

Shooting Disciplines Addendum

While it would be ideal to accommodate every style and type of shooting, this list serves as the target list established by the Task Force, sorted in order of preference. The Task Force considers items 1-4 as the Phase 1 goals, with additional included disciplines preferred.

Ideal sites would include space to accommodate additional disciplines in future phases.

*Starting on Page 3 are some descriptions and links to help planners gauge the space and layout requirements for each style.

Facility Suggestions

1. Modern Technology Configurable Shooting Range for Competition.

- a. Range Requirements
 - i. 50 Shooting Bays
 - ii. Electronic Targeting with Displays
 - iii. Ranges to 600 Y
- b. Disciplines
 - i. Positional
 - ii. Benchrest

2. High Terrain Rifle

- a. Competitor Numbers
 - i. 150+ Shooters for Regional matches, 250+ for final/National
- b. Range Requirements
 - i. Terrain to accommodate NRL Hunting type Competition, defined by dynamic shooting positions over a multiple of terrains
- c. Disciplines
 - i. NRL Hunter

3. 3D archery

- a. Competitor Numbers
 - i. 300+ for Regional events, 2300+ for National events
- b. Range Requirements
 - i. Minimum 3 loops of various difficulty, 14 targets per loop with one loop (minimum) being ADA compatible. Ability to expand to 100 targets for one-off events (TAC) a plus
 - ii. Some targets up to 150 Y on each loop
- c. Loop length $\frac{3}{4}$. Terrain to allow different elevation shots and shooting corridor separation

4. Sporting Clays

- a. Competitor Numbers
 - i. 150 regional/ 300+ syndicate match
- b. Range Requirements
 - i. 2-3 loops with 10-15 positions

- ii. Diverse terrain to accommodate safe firing directions and diverse experiences
- c. Disciplines
 - i. NSSA

5. Indoor Shooting

- a. Competitor Numbers
- b. Range Requirements
 - i. 100 Yards
 - ii. 25+ Shooting Bays
- c. Disciplines
 - i. Small Bore Rifle
 - ii. Archery
 - iii. Air Gun

6. Pistol/Flex Bays

- a. Range Requirements
 - i. 25 bays minimum, with dynamic layouts for various events
- b. Disciplines
 - i. USPSA
 - ii. 3-Gun
 - iii. Cowboy Action

7. Long Range

- a. Range Requirements
 - i. Up to 25 Shooting Bays
 - ii. 1760 Yard Distances
 - iii. Steel and Paper
- b. Discipline
 - i. PRS
 - ii. F Class

8. Shotgun Range

- a. Competitor Numbers
 - i. 200 weekly (Denver trap), 690 National (2023 Kolar US Open)
- b. Range Requirements
 - i. 6+ courses 45 y wide by 120 Y deep plus backstop/buffer to contain falling shot. Skeet with Trap Overlay. 2 dedicated 5-stand courses, 50Y X120 Y with variable thrower positions
- c. Disciplines
 - i. Trap
 - ii. Skeet
 - iii. 5-Stand
 - iv. Olympic Skeet

Additional information and Links

Archery

Field/Target

70 meters (for recurve) and 50 meters (for compound), usually at the recognisable five-color target, consisting of 10 scoring zones and gold, red, blue, black and white rings.

Size Requirement to host National competition 6 - 8 Grass soccer fields or equivalent, 400+ parking spaces (see one-sheet for more details)

<https://www.usarchery.org/resources/usa-archery-event-hosting-opportunities-180823071023.pdf>

3D (NFAA Rules)

A round consists of 28 targets in two units of 14, distances up to 110 Y. Varied terrain and angles are common. Up to 2000+ archers

<https://nfaausa.com/files/3d-range-inspection-checklist-291223025329.pdf>

3D (Total Archery Challenge format)

100 3D targets which challenge shooters to adjust for distances, angles and natural obstacles. Attendance ranging from 700 to over 2000 shooters.

