

Nebraska Sportsman's Series Format & Rules

Section 1-Rules:

1. All firearms shall remain unloaded at all times except when on stage and the competitor is ready to engage targets. Magazines shall not be loaded until movement to the stage has ceased, and the competitor is ready to engage targets. The range will be ran as a "Cold" range.
2. Rifle bolts will remain open at all times when not in use, indicating a clear chamber. The use of chamber flags is encouraged, but not required.
3. The four fundamental rules of firearms handling will be adhered to at all times; every gun is always loaded, never point your muzzle at something you do not wish to destroy, finger off the trigger until ready to fire, be aware of your target and what is beyond.
4. Any violation of any match rules may result in immediate disqualification from the match and entry fees forfeited.
5. Eye protection and ear protection will be required on the range.
6. The Match Director(s) reserves the right to disqualify any competitor for unsportsmanlike conduct from the match and the series with no refunds being offered. The Match Director(s) also reserves the right to issue a warning for a rule violation based on severity. No more than one warning for any violation will be given to a competitor. A second violation will result in a match DQ. Range Officers (RO) reserve the right to make determinations of rule violations.
7. "Sweeping" anyone with a muzzle will result in a match DQ.
8. Accidental/negligent discharges will be subject to immediate DQ. An AD/ND is defined as any round that does not hit within 10 yards of the target being engaged.
9. Rifles and ammunition must be mechanically safe and functional. Any rifle/ammo which is deemed unsafe will be grounded from the match. Failure on the shooter to ground his/her unsafe rifle will result in match disqualification. Rifles are subject to a one foot drop test to determine if the trigger mechanism is safe. Rifles must have a functional safety.
10. No person shall be under the influence of drugs or alcohol, to include mind altering prescription drugs during the match. Any person deemed to be under the influence of drugs or alcohol will be DQ'd and required to leave the range.
11. Rifles shall be grounded in a safe direction when not in use. Rifles will not be handled while grounded in the staging area.
12. Rifles shall be carried muzzle up or muzzle down. Horizontal/suitcase carry will result in match DQ.
13. While competing on a stage, competitors must move with their bolt open when changing positions; the magazine can remain in the rifle while moving on the stage. Competitors using a semi-auto rifle will place their rifle on safety, and verbalize "safe" to the RO before beginning any movement.
14. Sky-loading is forbidden. Sky-loading is defined as chambering a round when the rifle is not pointed towards the target set being engaged down range.
15. Ammunition shall be hollow point, soft point, or polymer tipped ammo. No steel core ammo or any other ammo which will damage targets. No tracer or incendiary ammo. All ammunition is subject to inspection at any time during the match.

16. While competing on a stage, competitors will adhere to a 120 degree rule. 120 degrees is defined as 60 degrees from either side of the target being engaged location.
17. Each competitor is required to report any witnessed safety/rule violation to the Match Director(s) or an RO. If a competitor is found to have been complacent on reporting a witnessed violation, he/she will be subject to DQ.
18. "Re-shoots" on a stage will only be given in the case of target failure, or other natural unforeseen circumstance.
19. Vehicle operations while on the range or traveling to and from the range must be reasonable and prudent. Any competitor or spectator who operates their vehicle in an unsafe manner, or in a manner which causes damage to property, will be subject to match DQ along with civil penalties for damages caused. A baseline \$1,000 fee will be assessed for any damages caused while operating a vehicle on range property. Speed on the range is limited to 5 mph. Competitors or spectators will not bring a vehicle onto the range unless instructed to do so by the MD.
20. The Match Director(s) ruling is final on any rule violation, safety violation, or scoring issue. Match Director(s) reserve the right to make determinations on any situations which arise which are not covered under this document. Match Director(s) will ultimately use the standard of "reasonable and prudent to a competent person" to address any issues which arise.

Subsection-Cheating:

Any competitor who is found to be or has cheated in the Nebraska Sportsman's Series will be banned from any future participation and prior scores struck from record. Cheating may consist of the following actions:

- a. Spotting/ranging targets at any time or position other than while the competitor is on the clock at their shooting stage. Use of spotting equipment is forbidden in the holding area. Competitors are expected to face-away from the shooting position until they are called to the shooting area.
- b. Manipulation of scores.
- c. Transmission of target positions/locations to other competitors who have not yet shot the stage in any manner (verbally, electronically, etc.).
- d. Sabotaging other competitor's equipment or sabotaging the range.
- e. Harassment of RO's.
- f. Harassment of other competitors.

