



The rifle sport designed by hunters, for hunters.

EST. – 2/22/23

ABOUT UHRF (Ultimate Hunter Rimfire)

The idea of the Ultimate Hunter Rimfire Competition (UHRF) came from a desire by many to compete in a dynamic, hunting-based rimfire rifle sport which closely mirrors the Ultimate Hunter Rifle Competition (UHRC). This sport is limited to .22 long rifle cartridges only and will appeal to those interested in honing their rifle skills in hunting based scenario stages. This sport will be attractive not only to newer shooters but also to those who already have experience competing in other rimfire rifle sports. The cost savings associated with shooting .22 long rifle ammunition, opens up the opportunity to offer more shooting per stage than UHRC while still saving money. UHRF will differ in that, as .22 LR ammunition is far less expensive, the stages in UHRF will require two hits each thereby at least doubling the trigger time at matches.

The goal of the UHRF is to cater to the vast majority of rimfire rifle shooters by allowing them to be competitive using the gear that they likely already own. It presents targets at distances where the majority of small game hunting shots take place when using the .22 long rifle cartridge. It emphasizes use of the gear which is most commonly employed by the greatest percentage of rimfire small game hunters. It exercises skills needed to capitalize on the relationship between time and accuracy requirements present in most all hunting situations.

UHRC used these principles to guide the development of a unique scoring system which rewards the competitor not just for accuracy, but also for how quickly they can make an accurate shot on a target representative in size of many small game species. UHRF has borrowed this format and adopted it to the Ultimate Hunter Rimfire Competition. The sport also incorporates reasonable target engagement distances, and a standardized target representing the average size of most small game. By doing this, we have effectively recreated all of the crucial factors and success criteria to truly test ones skills in a very realistic small game hunting scenario that is also an exciting competitive outlet.

Finally, UHRF acknowledges and embraces the idea that we are also in the entertainment business. At the end of the day, it is our goal to provide a safe, exciting and very fun sport to compete in.

*UHRF is a new, rapidly evolving sport. As such, the rules will be reviewed annually, AND as often as significant changes are deemed to be warranted otherwise.

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1. UHRF MEMBERSHIP

For any organized sport to be successful there must be a well-articulated set of rules, and an organizational structure through which participants can join and have assurances that the sport will be administered the same wherever it is run. Having a club based structure allows the sport to have multiple hubs everywhere that the sport grows, further assuring that matches of all levels are run the same wherever a participant may go to compete. Club membership is required in order to hold official UHRF matches of any level, including local matches. Individual membership is not required, but strongly encouraged, as it is the only way to receive match scores as well as to build points required for participation in major matches.

1.1. CLUB MEMBERSHIP

To form a new UHRF club or for an existing club to become an official UHRF affiliated club is a simple process. The information to join and pay for a club membership is available on the website under the “How to Join/Membership” tab.

- Club membership is required to host any sanctioned UHRF matches.
- Only member clubs can submit scores for matches (and only for current members).
- Only member clubs can submit classifier scores for current members.
- Affiliation grants access to official UHRF score sheets, software, outreach assistance, and various other resources that are currently or will soon be provided by the organization.
- Clubs will designate a club contact and a secondary contact for all communications with UHRF headquarters.

1.2. INDIVIDUAL MEMBERSHIP

Individual membership has its own rewards.

Competitors who have a membership will receive scores for matches and will receive 1 point for every local match in which they compete. Higher point values are awarded for larger sanctioned matches. Points accumulate throughout the year and are the basis for weighted selection for major matches and for the National Championship. At a club’s discretion, individuals can compete in local matches even if they are not a member of UHRF, but they will not receive a score for any stages shot at the match. They will get the start signal and the stop signal but no points recorded, no impact calling and no time logged on their score sheet. If a local club wishes to make allowances for those who want purely to practice hunting based shooting skills, this is an option that the club can choose to allow or disallow. Competing in any matches other than local club matches requires UHRF membership to register.

- Membership allows competitors to see their scores at all matches. Nonmembers do not get scores.
- Members gain points for every match shot. Nonmembers do not receive points for matches.
- Members can travel to other matches run by other clubs and compete for the same benefits.
- Members can compete in larger sanctioned matches. Nonmembers can only shoot at local matches.
- Members are allowed to shoot the classifier to get a classification in any/all divisions. Nonmembers are not allowed to shoot the classifier for score.

2. SAFETY RULES

The four rules of gun safety MUST be observed at all times.

1. All firearms will remain unloaded, with the action open and an empty-chamber indicator inserted until otherwise instructed by a Range Officer.
2. The only time (outside of actively shooting a stage) that a firearm may be out of the shooters direct control and connected to their person, is when placed in a designated safe area (including inside of a fully enclosed case, or on an approved rack), with the muzzle pointed in the indicated safe direction.
3. Firearms should be transported with the muzzle pointed directly up in the air, or directly down at the ground. The only acceptable time for the muzzle direction to vary from these two positions, is under the direction of a range officer, or at an approved/indicated safe area where firearms may be placed off of the shooter's person.
4. Accidental discharges: an accidental discharge that occurs in a shooting position, within a shooting area, that is determined to have gone in a safe direction, will incur a 30 point penalty. Any and all other AD's will result in the shooter's disqualification from the match.
5. No part of the shooter may be down-range of or in front of their firearm at any time.
6. The only time that rounds may be loaded into a firearm (either loaded into in an internal magazine, or a removable magazine being inserted) is after the "make ready" command by a range officer.
7. If your rifle utilizes a manually operated action, it must be visibly open before leaving a shooting position, including when moving between multiple positions within a shooting area. Semi-autos must be switched to safe, and the shooter must loudly, verbally indicate "GUN SAFE" to the RO.
Shooters are expected to have their action open or safety activated (with verbal confirmation) at any point during the stage when they are not actively engaging a target. If a transition between targets requires enough movement that the shooter ends up out of a position from which they would intentionally shoot, the gun should be rendered safe by opening the action/activating the safety. Shooters should have the target in their sights before the action is closed/safety deactivated.
Failing to adhere to this safety rule will result in a warning from the RO for the first infraction, no-score for the stage after the second infraction, and match disqualification for the third. These infractions will be noted on the score sheet as they happen, along with the stage number, RO initials, and shooter initials. The MD will be notified after the second and third safety infractions.
If at any time during a stage one of these rules is violated, The RO will loudly verbalize "BOLT" or "SAFETY" to the shooter. If the initial verbalization is not enough for the shooter to understand the necessary corrective action, the RO will then explain what the shooter needs to do in order to proceed safely through the course of fire in accordance with the safety rules.
8. No person shall consume or be under the influence of alcohol or faculty altering drugs such as common narcotics during the match. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
9. It is the shooter's responsibility to know and follow all safety rules, and to conduct themselves in a manner that ensures their own safety and the safety of others.
10. It is a range officer's responsibility first and foremost to ensure that the shooter is following all safety rules, and conducting themselves in a manner that ensures their own safety and the safety of others. Secondly, it is the responsibility of the range officer to ensure that the shooter conducts themselves within the rules as

they are written in the most current iteration of the rulebook, and according to the design and description of an individual stage.

