Scopos National Air Rifle League Precision Air Rifle Instructions and Range Commands



Sponsored by Scopos, makers of the Orion Scoring System and Athena Electronic Scoring Target
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General Preparation

Additional Support

This instruction manual is intended to provide supplemental information on using Orion, participating in the National Air Rifle League, and conducting a competition under the National Standard Three-Position Air Rifle Rules. This information does not replace Orion's User Manual, the League Program, or the National Standard Three-Position Air Rifle Rulebook.

For specific assistance regarding Orion or the League please contact Scopos support. Business hours are Monday through Friday, 09:00 to 18:00 EST, and Saturday 09:00 to 16:00 EST.

Phone Number: +1 703.596.0099

Support Email: support@shooterstech.net
League Email: league@shooterstech.net

Contact the League Administrator immediately if you have any special circumstances pertaining to your team's participation.

Team Schedule

Games will be scheduled dynamically throughout the regular season. The first two weeks' schedule will be announced one week prior to the start of the league. After the first week the schedule for the third week will be released. After the second week the schedule for the fourth week will be released, and so on.

To view your team's schedule visit www.orionscoringsystem.com/airrifleleague and click on your team's name.

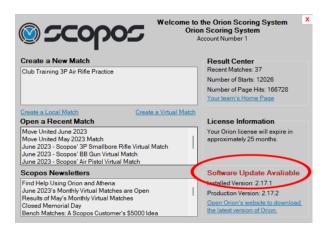
Request an Extension to Turn in Scores

During the regular season, if you need an extension to turn in your scores for a weekly game, you may make the request at shooters.technology/schedulechange. The request must include a valid reason for the change, such as your team was unable to shoot due to inclement weather.

Orion Software

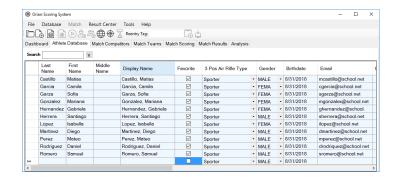
To participate in a League game, always make sure you are running the most up to date version of the Orion software. When opening Orion check the bottom right corner of the Welcome Screen to see if there is a new version available.

If a new version is available click on the provided link to be taken to Scopos' website to download and install the software.



Favorites

Prior to the start of the season add your team members to Orion's Athlete Database and mark each of them as Favorites. This step will make it easier to create your team in each league game.

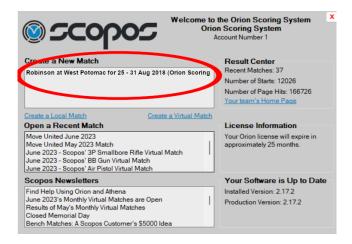


Preparing for Your Game Each Week

Downloading Your Game

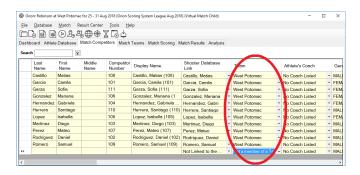
The League Administrator will release the weekly games each Monday by 12:00 EST. An email will be sent to you once the game is available for download.

To download the game, open Orion. On the Welcome Screen click on the name of the game under Create a New Match.



Click Yes to confirm that you want to download the game. Then click Yes again to have all of your Favorites added to the game under your team.

In the Match Competitors tab confirm that your athletes were added and that each athlete is listed with your Team's Name.



Preparing Targets

Using printed barcode labels is encouraged for all teams. They should be printed prior to the start of each game. Coaches should maintain control of their team's targets until it is time to hand them out, as the athletes are bringing their gear to the firing line.

To print labels, from within Orion's Match Competitors tab, select all of your athletes, right click, and Print Labels.



Range Commands for Athena for Clubs Electronic Scoring Targets

All range commands are built into Orion. Use Orion's Range Control tab to manage the range and issue commands to the athlete monitors.

With each Range Command click the Next Command button while vocalizing the command to your athletes.

Range Commands for 12 Bull Paper Targets

All range commands are reproduced, with permission, from the National Standard Three-Position Air Rifle rulebook.

Before a competition, the Range Officer must prepare the range for firing. Athletes may not move their equipment to the firing line until the Range Officer calls them to the firing line.

Recommended the Range Officer display the online Leaderboard using a projector or large screen TV on the range.

20:00 TO 30:00 MINUTES BEFORE START TIME (WHEN RECORD FIRING BEGINS)

The Range Officer begins each relay by calling athletes to the firing line and then welcoming them to the competition.