Section 2- Equipment:

1. Rifles are a minimum .22 cal and a maximum .30 cal.
2. Velocity will not exceed 3,200 fps and is subject to verification.
3. Rifles shall not exceed 18 lbs including accessories, and is subject to verification. Magazine/ammunition weight will not be included in the overall weight.
4. Competitors are allowed to bring any piece of gear which can be stowed in a pack and carried on their person. Packs must be slung when moving.
5. Gear must be carried in a stowed position until the competitor arrives at the shooting location.
 - a. Bipods must be collapsed.
 - b. Tripods must be collapsed.

6. Two points of contact must be maintained on the rifle at all times. A sling or specifically designed gun bearing pack is recommended to maintain two points of contact while moving on the range or moving to the shooting area. Examples of two points of contact would be:
 - a. Two hands controlling the rifle.
 - b. A slung rifle with one hand controlling the rifle, and the other hand free to carry any piece of equipment.
 - c. A specifically designed pack which holds the rifle securely scabbard style and is held with two arm straps.
 - d. An attachment to a pack which acts as a sling aid.
7. Any gear a competitor brings must be carried throughout the day excluding clothing.
8. Required Equipment:
 - a. Rifle that meets appropriate requirements
 - b. Pack
 - c. Sling
 - d. Water vessel (water will be available, but is in bulk coolers to eliminate range litter)
 - e. Medication (Please disclose any pre-existing medical issues to the MD prior to participating in the match; will be kept confidential)
 - f. Appropriate number of rounds required for the match
9. Recommended Equipment:
 - a. Scope that has the ability to dial or holdover in some fashion
 - b. Rangefinder
 - c. Binoculars
 - d. Bipod
 - e. Shooting bag(s)
 - f. Tripod (no stage will require a tripod, one will be provided if needed)
 - g. Snacks (no meals provided)

Section 3- Scoring:

1. Stages will be a maximum of 8 targets per stage.
2. All stages 6 targets or more will be 1 shot: 1 point per hit.
3. Stages 5 targets or less can utilize 1 shot: 1 point, or a 2:1 dead system.
4. Each match, excluding the finale, will have 100 available points.
5. Match directors can choose any combination of target sets previously listed to equal the 100 point total.

Section 4- Stages:

1. Stages will be set up with a staging area and movement path to the shooting area.
2. The staging area will have a description of the targets and number of shooting positions. (I.e. 4 coyotes, 1 position).
3. The shooting area will have a "sighter" pin/marker from which all targets can be seen from (this does not mean all targets can be seen from standing, kneeling, sitting, etc. movement up or down may be required).
4. Competitors are allowed to deploy any equipment to build a position and shoot from a position within arm's reach of the sighter pin/marker. Some positions may be "unique" positions. Unique

positions will be an obstacle on the stage where the competitor must shoot in or on. Unique positions will be marked.

5. In front of the sighter pins will be boundary pins. These pins will dictate the boundaries where all the competitors' targets can be located within.
6. Most stages will have a number placard approx. 20 yards or less from the first target in the target set which correlates with the stage number.
7. Stage times will be 4 minutes from the time the shooter leaves the staging area unless otherwise stated.
8. RO's will give a short stage brief to the competitor while the competitor is in the staging area. The stage brief will include stage number, target descriptions, and shooting positions.
9. RO's will give a command of, "shooter understand the course of fire, shooter ready?" or similar command. Upon acknowledgment of the RO, it is the competitor's responsibility to have asked any questions prior to beginning the stage.
10. RO's are not required to answer any questions from a competitor they feel would give the competitor an unfair advantage.
11. RO's are instructed to answer questions in a yes/no response, but are not required to answer any questions while the competitor is on the clock, it is at the RO's discretion.
12. Competitors can ask for "time" from the RO, but it is at the RO's discretion whether they can give the competitor their remaining time. If a competitor asks for time, distracting the RO from spotting and fires a shot, the RO will not count the shot.
13. Targets do not have to be shot in any particular order, but the shooter must "talk" the RO on to the correct target to spot. Specific descriptions of target locations are recommended. If a shooter does not accurately "talk" the RO onto the target they are engaging, a hit will not be counted on the target. For simplicity, targets should be called and shot near-to-far, left-to-right, etc.
14. After the stage is completed by the competitor, the RO will show the competitor his/her score. Once the competitor verifies the score is correct with the RO, it will not be changed. It is on the competitor to confirm his/her score at the completion of the stage.
15. RO's calls on hits/misses and final score is final.
16. Competitors are expected to move in a timely manner from stage to stage without excessive rest stops and excessive time on stage. Competitors should clear their gear in a timely fashion from the stage to allow the next shooter to shoot the stage. Any competitor who impedes the flow of the match may be asked to skip a stage (taking a zero) or discontinue their participation in the match.