Indoor 3D

<https://nfaausa.com/files/nfaa-range-guidelines-and-round-summaries-160223230435.pdf>

Indoor Target

<https://nfaausa.com/files/nfaa-range-guidelines-and-round-summaries-160223230435.pdf>

The distance between the shooting line and the target bales is at least 60 feet +/- 4 inches. The measurement is taken from the center point of the target butt to the shooting line. A minimum clearance of 5 feet is recommended behind the butts to allow for a backstop, as well as sufficient "elbow room" to retrieve arrows which may have passed through the target butts. Clearance behind the shooting line must be at least 15 feet to allow room for bow racks, benches, tables, traffic, etc. Thirty feet is much more desirable. The 10-foot "dropped arrow" line must be clearly marked and run the distance of the entire shooting line.

Vegas Shoot had 3,911 archers in 2023

Rifle Sports

Small Bore

.22 or Air Rifle

Indoor/Outdoor - 50 ft, 50 Y, 50 M

<https://competitions.nra.org/media/7745/nra-smallbore-rifle-rules.pdf>

Note: This could be accommodated with Indoor range. 40 bays.

Action

NRL Hunter

Expect majority of targets to be between 200 and 700 yards, with distances that may reach 1000 yards at some events.

Firing line control, the firing line does not need to be a straight line as seen on most military ranges but follow terrain features such as a cliff, ridge, tree line or other so long as you don't have anywhere that direction of fire towards another shooting/walking transit area.

Ideal spacing between shooting positions is anywhere between 20y and 400y depending on terrain.

Ideally contains vertical terrain with physical (natural) back stop options. Think big hillside or multiple valleys that targets can be placed into drainages so that it naturally catches errant bullets.

<https://nrlhunter.org/about/rules/>

PRS

Precision Rifle Series (PRS) is an American long-range and precision rifle-based shooting sport derived from practical shooting. Number of active competitors has increased from 164 in 2012 to over 15,000 by 2023

PRS Skills Stage – 8" and 6" circles, 400-500 yards, multiple barricade positions

https://prs-website-uploads.s3.us-east-1.amazonaws.com/public/prs_rules.pdf

Benchrest

Bench rest shooting is a form of precision marksmanship. Bench rest matches are fired from a sturdy shooting bench with the rifle supported by a front and rear rest. A course of fire consists of either five or 10 rounds, shot at a single target to produce a measurable group. The size of

the group is what counts; there are no scoring rings on the target. The goal is to put five consecutive shots into a single hole no larger than the diameter of the bullet itself.

Once the shooter settles into position and the “commence fire” command is given, the shooter is allowed up to seven minutes to fire a five-round group, or 12 minutes for a 10-round string. Groups are measured in thousandths of an inch at their largest outside diameter. From this measurement, the actual caliber of the bullet used (in thousandths of an inch) is subtracted from the measurement to produce the actual group size.

Notes: This discipline can operate on top of a shooting range that is likely. 20 Yards minimum out to 600

***Silhouette**

Silhouette shooting involves firing at metallic targets of different shapes from various distances up to 500 meters. Unlike most conventional target games that utilize paper targets and numerical scoring rings, almost every shot fired at a metallic silhouette produces an immediate and clearly visible result. Even misses produce a cloud of dust. For each five-round stage (one shot, left to right, at each target in a bank of five) a shooter is allowed a maximum of 2 1/2 minutes.

***Position**

Position shooting requires competitors to shoot from various positions during different match stages. A typical match will consist of several stages fired at different distances from each position. The target is a round bull's eye with numerical scoring rings radiating outward from center 10-ring or X-ring. Time limits vary with the stage and yardage. For example, high-power shooters firing at 600 yards are allotted 20 minutes for 20 shots, and the rapid-fire stage, fired at 200 yards, allows 60 seconds for 10 shots.

Two governing bodies regulate this sport. International Shooting Sports Federation (ISSF), the governing body for international and Olympic competition, specifies three positions: standing (off hand), kneeling, and prone (lying down). The National Rifle Association (NRA), governing body for U.S. match shooting, uses the same positions, plus a sitting position.