The coach should distribute the targets to athletes at this time. When athletes are asked to go downrange to hang their targets, all rifles must be grounded with actions open and Safety Flags inserted before anyone goes down range.

WELCOME TO THE NATIONAL AIR RIFLE LEAGUE, TODAY'S COMPETITION IS AGAINST (Opposing Team's Name) FROM (Opposing Team's Location).

RELAY NUMBER (Relay Number) YOU MAY MOVE YOUR RIFLES AND EQUIPMENT TO THE FIRING LINE...GROUND YOUR RIFLES

IF ATHLETES AND/OR COACHES ARE GOING DOWNRANGE TO HANG TARGETS

IS THE LINE CLEAR?

Range Officers must signal YES or NO to indicate that all rifles are grounded with Safety Flags inserted.

THE LINE IS CLEAR...GO FORWARD AND HANG YOUR TARGETS

Coaches, athletes or target handlers may go downrange to hang targets. No one may handle rifles while personnel are downrange.

AFTER ALL TARGETS ARE HUNG AND ALL PERSONNEL ARE BACK FROM DOWNRANGE

YOU MAY UNCASE AND HANDLE YOUR RIFLES

When the UNCASE AND HANDLE YOUR RIFLES command is given, athletes must orient gun cases so that rifle muzzles are pointed downrange when they come out of the case.

TAKE YOUR POSITIONS

The TAKE YOUR POSITIONS command should be given at least 15 minutes before the Start Time (the time when Record firing starts) and allow a minimum of five minutes for athletes to prepare. After being instructed to take their positions, athletes may set up their equipment, take their standing positions and do holding and aiming exercises. Safety Flags may not be removed.

If the opposing team's coach sent a welcoming letter it may be read at

this time.

AFTER A MINIMUM OF 5:00 MINUTES

PREPARATION AND SIGHTING TIME... TIME LIMIT 8 MINUTES...START

This is a combined Preparation and Sighting Time. During this period, athletes may get into their firing positions, remove Safety Flags and dry fire or fire sighting shots. If athletes are new to this procedure, the Range Officer may explain that the command START authorizes them to load and begin firing when they are ready.

30 SECONDS

The Range Officer gives a 30 second warning after 7 minutes, 30 seconds.

AFTER 8:00 MINUTES

SIGHTING SHOTS...STOP

After the command STOP between the Sighting and Record stages, rifles may remain loaded and in position ready for the Record Fire START command.

20 RECORD SHOTS IN A TIME LIMIT OF 25 MINUTES...START

The time limit begins when the command START is given.

FIVE MINUTES

TWO MINUTES

The Range Officer gives five and two minute warnings.

AFTER 25 MINUTES

STOP-UNLOAD

When the STOP—UNLOAD command is given, all athletes must insert Safety Flags and ground their rifles.

IS THE LINE CLEAR?

Range Officers must signal YES or NO to indicate that all rifles are grounded with Safety Flags inserted.

THE LINE IS CLEAR...GO FORWARD AND CHANGE TARGETS

Coaches, athletes or target handlers may go downrange to hang targets. No one may handle rifles while personnel are downrange.

THE FOLLOWING SET OF COMMANDS ARE REPEATED TWICE FOR A TOTAL OF 3 STAGES OF 20 SHOTS EACH (60 TOTAL SHOTS).

AFTER ALL TARGETS ARE CHANGED AND ALL PERSONNEL ARE BACK FROM DOWNRANGE

If paper targets are used the Range Officers should collect the first stage of targets at this time.

TAKE YOUR POSITIONS

After being instructed to take their positions, athletes may take their standing positions, remove Safety Flags and dry fire.

AFTER ABOUT 30 SECONDS

STANDING POSITION SIGHTING STAGE...TIME LIMIT FIVE MINUTES...START

This is a combined Preparation and Sighting Stage. During this period, athletes may get into their firing positions, remove Safety Flags and dry fire or shoot sighting shots.

30 SECONDS

The Range Officer gives a 30 second warning after 4 minutes, 30 seconds.

AFTER 5:00 MINUTES

SIGHTING SHOTS...STOP

After the command STOP between the Sighting and Record stages, rifles may remain loaded and in position ready for the Record Fire START command.

20 RECORD SHOTS IN A TIME LIMIT OF 25 MINUTES...START

The time limit begins when the command START is given.