11. Junior shooters (age 10-17) must be accompanied by an adult and escorted to the shooting area, until they have shot at least 3 UHRF sanctioned matches **and** are deemed safe to proceed without an adult by the match director. Coaching is permitted for junior shooters by their accompanying adult. Once a junior shooter meets the criteria to no longer require an adult escort, they may choose for themselves if they wish to be escorted/coached.
12. Any adult escorting a junior shooter, who is also participating in the match, must shoot each escorted stage before the junior being escorted/coached.

3. SPORTSMANSHIP RULES

**It is the responsibility of all UHRF members, attendees, and range staff to conduct themselves with the utmost sportsmanship at all times.*

Unsportsmanlike conduct includes, but (at the discretion of the match director), is not limited to:

- Violent, threatening, or rude language, gestures, or behavior.
- Intentional cheating and/or circumvention of rules as they are written in the most current iteration of the rulebook, or the design and description of an individual stage in order to gain a competitive advantage.
- Unsportsmanlike conduct is punishable by an FTDR (failure to do right) penalty, amounting to 70 points being deducted from the shooter's score per infraction.
- However, for repeated and/or egregious violations, disqualification and/or expulsion from the match at the discretion of the match director; up to and including revocation of membership to the UHRF (at the discretion of HQ) is possible.

Due to the nature of certain aspects of the sport, a great deal of the enjoyment and competitive equity of your fellow shooters will rely upon the conduct and honor of each individual. Membership and continued participation in the UHRF is incumbent upon each individual remembering this and conducting themselves accordingly.

4. RANGE COMMANDS & DEFFINITIONS

4.1. RANGE COMMANDS

"MAKE READY" – command given by the RO instructing the shooter to load and prepare for their stage.

"ARE YOU READY" – shooter will indicate ready with a head nod or verbally acknowledging that they are ready.

"STANDBY" – command given by the RO alerting them that the timer start signal is about to be activated.

"STOP!" – this is a safety command that can and **SHOULD** be issued by anyone witnessing an unsafe condition.

"MUZZLE!" – command given as a warning to the shooter that their muzzle is approaching an unsafe direction.

"FINGER!" – command given by the RO to warn that the shooter's finger was in the trigger guard at an unsafe time (any time other than when the shooter is prepared to fire at a target).

"BOLT!" – warning given when a competitor fails to open the bolt when required during a stage.

"SAFETY!" – warning given when a competitor fails to engage the safety on an auto loader when required..

“IMPACT!” – command given by the RO when a target impact is witnessed.

“BOUNDARY!” – command given *after* a shot (and any successive shots) is taken with some part of the shooters gear or body touching outside of the stage boundary. Any shots taken while faulting the line will be counted as a miss whether it hits the target or not. The shooter will need to correct the faulting error and continue to engage the correct target until it is impacted while not faulting the line. No corrective coaching of any kind by the RO will be allowed!

“UNLOAD, SHOW CLEAR & FLAG” – command to make the competitor safe at the end of the stage.

“RANGE IS CLEAR” – Command indicating that the range is clear and the shooter may leave the shooting position.

“GUN SAFE” – indication of an activated safety on a semi-automatic rifle, given by the shooter to the RO

- The RO on a stage **WILL NOT** give any help or advice for finding or engaging targets, for positioning, for gear condition or use, or discuss anything whatsoever that is not a range command or safety guidance. Only the official range commands or safety related guidance/commands will be given to any shooter. This is the only way to assure equity for all competitors. If you cannot find a target, go back to the sighting tree (target indicator) and re-assess.

4.2. DEFINITIONS

MD – match director. The match director has final say in all match officiating, short of HQ.

RO – range officer

STAGE – refers to the individual course of fire from staging area to rally point and 3 targets engaged.

STAGING AREA – an area specified and clearly marked during match setup at which the squad will gather upon arrival at a new stage, and from which individual shooters will leave for the starting point as it becomes their turn to shoot. Markers will be identified in the stage brief.

INGRESS MARKERS – Markers used to show competitors the travel path from the staging area to the start point and if necessary, all the way to the shooting area. Depending on the available property/terrain for a match, Ingress/Egress markers may or may not be necessary but it is important that the competitors all have a very easy time finding their way to and from all important locations. These markers should be a different color or construction from the egress markers to avoid confusion (ex. pink ingress/yellow egress) and should be the same for all stages. Colored pin flags work very well and are inexpensive at home improvement stores.

EGRESS MARKERS – Markers used to show competitors the path to follow when leaving the shooting area after completing a stage. Depending on the available property/terrain for a match, Ingress/Egress markers may or may not be necessary but it is important that the competitors all have a very easy time finding their way to and from all important locations. These markers should be a different color or construction from the ingress markers to avoid confusion (ex. Yellow egress/pink ingress) and should be the same for all stages. This path will lead to a rally point away from the previous staging area to prevent sharing stage information with others who have not shot yet. The rally point can be separate from the next staging area or the next staging area can be designated as the rally point for the previous stage. Colored pin flags work very well and are inexpensive at home improvement stores.

TARGET INDICATOR (sighting tree) – a physical device of a consistent construction and implementation that indicates the direction, and preferably the angle, of a target by pointing at it. The indicator shall be the same color as the marker placard of the target it points at. Example, white target indicator points directly at the white placard next to the 40 point target.

TARGET MARKER (placard) – a marker placed within 10 feet of each target to aid in locating and identifying the point value of the target. Red = 20, white = 40, blue = 80. The marker shall be the same color as the target indicator for that target found at the shooting area. The targets shall not be painted the same color as any of the markers.

TRAVEL TIME – the time allocated on each stage for the shooter to move from the staging area to the stage start point. This time will be determined by the match director or stage designer.

