, and such range personnel as may be necessary, the firing points and lines will be kept clear at all times.

6.11 Cross Fire; Excessive Shots - No competitor will deliberately fire on the wrong target nor fire more than the required number of shots, including hits and misses on some other competitor's targets.

6.12 Disqualification - Safety - The Chief Range Officer, Match Director or Jury shall have the right to bar or disqualify any rifle, load, or competitor at any time for reasons of safety. A competitor firing a shot from the firing line before "ready" is given will be disqualified from that day's scheduled match.

9.30 Disqualification – The Chief Range Officer, Match Director or Jury, upon proper presentation of evidence, may disqualify any competitor or order the expulsion of same from the range for violation of these Rules or for other conduct they consider discreditable or unsafe.

6.13 Blank

RANGE COMMANDS, CONTROL AND OPERATIONS

7.1 Discipline - The safety of competitors, range personnel and spectators requires continuous attention by all to the careful handling of firearms and caution in moving about the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking it is the duty of the range personnel to enforce discipline and the duty of the competitors to assist in such enforcement. Under no circumstances shall firing commence or continue on the range when an unsafe condition exists.

7.1.1 Actions Open - All actions must be open, detachable magazines removed and rifles kept unloaded on a rack, or other safe place with Open Bolt Indicators in place except when on the firing line after the command "READY" is given. Rifles must remain on the stand or bench and may not be handled between series, except in the Shooter Staging Area.

7.1.2 Rifles Unloaded - Firearms will not be loaded until the competitor has taken position at the firing point, the firearm pointed toward the targets and the command "Ready" has been given for that relay.

7.1.3 Rifles Loaded - A firearm that has a cartridge in the chamber or in an attached magazine shall be considered loaded. A loaded firearm shall be pointed in the direction of the targets at all times.

7.1.4 Cease Firing - All rifles will be unloaded, detachable magazines removed, and Empty Chamber Indicators inserted immediately upon the command “CEASE FIRE.” Actions will remain open.

7.1.5 Not Ready - It is the duty of competitors to notify a Range Officer if not ready to fire at the time the command “READY” is given. A competitor who is not ready, and who fails to notify the Range Officer, forfeits the right to fire.

7.2 Loud Language - Loud or abusive language will not be permitted.

7.3 Delaying a Match - No competitor will delay the start of a match through tardiness in reporting or undue delay in preparing to fire.

7.4 Preparation Period - The competitor will be allowed fifteen seconds after the command “READY” and before the command “FIRE”.

7.5 Blank

TMCR SILHOUETTE FIRING LINE COMMANDS

“RELAY # ____, COME TO THE LINE.”

“RELAY # ____, FOR YOUR FIRST BANK OF FIVE ANIMALS, YOU WILL HAVE **3:00** minutes, **READY**”

“FIRE”

“CEASE FIRE”, “CEASE FIRE” (If after the buzzer...“THAT SHOT IS SCORED AS A MISS.”)

“ARE THERE ANY ALIBIS?”

“ACTIONS OPEN; INSERT OPEN BOLT INDICATORS; SHOOTERS, MAKE THE LINE SAFE.”

“RELAY # ____, RETURN TO THE LINE.”

“RELAY # ____, FOR YOUR SECOND BANK OF FIVE ANIMALS, YOU WILL HAVE **2:00** minutes and **30** seconds....**READY**”

“FIRE”

“CEASE FIRE”, “CEASE FIRE” (If after the buzzer...“THAT SHOT IS SCORED AS A MISS.”)

“ARE THERE ANY ALIBIS?”

“ACTIONS OPEN; INSERT OPEN BOLT INDICATORS; SHOOTERS, MAKE THE LINE SAFE.”

“RELAY # ____ REMOVE YOUR EQUIPMENT FROM THE LINE.”

TMCR SILHOUETTE SCORING

8.1 Hit (1 point) defined – A point is awarded when the shooter knocks the appropriate animal off the rail during the allotted time.

8.2 Firing Sequence - Each competitor has a bank of 5 silhouettes at which to fire, one shot at each, left to right, in order, in the appropriate time. Hits out of sequence are scored as misses; for example, the second shot hitting the third silhouette is a miss. When a silhouette is down before a shot, a shooter will fire on the remaining ones in order, then return to the left-most target remaining in the bank and fire any unfired rounds at the remaining silhouette or silhouettes as required. If the shooter still has shots unfired and no targets remain standing on that shooter's bank, the shooter will indicate that he/she is firing the remaining shots at the sighter swinger. Ricochet hits fired in sequence at properly designated targets count as a hit. Only hits and misses are recorded, and a silhouette must be knocked over or from its rest in order to score a hit. "Turning" a silhouette on its stand does not count as a hit.

8.3 Scorer responsibilities – The shooter's spotter will mark the score on the appropriate section of the score card, marking the scorecard for each shot taken for a recorded shot. Scores for each animal will be recorded in terms of hit/miss. A Hit will be recorded with an "X". A miss will be recorded with an "O". At the end of the relay, the spotter will count all the "X"'s (hits) and record that number on the appropriate animal subtotal line. At the end of the match, the spotter will total all the number of hits onto the "total" line and present the scorecard to the shooter for his/her signature. The shooter will then present the scorecard to the Match Statistical Officer for recording.

8.4 Additional Scorer Duties - The scorer will be positioned behind or to the side of the competitor where both the competitor and the bank of targets can be observed. The scorekeeper will record the value of each shot before the next shot is fired. It is the scorekeeper's responsibility to see that the competitor observes the

Rules and time limits, fires no more than five rounds per series and when strong wind is a factor, to watch silhouettes closely so that it can be determined when a silhouette is blown over and not knocked down by a bullet.

SHOOTER CLASSIFICATION

9.1 Classified Competitors – All competitors who are officially classified in TMCR Silhouette competition.

9.2 Unclassified Competitor – A person who does not yet have a current TMCR Silhouette classification.

9.3 Scores used for classification - Scores used for Silhouette Classification are those scores fired in TMCR Silhouette Matches. These must be Matches of at least 40 shots which include an equal number of shots at each of the 4 types of targets. Courses of fire other than the standard 40-shot course may be scheduled by the sponsor provided that such courses of fire are combinations of 5-shot strings at authorized distances and that an equal number of shots are fired on each of the 4 types of targets.

9.4 Establishing Classification - Competitors will receive their first classification on the basis of the first 40-shot match fired. The competitor will enter the next match as a Classified Competitor and will compete against other competitors in that classification.

9.5 Retaining Classification - Classification, once achieved, shall not change until reclassification criteria has been followed as in Rule 9.6

9.6 Reclassification - Competitors will be reclassified to a higher classification when they fire two scores in any higher classification to go from their current class upward. If the two higher scores are in different classifications, reclassification shall be to the lower of the two. Previously carried forward high scores will be used to reclassify upward. Reclassification to a lower classification will occur only by petition to the TMCR Silhouette Department, and only if a competitor has fired

12 consecutive scores in a lower classification. Such downward reclassification may take place only once every two years. No competitor may be reclassified downward more than one class at a time. Also, if a shooter, once reclassified downward (example: AAA to AA), fires a score which falls into the previous higher class (AAA), that shooter will return to the previous higher class (AAA) at the conclusion of that Match.

9.7 Individual Classification Scores - Based on 40 shot matches

TMCR Hunter, Open Hunter and Unlimited Silhouette

Master.....	34 to 40
AAA.....	29 to 33
AA.....	22 to 28
A.....	15 to 21
B.....	0 to 14

9.8 Blank