FIVE (5) MINUTES
TWO (2) MINUTES

The Range Officer gives five and two minute warnings.

AFTER 25 MINUTES

STOP—UNLOAD

When the STOP—UNLOAD command is given, all athletes must insert Safety Flags and ground their rifles.

IS THE LINE CLEAR?

Range Officers must signal YES or NO to indicate that all rifles are grounded with Safety Flags inserted.

THE LINE IS CLEAR... GO FORWARD AND REMOVE TARGETS

Coaches, athletes or target handlers may go downrange to remove targets. No one may handle rifles while personnel are downrange.

AFTER ALL TARGETS ARE REMOVED AND ALL PERSONNEL ARE BACK FROM DOWNRANGE

If paper targets are used the Range Officers should collect the second stage of targets at this time.

ATHLETES, YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE

YOU MAY DISCHARGE AIR OR GAS DOWNRANGE

Athletes are instructed to remove their equipment from the firing line to prepare for the next relay of athletes. Athletes who wish to case their rifles before removing them from the firing line are authorized to close the rifle actions and discharge air or gas before casing them.

If there are additional relays of athletes to fire, the Range Officer returns to the welcome and call to the firing line for the next relay according to the scheduled start time for that relay.

Range Commands for Electronic Scoring Targets and Target Carriers

All range commands are reproduced, with permission, from the National Standard Three-Position Air Rifle rulebook.

Before a competition, the Range Officer must prepare the range for firing. Athletes may not move their equipment to the firing line until the Range Officer calls them to the firing line.

Recommended the Range Officer starts playing music in the range, and display the online Leaderboard using a projector or large screen TV on the range.

20:00 TO 30:00 MINUTES BEFORE START TIME (WHEN RECORD FIRING BEGINS)

The Range Officer begins each relay by calling athletes to the firing line and then welcoming them to the competition.

If paper targets are used the coach should hand them out at this time.

WELCOME TO THE NATIONAL AIR RIFLE LEAGUE, TODAY'S COMPETITION IS AGAINST (Opposing Team's Name) FROM (Opposing Team's Location).

RELAY NUMBER (Relay Number) YOU MAY MOVE YOUR RIFLES AND EQUIPMENT TO THE FIRING LINE...GROUND YOUR RIFLES

YOU MAY UNCASE AND HANDLE YOUR RIFLES

When the UNCASE AND HANDLE YOUR RIFLES command is given, athletes must orient gun cases so that rifle muzzles are pointed downrange when they come out of the case.

TAKE YOUR POSITIONS

The TAKE YOUR POSITIONS command should be given at least 15 minutes before the Start Time (the time when Record firing starts) and allow a minimum of five minutes for athletes to prepare. After being instructed to take their positions, athletes may set up their equipment, take their standing positions and do holding and aiming exercises. Safety Flags may not be removed.

If the opposing team's coach sent a welcoming letter it may be read at this time.

AFTER A MINIMUM OF 5:00 MINUTES

PREPARATION AND SIGHTING TIME... TIME LIMIT 8
MINUTES...START

This is a combined Preparation and Sighting Time. During this period, athletes may get into their firing positions, remove Safety Flags and dry fire or fire sighting shots. If athletes are new to this procedure, the Range Officer may explain that the command START authorizes them to load and begin firing when they are ready.

30 SECONDS

The Range Officer gives a 30 second warning after 7 minutes, 30 seconds.

AFTER 8:00 MINUTES

SIGHTING SHOTS...STOP

After the command STOP between the Sighting and Record stages, rifles may remain loaded and in position ready for the Record Fire START command.

If electronic targets are used, there must be a pause while the computer officer resets the targets from sighter to record.

60 RECORD SHOTS IN A TIME LIMIT OF 75 MINUTES...START

The time limit begins when the command START is given.

FIVE MINUTES
TWO MINUTES

The Range Officer gives five and two minute warnings.

AFTER 75 MINUTES

STOP—UNLOAD

When the STOP—UNLOAD command is given, all athletes must insert Safety Flags and ground their rifles.

IS THE LINE CLEAR?

Range Officers must signal YES or NO to indicate that all rifles are grounded with Safety Flags inserted.

THE LINE IS CLEAR

If paper targets are used the Range Officers should collect them at this time.