START POINT – the point at which the actual scored time for the stage will begin, and at which the “make ready” and “standby” commands are given to the shooter by the RO.

WRITTEN STAGE BRIEF (WSB)– A document made available to all competitors in advance of the match and also available at every stage which includes the following information for the stage.

* Exact composition and requirements of the WSB are currently under development but should include as many of the following as is manageable for your club.

- *Date, and name of the match*
- *Stage number and name of the stage.*
- *State color used for targets.*
- *Description of markers used for the staging area.*
- *Travel time and approximate distance to the start point.*
- *Description of markers used to mark the start point.*
- *Total number of shooting areas for the stage & colors that correspond to them*
- *Description of markers used to mark the rally point location.*
- *Description of markers used to mark the pathways to the shooting area (ingress markers) if needed*
- *Description of markers used to mark the pathway leaving the shooting area (if needed)*
- *Listing of any positional requirements for each target if they will be specified.*
- *Listing of any prop usage requirements for each target if they will be specified.*

5. MATCH ADMINISTRATION/LOGISTICS

In the interest of realism (no pre-planning of shooting positions or ranging prior to beginning the stage), UHRF stages shall be shot “blind”.

New shooters will be allowed to go forward to the shooting area of the first stage of their first match to observe shooters going through the stage. This will allow them to see firsthand, how it is done before they have to do it themselves. When it is the new shooter’s turn, they will go back to the staging area and the RO will start with them as with all other competitors on the stage.

Squads of shooters will arrive at a staging area from which the view of the shooting position(s) is substantially occluded, or better yet, completely invisible. This is preferably accomplished with natural terrain features, but man-made structures may be used to accommodate.

A description of the shooting areas, target arrays, approximate distance and allocated “travel time” allowed to reach the start point will be provided in a Written Stage Brief available to all competitors before the match begins.

As it becomes their turn, shooters will move from the staging area to the “starting point”, and from there, begin their stage. The allotted “travel time” from the staging area to the starting point is to ensure a steady match flow. This time is set at the match director’s discretion according to the distance and difficulty of terrain that must be traversed, and should take into consideration the health, age, and physical fitness level of the majority of competitors, so as to not levy a significant advantage or disadvantage based on those parameters.

When the “travel time” has elapsed, the RO will give the “standby” command and start the timer, regardless of the shooter’s location. If the shooter reaches the starting point before the travel time has elapsed, they may begin their stage by indicating they are ready, or they will be started upon the completion of the allotted travel time.

From the staging area, the shooter should not be able to view any targets or target indicators, and the shooter may not advance beyond the starting point until their stage has officially been started by the RO.

The staging area may also function as the starting point for matches where space/terrain don’t permit separation of the two. Some form of physical barrier should be used so that the shooters awaiting their turn cannot see the shooting areas from the staging area but so that they can begin their course of fire by simply stepping out from behind the vision barrier at the start of their turn on the clock.

As each shooter finishes their course of fire (the stage), they will advance to an indicated “rally point” in a safe area between that stage and the next to wait for the rest of the squad to finish, ensuring nobody receives information from a previous shooter that may provide them with an unfair advantage.

As shooters complete a stage, they will be directed to a “rally point” or gathering area by the RO/pin flags. Rally points are required to be clearly and consistently marked in sanctioned matches, but regardless, should be located so that any and all previous shooters provide NO distraction to the remaining shooter(s) on the stage. This means, they should not be in the shooter’s line of sight or periphery during the stage, and that **they should not be heard by the shooter**. Keep in mind the commonality of electronically assisted amplified hearing protection when locating the rally point, and when policing volume levels **BOTH** as an RO, and as a courteous competitor.

Positioning a rally point so that the previous shooters can watch the remaining shooters compete should be considered a privilege for the previous shooters. Conducting oneself in a way that distracts other shooters removes an even playing field and diminishes the experience for remaining shooters. If a competitor habitually engages in egregiously distracting behavior, they can, and should, be asked to progress well out of sight and earshot of the remaining competitors, and will be allowed to rejoin the group as they catch up to them on the course.

The shooter may choose to **LOUDLY** verbally indicate to the RO which target they are about to engage (red then white then blue), before engaging it, by stating the color of the target identification placard. The RO shall **LOUDLY** repeat the color back to the shooter as confirmation. This is not coaching and is intended to assure that the RO and shooter are “on the same page”. The RO will only respond/repeat the color back if the shooter calls out in the correct order. If the shooter calls out the wrong color, the RO **WILL NOT REPEAT THE COLOR AND WILL WAIT SILENTLY UNTIL THE CORRECT COLOR IS CALLED OUT**. This is a courtesy to the shooter and is entirely their responsibility to take advantage of it. It is still the shooters responsibility to engage in the correct order.

- During the course of fire, the RO must indicate target impacts by **LOUDLY** stating “IMPACT”.
- The RO will record all misses as O and all impacts as X in the appropriate boxes on the scoresheet.
- The 10 point boxes will only get a O if the competitor runs out of time.
- When time expires on a stage, any boxes on a score sheet for targets which have not been hit, shall be marked O.
- Upon hearing “impact” the shooter will immediately open the bolt (engage safety for auto loaders) and move on to engage the next target in the stage, or unload, show clear and flag if the stage is complete.

A system of officiating has been developed in the interest of facilitating local-level matches, and matches that may not have access to the range officer staff required to place a dedicated RO on each individual stage. This system is meant to minimize any advantage that a shooter may gain from seeing a stage prior to shooting it, while ensuring that any advantage gained is gained by each individual as equally to the others as possible:

Damage or alteration of a stage in any way by a competitor is not allowed.

If damage or alteration of a stage (outside of normal wear and tear resulting from participation in the match) has occurred through shooter negligence or intentional actions that change the nature of the stage with regard to gain or loss of potentially beneficial or detrimental features, the competitor will be assessed the appropriate penalty as determined by the RO and/or MD.

a) Minor to moderate and likely accidental/incidental changes to a stage which could potentially, but do not clearly and obviously alter the COF to the benefit/detriment of the shooter or others who follow, will result in a procedural penalty and a 20 point deduction for the stage (for each violation during the stage).

b) Significant and likely intentional changes to a stage which clearly or will probably alter the COF to the benefit/detriment of the shooter or others who follow will result in a no-score penalty for the stage.

c) Egregious, significant, and clearly intentional irreparable damage or alteration of any part of a stage that either benefits or hinders performance of the competitor or following competitors will be considered unsportsmanlike conduct. This will result in a DQ from the match.