Section 5- Matches: NEW FOR 2025!

1. Raffle Change-
 - a. Raffle spots can be accumulated throughout the first three matches. The finale will not count towards raffle spots.
 - b. Must attend the finale to receive a raffle prize and be present at the time of drawing.
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2. Yeti Hunt-
 - a. Each stage at each match will have a yeti hidden somewhere on the stage.

- b. \$20 buy on the day of the match for the yeti bounty; due at the time of registration.
- c. The shooter who bags the most yetis over the course of the match will receive a significant prize.
- d. Ties will be broken by overall match score.

3. Finale Classification Payout-

- a. All shooters, with the exception of the top three championship shooters, will be placed into one of three classifications at the finale.
- b. Classifications will be based on scores from five stages chosen at the finale.
- c. The five stages will establish classification, and the remaining stage points will be the score for the respected class a shooter is in.
- d. Payouts will be made to the winners of each class.

4. Tac-Team-

- a. Shooters will compete as a team.
- b. One shooter will use a gas-gun and the other can use either a gas-gun or bolt gun.
- c. Teams will be awarded raffle places in accordance to how they finished against other teams. Raffle spots will go towards the general draw.
- d. The top three teams from each match will be invited to compete in the season championship as a team.
- e. The winning championship team will receive a monetary prize and trophies.
- f. Teams will have 6 minutes to complete a stage.
- g. Teams may have stages specifically designed for team competition within the regular match.

1. Along with the prize table raffle, shooters will be competing for the title of **Season Champion!**

2. The Season Champion will be crowned in the following method.

- a. The top 10 shooters from each/any of the three matches prior to the finale will receive an invite to compete for the Season Championship.
- b. The shooters who qualify will compete on the Friday before (day before) the finale match. This ensures each competitor will compete on equal grounds for the season finale, and those wishing to assist with ROing the finale will still be able to do so.
- c. All shooters competing for the Season Championship will compete directly alongside their fellow competitors in a winner-take-all type format.
- d. A significant cash prize along with trophies will be awarded to 1st, 2nd, and 3rd place of the Season Championship match!
- e. Competitor's scores will also count towards the overall finale scores and raffle spots.

3. Match cost is \$100 per match for adult shooters and **FREE** for youth shooters (12-17 years old).

4. RO's are needed for each match and will shoot the match on Friday free of charge as reimbursement for ROing. This will be on a first come, first serve basis. All RO match scores count towards match score and raffle tickets.

Footnote:

It is with great excitement we bring you the Nebraska Sportsman's Series. These matches are designed to test and hopefully improve your skills as a shooter, hunter, educator, outdoorsman, woodsman, and competitor. The matches are meant to be run and participated in a helpful and educational manner. From the target sets, to the prize table, these matches are a departure from what has become a "typical" match.

Our goals for these matches is to grow our shooting community; for each competitor to be vested in an overall goal of helping other competitors and introducing new competitors to the sport. Our emphasis will not be on a prize table. The prize table will be at random, although with a competitive edge. To put it bluntly, if you're participating to win "stuff", these matches may not be for you. We want your ultimate prize to be *pride*. Pride you won a match, pride in your improvement over the course of the matches, pride you helped another shooter, pride in equipment upgrades, pride in participation, pride you learned something new, pride you made new friends in the shooting community; we want the overall experience to be for you.

Our personal goal is to put on the best damn one-day match we can for you. We want to test your real world skills. We want to test you against yourself. We don't want to test who has the most accurate rifle or best equipment, we want to find who the best *Sportsman* is. We don't want to offer a good or a service for you to buy, rather we want high expectations for the matches from you in a different light; we want you to have fun. If we don't accomplish that, we have failed.