ATHLETES, YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE

YOU MAY DISCHARGE AIR OR GAS DOWNRANGE

Athletes are instructed to remove their equipment from the firing line to prepare for the next relay of athletes. Athletes who wish to case their

rifles before removing them from the firing line are authorized to close the rifle actions and discharge air or gas before casing them.

If there are additional relays of athletes to fire, the Range Officer returns to the welcome and call to the firing line for the next relay according to the scheduled start time for that relay.

Scoring Paper Targets

All weekly game scores are due Monday at Noon EST. Scores reported after this time will not be accepted.

Scoring

All paper targets must be scored by Orion as soon as reasonably possible after the athletes turn in their targets. Use Orion's Auto-Score to scan, score, and upload results.



If electronic targets were used scores must be imported into Orion. Athena imports the scores directly into Orion without any additional steps. For Sius or MegaLink systems, use their respective interfaces.

Reviewing Targets

All paper targets should be reviewed for accurate scoring. Targets highlighted in Yellow indicate too many or too few shots were found. Common causes and the steps to follow are listed below

Possibility 1: The Athlete Fired an Extra Shot

- 1. Identify the highest value shot on the target.
- 2. Select this shot, the shot will turn red once selected.
- Right click and select "Mark as extra shot."

4. Orion will nullify the extra shot then apply a 2 point penalty to the lowest value shot.

Possibility 2: Sighter Outside the Sighter Ring

Sighter shots fired outside the sighter ring should have been marked by the range officer. These shots do not count against the athlete, and should be removed.

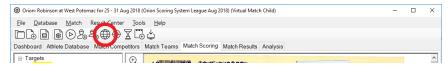
- Identify the sighter shot outside the scoring ring.
- 2. Select this shot, the shot will turn red once selected.
- 3. Right click and select "Remove shot" (alternatively hold down the shift key and double-click near the center of the sighter shot).
- 4. Orion will remove the shot from the match.

Possibility 3: Athlete Missed the Scoring Rings

- 1. Identify the aiming bull that the athlete missed.
- Right click near the center of the aiming bull and select Add Shot
 -> Missed Shot (alternatively hold down the Control key and double-click near the center of the aiming bull).
- 3. Orion will add a MISS to the aiming bull.

Viewing Results

Once scoring is complete confirm that your team results were uploaded successfully to Orion's Result Center. Click on the globe icon to bring up the Internet results.



The Game results page will look similar to the following. If you can see your team results on the website, and they match what is reported in Orion, then your scores were successfully uploaded and reported.

Lafayette Gun Club at Granbury MCJROTC

Result Center's Home Recent Competitions Upcoming Matches Team Home Pages 🖾 Join Orion's Email List

Orion Scoring System's Home Recent Result's Upcoming Match

Lafayette Gun Club

Represents: <u>Lafayette Gun Club</u> Current Record: 2 - 1 Season Average: 2429.53 Game Score: 2422.2



Granbury MCJROTC

Represents: <u>Granbury High School MCJROTC</u>

Current Record: 3 - 0

Season Average: 2446.43

Game Score: 2449.3



Granbury MCJROTC (3 - 0) 2449.3 defeats Lafayette Gun Club (2 - 1) 2422.2									
Rank	Participant	Region	ST 1	ST 2	ST 3	ST 4	ST 5	ST 6	Team
1	Granbury MCJROTC	Granbury, TX	408.0	410.1	409.3	407.5	410.0	407.4	2449.3
	HAYDIN, Parker (318554)		104.4	101.9	102.9	103.2	103.1	102.7	618.2
	MARTIN , Caroline (348255)		100.8	104.0	101.9	101.4	103.7	102.6	614.4
	FOLSOM, Sarah (371145)		99.1	102.0	102.1	101.6	102.6	101.1	608.5
	ARLINGTON, Ashton (348397)		102.2	101.4	102.0	101.0	100.6	101.0	608.2
	SCHUMANN, Sunnee (348260)		100.6	102.2	102.3	101.3	100.5	98.1	605.0
2	Lafayette Gun Club	Grafton, VA	396.9	406.3	406.5	405.8	404.1	402.6	2422.2
	Stout, Matthew (105)		101.4	103.6	104.4	103.3	104.0	101.5	618.2
	Koenig, Victoria (104)		101.7	99.6	101.6	101.5	99.6	100.2	604.2
	Koenig, Maria (103)		97.3	100.2	99.9	101.4	101.6	101.8	602.2
	Poole, Josh (110)		96.5	102.9	100.6	99.6	98.9	99.1	597.6
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