*Keep in mind that it is nearly impossible to utilize some stage features as rests without incidentally breaking small twigs, incidentally adjusting the position of small rocks for a more comfortable sitting position, flattening grass patches/small shrubs with a pack, etc. Typically the first few shooters through a stage will make adjustments such as these which are inherently necessary in order to shoot the stage, and will be mirrored and utilized by the remainder of the shooters in the match. These adjustments fall under the category of normal wear and tear to the stage.

Breaking branches which would normally otherwise support a rifle, permanently moving something out of the way to gain a new sightline, dislodging larger rocks or boulders which shooters may incorporate into their position by choice or by virtue of the stage design, moving something in a stage to be used as a rest elsewhere, etc. should be considered “significant” under b).

Damage or alteration of a stage by any person will not result in elimination of a stage from the match. The MD will make an attempt to return the stage to as close to original condition as possible. If completely repairing the stage is not possible, the MD will make a best effort to accommodate following competitors with as close to original conditions as possible including changing the shooting area in any way determined to be the best and most equitable solution for all competitors going forward.

It is the responsibility of the RO and any other staff/spectators (scorekeepers, media personnel, etc.) that may be present on a stage to stay well out of the way of the shooter. Avoiding potential interference should never be on the shooter’s mind during a stage. Think ahead, and keep yourself out of any reasonable potential path of the shooter.

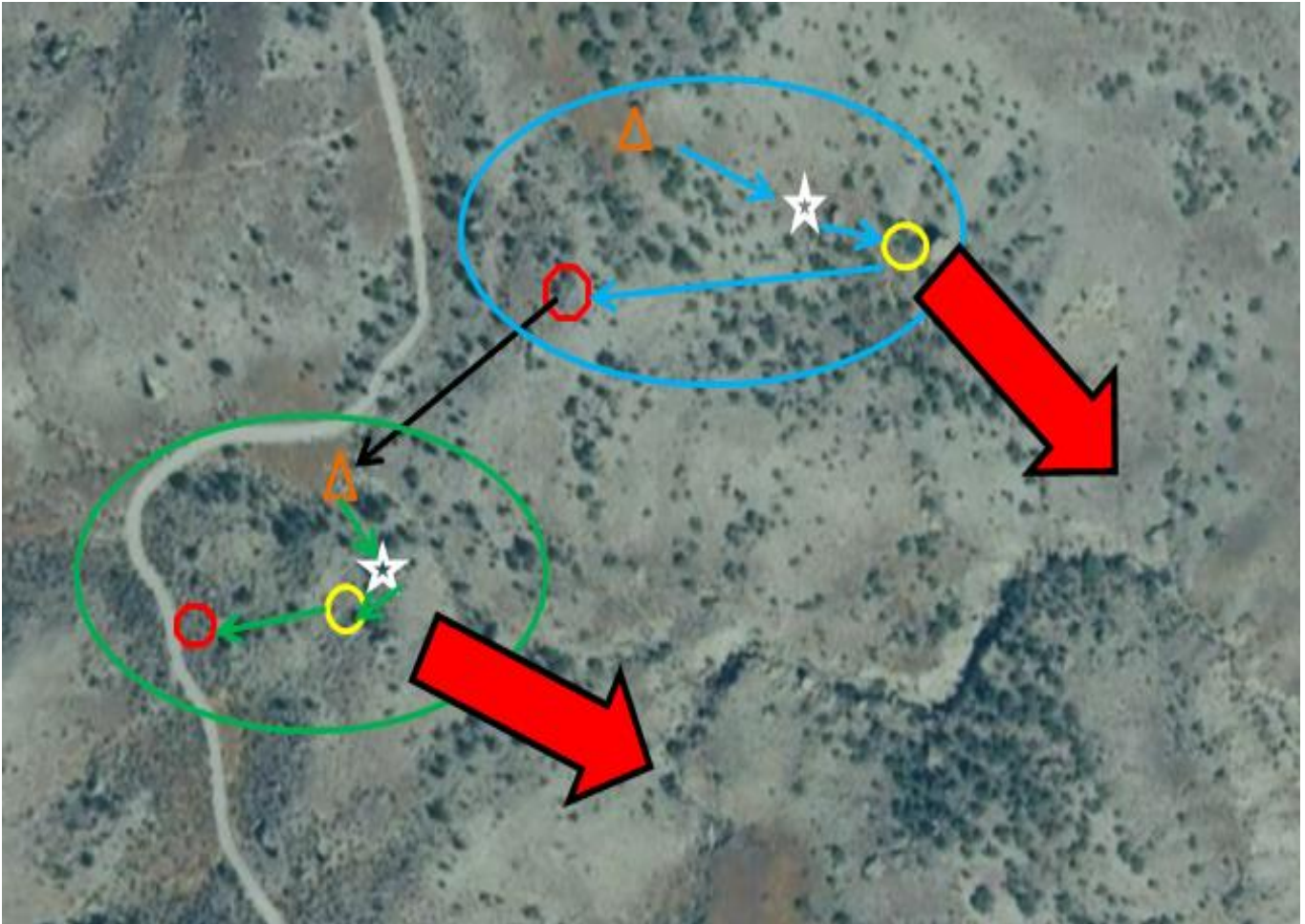
6. STAGE DESIGN RULES

1. All targets are required to be 6”x6” square steel plates and hung in a “diamond” orientation.
2. All targets in a stage must be painted the same bright color for the entire match and the color of the targets must be indicated on the Written Stage Brief. It is preferred that all targets for all stages in a match be the same color but alternate colors for adjacent stages may be used to avoid confusing targets from a nearby stage.
3. Allowable target, target marker placard and target indicator colors are included in Appendix C.