Note: Min 25 yards out to

Handgun Sports

***Silhouette**

[International Handgun Metallic Silhouette Association](#)

Silhouette shooting is a bit different. Think of the old time shooting gallery at the county fair....but on a MUCH grander scale. You'll be shooting at steel targets shaped like pigs, chickens, turkey...you name it! All different sizes and distances.

Scoring is simple: shoot to hit the target off its stand. If it falls- success! If not....

***Precision**

[International Shooting Sports Federation](#)

In this demanding sport, shooters are permitted to use only one hand while engaging targets at ranges varying from 10 to 50 meters. Scoring is completed using official targets calibrated for point value. Because it is so easy to get started with simple rules and its inherently challenging nature Precision shooting ranks as one of the most popular recreational uses of the handgun to this day.

Note: This could have indoor potential. 40 shooting bays?

Action

Action shooting is a game measuring the speed at which a competitor can hit one or more targets, starting from a position in which the handgun is securely holstered. Targets may be stationary or moving. Action courses vary, often including both scored targets and falling targets within the same match.

[Cowboy Action](#)

This is a type of multi-gun match utilizing a combination of pistol(s), rifle, and/or shotgun in a variety of "old west themed" courses of fire for time and accuracy. Participants must dress in appropriate theme or era "costume" as well as use gear and accessories as mandated by the respective sanctioning group rules. Annual & Special matches usually consist of at least 6-8 stages of competition, with most averaging 10-12. [Rules](#)

[3-Gun](#)

[IDPA](#)

[USPSA](#)

Shotgun Sports

Trap

[Amateur Trapshooting Association](#)

Trap is the oldest shotgun shooting sport in America. Trapshooting derives its name from the device, called a trap, which throws clay targets into the air. Participants shoot at the clay targets thrown from a trap house located in front of the shooter. The trap rotates in a random sequence, presenting the shooter with a variety of going away shots, angling to the right, left and flying straightaway.

Trap is usually shot in squads of five shooters. A round of trap consists of 25 targets per shooter. A trap field has five positions, or stations, numbered consecutively from left to right. Five clay targets, sometimes referred to as “birds,” are thrown for each shooter at each position, with one shot being fired at each bird. After firing five rounds in rotation, each squad member moves one station to his right, with the shooter on station five moving over to station one.

Skeet

[National Skeet Shooting Association](#)

Skeet uses the same clay targets as trap. Two trap houses are required in skeet—a “high house” at the left of the field and a “low house” at the right. Both traps throw targets at fixed angles. High-house targets start at a point about 10 feet above the ground, moving to the shooter’s right. Low-house targets move in the opposite direction starting from a point about three feet off the ground.

Skeet is usually shot in squads of five shooters. A skeet field has eight positions, or stations, seven of which are numbered consecutively from left to right in a semi-circle around the field. Station eight is located in the center, almost directly between the trap houses, offering very challenging-and very exciting-targets.

A round of skeet consists of 25 targets. Some stations offer single targets, others doubles. There are 16 single targets, two from each station. A round also includes eight shots at four double-targets from stations 1, 2, 6 and 7. The first target missed is repeated; the repeat target is called “the optional.” If no miss occurs in the round of 24 shots, the optional is taken as a single target; usually shot from station eight.

Sporting Clays

[National Sporting Clays Association](#)

Sporting clays is a challenging clay target game designed to simulate a variety of field-shooting situations. On a sporting clays course, shooters are presented with a wide variety of targets that duplicate the flight path of game birds, such as flushing, crossing, incoming and other angling shots.

Courses are laid out in natural surroundings and typically include five or more shooting stations. Like golf, shooters move from one station to the next to complete the course. At any station, targets may be thrown as singles, simultaneous pairs, following pairs (one target right after the other) or report pairs (the second target launched at the sound of the gun being fired at the first). To further

challenge shooters, target size may vary from the standard trap/skeet clay bird to the smaller “midi” and “mini” targets, or a flat disc-shaped “battue” target. There are also “rabbit” targets, special clay disks that are thrown on edge to roll and skitter unpredictably across the ground.

Sporting clays allows for either a pre-mounted or low gun approach, and a full round usually consists of 50 or 100 targets (depending on the number of stations), with several targets normally thrown at each station.