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4. Target color cannot match the color of any target marker placards (cannot be red, white or blue).
5. Each stage must include three targets which must be engaged from designated shooting areas marked with boundary rope or some other non-moveable cordage type line indicator affixed to the ground. There can be one, two or three shooting areas (as many shooting areas as there are targets) on any single stage. Each target will fall within a distance bracket (+/- 10 yard discrepancy, ranged line-of-sight from the shooting area):
 - A near target between 25 - 50 yards (RED MARKER PLACARD).
 - A middle target between 51-75 yards (WHITE MARKER PLACARD).
 - A far target between 76-100 yards (BLUE MARKER PLACARD).
6. Shooting areas are delineated with lengths of rope encompassing said area, preferably staked to the ground to ensure a consistent stage for each shooter.
7. Red, white, and blue target indicators outside of a shooting area correspond with the colored placards of the targets to be engaged from that area.
8. It is preferable that engagement of each target necessitates use of a different position within an area by virtue of the placement of targets as it relates to the terrain within the shooting area. Stage design should most often, attempt to encourage the shooter to use separate shooting positions and rest opportunities for each target. Whenever possible, this should be accomplished with the physical stage design and creative placement of the shooting area boundary rather than being mandated in a course of fire but can be mandated and listed in the WSB if the range/property does not provide adequate terrain features.
9. All shooting areas for a stage must be visible simultaneously from one location somewhere after leaving the start point markers. The distance between the two farthest possible engagement points on a stage may not exceed 20 yards.
10. Target indicators must be placed so that the shooter can only stand behind them and sight down them at the targets from outside of the shooting area. In most cases, they will need to be behind or beside a shooting area, not in front (toward the targets).
11. Target marker placards of a color corresponding with the target indicator and distance bracket/value, no smaller than 10"x10", must be placed within clear view (as viewed from the shooting position) and no more than 10 feet from the target that it identifies. (This relative to the shooter's 2d perspective, the placard may be closer or farther than the actual target distance from the shooter. The placard is intended to assist in target location only, and is not necessarily representative of the target's range). RED=near, WHITE=middle, BLUE=far.
12. All targets are required to be painted prior to the start of a match with any approved uniform bright color listed in Appendix C. They must not be red, white or blue.
13. All targets in any stage or match must remain the same color for the entire match.
14. Painting target hanger T-posts with a bright color is also advised but not specifically required.
15. All targets in a multi-day match are required to be re-painted for the start of each day.
16. Stages will require a stage "start point," marked with locating stakes, flags, cones etc. (must be the same for all stages in a match). The start point indicators must be of a consistent color, material, and orientation throughout the match. Starting point indicators must be described for competitors in the written stage brief.

All indicators and markers used throughout a match should be obvious and consistent in their display, orientation, and the thing which they are marking.



The above diagram illustrates the movement procedure from one stage (blue) to the next (green). Triangles represent staging areas, stars are starting points, yellow circles are shooting areas, and red circles are rally points. The large red arrows indicate direction of fire from each stage.



This diagram illustrates three possible shooting area scenarios and their associated target engagement based on the target indicator orientation. There is a single area from which all three targets are indicated to be engaged, a stage with an indicator for the white and blue target, with a separate area indicated for the red target, and finally a stage with separately indicated areas for each individual target.

7. TARGET ENGAGEMENT RULES

Because it is significantly less expensive to shoot .22 long rifle, UHRF allows for shooting more rounds per stage than other Ultimate Hunter sports. Each stage will require that competitor shoot each target twice instead of just once. The targets must still be shot in order near (red) – middle (white) – far (blue) with a requirement that each target be hit two times before the competitor moves on to the next target. This offers more shooting fun and more opportunities to gain experience in the use of natural terrain and objects to build stable field positions for accurate first round hits.

1. Targets must always be engaged in order from near to far; Red, then White, then Blue.
2. Each target is required to be hit 2 times in a course of fire before advancing to the next target. If a competitor moves on to the next target without first scoring two hits on the previous target, the RO will not call “impact” if the competitor hits the next target. Any shots not striking the correct target will be scored as misses on that target. When in doubt, the competitor still has the option of calling out the color of the target and if it is the correct target, the RO will call back the correct color. If it is the wrong target, the RO will remain silent.
3. Each target is only allowed to be engaged from the shooting area where the corresponding colored target indicator is located (red from red, white from white & blue from blue). If there is only one shooting area and all target indicators are next to that area then all targets can be engaged from anywhere within the shooting area. If there are two separate shooting areas and the white and blue indicators are next to one shooting area but the red indicator is next to a second separate shooting area, the white and blue targets must only be shot from anywhere within the shooting area next to the white/blue indicators. The red target must be shot from anywhere within the second shooting area next to the red target indicator.

4. The course of fire MAY dictate firing positions/prop usage per target engagement in order to add variety or make up for a lack of terrain or unique shooting areas. *(matches in western Kansas, for example, may necessitate this)
5. Target indicators must not be touched by competitors once the match has begun or they will receive a penalty.
6. If a target indicator gets touched and/or moved by a competitor in any way during the match, the MD must be notified and must come to the stage to re-align the indicator correctly (competitors are not allowed to touch/fix an indicator at any time). The MD will confirm that the competitor receives the appropriate penalty for interfering with the stage equipment.
7. If a target indicator gets moved by a non-competitor or for unknown reasons, the RO will let the MD know and the MD will come and re-set the indicator.

8. SCORING RULES

STAGE SCORES: Only current paid UHRF members will receive scores for stages.

1. Each target on a stage has a corresponding value and color assignment (think old glory) based on its distance from the shooter.
 - Near target, 25-50 yards: red – initially worth 20 points for each hit
 - Middle target, 51-75 yards: white – initially worth 40 points for each hit
 - Far target, 76-100 yards: blue – initially worth 80 points for each hit
2. Each target will require being engaged until hit two separate times. On the first engagement, the score will be kept with 0 or X in the left side boxes on the score sheet (0 for a miss, X for a hit). On the second engagement, the score will be kept with 0 or X in the right side boxes on the score sheet for that target. Targets lose half of their point value for each miss but stop losing value when they reach 10 points and are scored separately for each of the two engagements.
3. A competitor has 180 seconds to hit all 3 targets on a stage, twice each, and they must be shot in order (red, white, blue).
4. No target is ever worth less than 10 points per engagement as long as it is hit while there is still time on the clock. After the target is hit on the first engagement an X for the hit is placed in the appropriate point value box on the left. Then the target goes back to its full value for the second engagement and the process of scoring misses or hits starts over until the target is hit the second time and the X is placed in the appropriate point value box on the right. A 0 will be placed in the appropriate box for any misses.
5. Any target that does not get hit during the 180 second time allotted will be scored a zero and all of the remaining subsequent boxes will have a 0 put in them.
6. A target must be hit twice before advancing to the next target.
7. Only shots taken at the prescribed target in the correct order will be scored as hits.
8. A hit on a target out of order will be scored as a miss on the correct target.
 - Ex. If shots are fired at the blue target when white has not yet been hit, the shots will be recorded as misses on the white target for each shot taken, down to a minimum of 10 points in value for the white target. The shooter still must hit the white target before engaging the blue target for any scoring points. The blue target will still have the full 80 points available at the time the competitor begins engaging it after having hit the white target.
9. The time does not stop until it reaches 180 seconds or until the blue target is hit.
10. The total points for each target is the sum of the point value of the two boxes that have the X mark in them for hits. For example, the competitor hits the blue target on the 4th shot of the first engagement for 10

points, and on the 1st shot for the second engagement for 80 points. Their point total for the blue target is 90 points.

11. The stage score is total points for a stage minus any penalty points, divided by time elapsed for the stage (in seconds) and then multiplied by 10. Multiplying by 10 assures that final match scores are whole numbers not decimals.
12. The stage score will be rounded up to the nearest two decimal places. For example 8.456 rounds up to 8.46 but 8.454 remains 8.45.
13. A competitor can choose to stop engaging targets at any time on a stage and say "I'm done" to the RO.
14. If a competitor is unable or chooses to stop engaging targets on a stage before the time runs out, the time will be recorded as having elapsed to 180 seconds and any remaining points boxes will be marked as missed shots by placing a 0 in each of them.
15. Hits are recorded as an X mark in the appropriate box on the scoresheet or tablet.
16. Misses are recorded as a O mark in the appropriate box on the scoresheet or tablet.
17. The 10 point box for a target will only get marked O in cases where time expires without a target impact or if the shooter is unable/chooses not to complete the stage.
18. After an impact is scored for a target, if there are remaining boxes for that target, they must remain empty.

*scores can't go below 0 for a stage even with penalty points deducted.

9. MATCH SCORES

9.1. Scoring

Only current paid UHSS members will receive scores or points for matches.

- Overall Match Scores are calculated by adding all of the stage scores together for a total.
- Match scores will be rounded up to the nearest two decimal places in the same way that stage scores are.
- In the event of tied scores within a division, the tiebreaker will be based on the lightest gun used for the division winning the division.
 - If there is a tie, or multiple competitors tied for score, the competitors' guns will be weighed at the match. The competitor using the lightest gun for the division will be awarded first place. The competitor with the second heaviest gun will be awarded second and so on.

9.2. Scoring For Combined Event Competitors

Combined awards may be awarded for any two or more UHSS sports offered as part of a combined competition.

- Combined awards may be awarded for any two or more UHSS sports offered as part of an event in which at least two of the sports are part of the event.
- Matches which offer awards for combined sport participation will use the sum of the relative percentages (calculated separately from the overall percentages of finish) from each event *for those entered for the award*. Example: The title of "Ultimate Hunter" is awarded to the high overall combined winner participating in all 5 UHSS shooting sports at the National Championship. Their order of finish is calculated by adding together their percentages of placement (relative to *only the others competing for the "Ultimate Hunter" award*) for each sport.

* Example score sheet and calculations are included in APPENDIX A at the end of the rule book.

10. PENALTIES

*Penalty points are deducted from the total stage points for the stage where the penalty is issued.

FAILURE TO DO RIGHT “FTDR”- must be approved by the MD before being recorded on the score sheet.

- For unsportsmanlike conduct – 90 point penalty (zero points for the stage to which the penalty is applied).

ILLEGAL GEAR - must be approved by the MD before being recorded on the score sheet.

- A shooter will not receive a score for any stage on which illegal gear is utilized.
- Using cartridges that exceed the maximum allowed velocities will result in disqualification from the match.

PROCEDURAL PENALTIES – do not require MD approval.

- Attempting to view the stage before travel time begins – 20 point deduction
- Touching, moving, or altering a target indicators (on purpose or accidentally) – 20 point deduction
- Failing to deploy gear on the clock – 20 point deduction
- Coaching (*does not apply to adults coaching the junior shooters) – 20 point deduction
- Failing to carry all gear used during the match for the duration of the match – 20 point deduction
- Boundary violation. Firing a shot or shots while any part of the shooters gear and/or body is touching something outside of the shooting area currently occupied by the shooter. RO will advise of the fault after the first faulting shot, and for each subsequent faulting shot, by clearly and loudly announcing “BOUNDARY” – There is no penalty for shooting while faulting the boundary, but any hits made while faulting will not be scored and will count as a miss on the target being engaged. RO will not coach the corrective action in any way to help the shooter correct the boundary violation (it is up to the shooter to find how and where they are in violation of the boundary). The shooter will need to correct the faulting error and continue to engage the correct target until it is impacted while not faulting the line.
- Ejected brass or accidentally dropped small items that fall outside of a shooting area while engaging targets or while moving to or between shooting areas while on the clock during a course of fire shall not be penalized as a boundary violation. This would include individual rounds of ammunition, small trash items, lens covers, chamber flags, hats etc. Items such as optical equipment, monopods, bipods, shooting rests, large articles of clothing, back or chest packs, guns etc. would incur the boundary penalty just the same as having body parts over the line.

The list of penalties is still in development and will be modified as needed.

11. RESHOOTS

- Reshoots are only permitted in the case of range gear/prop malfunctions or RO interference (this includes for non-shooter related safety stoppages).
- All reshoots must be approved by the match director prior to the reshoot.

12. DIVISIONS

Competitors will be placed into one of 4 divisions based on the action type (manual vs auto loading) and the sighting system used.

12.1. Irons

Non magnified iron sights (peep, diopter, buckhorn, post and notch etc.).

12.2. Optics

Any magnified or non-magnified optic, including red dots.

The results are the following four divisions:

1) Manual Action Irons (MI)

3) Auto Loader Irons (AI)

2) Manual Action Optics (MO)

4) Auto Loader Optics (AO)

13. GEAR RULES

No more than 10 rounds total may be in the gun/magazine combined at any time, regardless of division or actual capacity.

1. Firearm and all attached gear must weigh no more than 9 lbs. (strictly enforced).
2. Competitors can carry as much ammunition and as many additional loaded or unloaded magazines as they wish.
3. All gear (including food, drinks, etc.) that a competitor starts the match with must be carried on the shooter's person throughout the duration of the match, and must be fully contained within the shooting area currently occupied by the shooter any time a shot is being fired. Leaving gear in the staging area, along the trail or anywhere else will result in a procedural penalty for every shot fired in any stage when the gear is not in the shooting area with the shooter (penalties cannot take a shooter below 0 for any stage). *See penalties section
4. Any gear used during a stage must be deployed after the start signal (use of binoculars, range finder, bipod, shooting sticks, removing a backpack, etc.)
5. Laser range-finding rifle scopes are disallowed, as are laser ranging devices attached to the rifle.
6. Bipedal or monopod rests longer than 36" at the maximum extended length may be used as shooting rests but must not be attached to the firearm.
7. Bipods/monopods 36" and less may be used as shooting rests either attached or not.
8. Other than bipods/monopods as listed above, bags, rests, or supports that serve no purpose aside from -or are designed predominantly to assist in the construction of a shooting position, are disallowed.
9. Tripods are disallowed as shooting rests. They may be used for mounting spotting/ranging devices but cannot be used as support for any part of the shooting action. Tripods used for spotting/ranging devices must still be within the shooting area with the competitor for all shots taken.
10. Shooters are expected to bring any food, water, drinks, snacks, etc. they foresee needing during the match and to carry it with them. If the match director chooses to provide refill stations or snacks for competitors, they may do so. However, it is ultimately the expectation that competitors will be self-sufficient regarding food/water for the match.

*** See PPDS tripod/bipod/monopod rules for shooters with limited/no use of an appendage.**

Suppressors are not allowed when shooting for score. Due to the requirement that shot timers must record shots with 100% reliability, suppressors are not allowed to be used in UHRF matches at any level of competition. Changing sensitivity or using shot timers that claim better pickup of suppressed shots, increases the likelihood of picking up errant sounds, while also possibly not picking up the suppressed shot. Considering the variables associated with nationwide competition, participants, officials & gear,

the inconsistency is not worth the risk. To ensure consistency and accuracy of scoring at all levels of competition, UHRF will not allow suppressors at this time.

14. PPDS (permanently physically disabled shooters)

- For competitors who have significantly limited use of, and/or are missing part or all of an arm to the extent that such a limitation causes them to be unable to safely and effectively deploy and/or operate their rifle, the use of bipod or monopod supports of any length attached to the rifle is allowed. The support may be attached or removed from the rifle at the shooter's discretion at any time during, before or after a course of fire.

When exercising this allowance, the shooter is still bound by all other rules requirements and restrictions.

- Shooters exercising this exception must make their condition known to the Match Director prior to the match and have their written approval prior to beginning the match.

This approval will need to be with the shooter and available for the competitor to present to Range Officers if requested at each stage.

15. CLASSIFICATIONS

Shooters will be divided into four separate skill classifications, so that they compete against others of a similar skill level within their class only. A shooter's classification is determined by their score on the classifier course.

- Master class
- A class
- B class
- C class
- D class

The Classifier will be run only by an affiliated club and will be administered only by club officials or certified Range Officers. Until UHRF can establish a network of UHRF-certified RO's, otherwise certified (UHRC/NRA/IDPA/USPSA/PRS/NRL, etc.) range officers with a clear understanding of the rules, will be allowed to administer the classifier for UHRF members. For new clubs without any certified ROs, two club officials may administer the classifier for UHRF members. Anyone administering the classifier who is not a registered UHRF RO or club contact must be approved to do so by a registered club contact. The official Club Contact will be responsible for sending the classifier scores in to UHRF headquarters. Only current UHRF members will be allowed to shoot the classifier for score and classification.

15.1. CLASSIFIER - COURSE OF FIRE

The classifier course is always set up the same, and should be run in a flat range setting -as little terrain or obstacles as possible, preferably no more than 10 degrees of vertical or horizontal disparity between

targets on a single string of fire- in order to provide the most consistent shooting skill test possible. The shooter will be allowed to use the same gear as allowed by the rules in competition (monopod, bipod, backpack etc.) for resting the rifle during the classifier. All gear must be deployed on the clock.

Targets are placed at 25 yards, 65 yards, & 85 yards. (Red, White, Blue)

The classifier is run as follows:

3 unlimited strings, all 3 targets are shot in each string, with the standard 20/40/80 point value for the red, white, and blue targets respectively.

String 1:

- Red target - standing off-hand
- White target - shooter's choice of position
- Blue target - shooters choice of position.

String 2:

- Red target - shooter's choice of position
- White target - seated or kneeling
- Blue target - shooter's choice of position.

String 3:

- Red, White, & Blue targets - shooters choice of position for each.
- Targets lose half of their value for every miss, down to but never less than 10 points.
- 180 second par time for each string.
- You must hit to advance to the next target in the string.
- Reload as necessary (just like in matches).
- Any gear that is legal to use during a match, is legal to use during a classifier. Packs must start slung.
- Bipods must be deployed on the clock (they can start extended but must start folded along stock if designed to be able to do so).
- Time and points will be recorded individually for each string, and used to calculate a total hit factor.
- Classifiers are scored using the standard UHRC competitions scoresheet. The score sheets is shown in Appendix B, and is available on the Ultimate-Hunter.com website UHRF Rules web page as a downloadable PDF file.
- Shooters can move to higher classes through match promotions based on placement.*

classification scores are to be determined, and may be adjusted, as relevant data is accumulated

16. UHRF SANCTIONED MATCH POINTS, REGIONS AND NATIONAL MATCHES

A competitor does not have to be a member to compete in level 1 matches but must be a current UHRF member to get any points for shooting matches or to receive scores for any matches including for level 1 matches. If there is not a current member number listed in the box at the top of the score sheet or provided for electronic scoring, the score sheet will not have times or points/hits recorded on it. Membership and current classification in the division in which a person is competing are required for any level 2 or above matches.

Matches are classified by size based on the number of people they are open to hosting. As match size increases, so do the number of points they are worth. Match points build throughout the year and allow preferential entry to national-level matches in order to reward shooter participation.

Level 1: Local matches

Level 2: State matches

Level 3: Regional matches (generally includes some bordering states)

Level 4: Area matches (based on the major UHRF defined areas of the country)

Level 5: National matches

The number of points a match is worth is the same as the level number. Level 1 = 1 point, etc.

Every member's accrued points automatically reset to zero at the conclusion of each year's national match.


The top five competitors in each division at the prior year's nationals, and any first place finishers at the current year's area championships, will be guaranteed entry into the next national championships. 80% of the remaining nationals openings will be guaranteed to members based on the highest number of accrued match points, and the remaining 20% will be open to any members on a lottery basis.

The country will be broken up into geographical sections known as "areas". Areas allow leadership for a certain part of the country to be delegated to people who actually live and participate in that area. Additionally, this method maintains the true sense of area-based championships being truly area based, rather than just being named as such. Each area will hold a single area championship per year, but multiple "regional" matches may be held within a given area per year. Each state can hold a state championship each year, along with other additional level two matches.

17. SPECIAL SPONSORED SERIES AND MATCHES - TBD

APPENDIX A – SCORE SHEET

Ultimate Hunter Rimfire Competition Scoresheet

Safety Warnings						
Stage _____ RO _____ Shooter _____ 1st Warning	Stage _____ MD _____ Shooter _____ 2nd No Score	Stage _____ MD _____ Shooter _____ 3rd Match DQ				
Stage 1 T1 Red 20 <input type="text"/> <input type="text"/> 10 <input type="text"/> <input type="text"/> T2 White 40 <input type="text"/> <input type="text"/> 20 <input type="text"/> 10 <input type="text"/> <input type="text"/> T3 Blue 80 <input type="text"/> <input type="text"/> 40 <input type="text"/> 20 <input type="text"/> 10 <input type="text"/> 80 <input type="text"/> <input type="text"/> 40 <input type="text"/> 20 <input type="text"/> 10 <input type="text"/>	Assessed Penalties (enter code(s) as applicable) <input style="width:100%;" type="text"/>					Total Points <input style="width:100%;" type="text"/> - Penalty Points <input style="width:100%;" type="text"/> Divided by Final Time <input style="width:100%;" type="text"/> X10 = Stage Hit Factor <input style="width:100%;" type="text"/>
Stage 2 T1 Red 20 <input type="text"/> <input type="text"/> 10 <input type="text"/> <input type="text"/> T2 White 40 <input type="text"/> <input type="text"/> 20 <input type="text"/> 10 <input type="text"/> <input type="text"/> T3 Blue 80 <input type="text"/> <input type="text"/> 40 <input type="text"/> 20 <input type="text"/> 10 <input type="text"/> 80 <input type="text"/> <input type="text"/> 40 <input type="text"/> 20 <input type="text"/> 10 <input type="text"/>	Assessed Penalties (enter code(s) as applicable) <input style="width:100%;" type="text"/>					Total Points <input style="width:100%;" type="text"/> - Penalty Points <input style="width:100%;" type="text"/> Divided by Final Time <input style="width:100%;" type="text"/> X10 = Stage Hit Factor <input style="width:100%;" type="text"/>
Stage 3 T1 Red 20 <input type="text"/> <input type="text"/> 10 <input type="text"/> <input type="text"/> T2 White 40 <input type="text"/> <input type="text"/> 20 <input type="text"/> 10 <input type="text"/> <input type="text"/> T3 Blue 80 <input type="text"/> <input type="text"/> 40 <input type="text"/> 20 <input type="text"/> 10 <input type="text"/> 80 <input type="text"/> <input type="text"/> 40 <input type="text"/> 20 <input type="text"/> 10 <input type="text"/>	Assessed Penalties (enter code(s) as applicable) <input style="width:100%;" type="text"/>		Total Points <input style="width:100%;" type="text"/> - Penalty Points <input style="width:100%;" type="text"/> Divided by Final Time <input style="width:100%;" type="text"/> X10 = Stage Hit Factor <input style="width:100%;" type="text"/>			
Stage 4 T1 Red 20 <input type="text"/> <input type="text"/> 10 <input type="text"/> <input type="text"/> T2 White 40 <input type="text"/> <input type="text"/> 20 <input type="text"/> 10 <input type="text"/> <input type="text"/> T3 Blue 80 <input type="text"/> <input type="text"/> 40 <input type="text"/> 20 <input type="text"/> 10 <input type="text"/> 80 <input type="text"/> <input type="text"/> 40 <input type="text"/> 20 <input type="text"/> 10 <input type="text"/>	Assessed Penalties (enter code(s) as applicable) <input style="width:100%;" type="text"/>		Total Points <input style="width:100%;" type="text"/> - Penalty Points <input style="width:100%;" type="text"/> Divided by Final Time <input style="width:100%;" type="text"/> X10 = Stage Hit Factor <input style="width:100%;" type="text"/>			
Stage 5 T1 Red 20 <input type="text"/> <input type="text"/> 10 <input type="text"/> <input type="text"/> T2 White 40 <input type="text"/> <input type="text"/> 20 <input type="text"/> 10 <input type="text"/> <input type="text"/> T3 Blue 80 <input type="text"/> <input type="text"/> 40 <input type="text"/> 20 <input type="text"/> 10 <input type="text"/> 80 <input type="text"/> <input type="text"/> 40 <input type="text"/> 20 <input type="text"/> 10 <input type="text"/>	Assessed Penalties (enter code(s) as applicable) <input style="width:100%;" type="text"/>		Total Points <input style="width:100%;" type="text"/> - Penalty Points <input style="width:100%;" type="text"/> Divided by Final Time <input style="width:100%;" type="text"/> X10 = Stage Hit Factor <input style="width:100%;" type="text"/>			

Name: _____ UHSS Member # _____

Class: _____ Date: _____

Division (check one)			
Manual Irons <input type="checkbox"/>	Manual Optics <input type="checkbox"/>	Auto Irons <input type="checkbox"/>	Auto Optics <input type="checkbox"/>

Final Score: (sum of stage hit factors)

APPENDIX B – SAMPLE WRITTEN STAGE BRIEF (WSB)

MATCH: Big Timber Gun Club monthly match DATE: 11/22/2022

STAGE #: 4 NAME: Slick Willy's Prairie Dog Jungle

TARGET COLOR: Steel Target Paint green.

STAGING POINT MARKERS: Orange Road Cone & stage number sign

INGRESS MARKERS: Pink Pin Flags, TRAVEL TIME: 60 Seconds

DISTANCE TO START: 30 Yards, START MARKER: 36" orange stakes

SHOOTING AREAS: Two 1) is for red/white 2) is for blue

SHOOTING AREA MARKER: Yellow rope EGRESS MARKERS: Yellow pin flags

RALLY POINT: Squads will rally at the stage 5 staging marker

POSITIONAL OR PROP USAGE REQUIREMENTS:

PENDING PAGE

APPENDIX C – APPROVED PAINT COLORS

This appendix includes a list of colors approved for use to mark target indicators (sighting trees), target marker placards and the targets themselves. The list includes several options from major manufacturers and the product numbers for each. Adhering to use of these colors assures continuity from club to club and match to match. This is important for competitors who travel to shoot matches at different locations.