



MATCH RULES

(REVISED 12/15/2019)

1. Safety Rules

- 1.1.** Competitors are subject to match or stage disqualification for violation of any rule or regulation in sections 1 or 2.
- 1.2.** The match shall be run on COLD RANGES.
 - 1.2.1.** COLD RANGE (definition): Competitors' firearms shall remain unloaded at the match site except under the direction of a match official.
- 1.3.** Designated Safety Areas
 - 1.3.1.** The Safety Areas shall be clearly marked with signs.
 - 1.3.2.** Unloaded firearms may be handled and/or displayed only in the Safety Areas.
 - 1.3.3.** No ammunition may be handled in any Safety Area.
- 1.4.** Rifles & Shotguns
 - 1.4.1.** Rifles & shotguns must be cased or carried with the muzzle up or down, except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.
 - 1.4.2.** Rifles & shotguns must be carried with actions open and detachable magazines removed.
 - 1.4.3.** On stages, abandoned rifles and shotguns must be "empty" or "on safe", pointed in a safe direction, and as instructed in stage briefs. Abandoning rifles and shotguns "on safe" requires externally activated safety be on.
 - 1.4.3.1.** "Abandoning" is defined as the physical separation of a competitor from the firearm of more than the competitor's arm's length.
 - 1.4.3.2.** "Empty" is defined as no ammunition in the rifle or shotgun's chamber and with the detachable magazine removed or empty non-detachable magazine tube.
 - 1.4.3.3.** "On safe" is defined as the rifle or shotgun's external safety lever or button switched to the "Safety On" position.
 - 1.4.4.** On stages, preloading shotguns with fixed tube magazines may only be done at the designated pre-loading area and under the direction of a match official. Preloaded shotguns shall be placed in a designated safety area and remain there until it is to be used immediately on the stage.
 - 1.4.4.1.** "Preload" is defined as loading the fixed-tube magazine of a shotgun with live ammunition while keeping the firearm safety on and the bolt closed on an empty chamber.
 - 1.4.4.2.** Preloading Areas are not Safety Areas. Only the shotgun to be preloaded is allowed to be handled at the preloading area.

1.5. Pistols

1.5.1. Pistols must be cased or remain in holster with magazine removed, except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.

1.5.2. Pistols must be carried with the "Hammer/Striker Down."

1.5.3. On stages, the Ready Condition of pistols must be "Hammer Down" for DA autos & revolvers, and "Cocked & Locked" for SA autos or DA autos with manual override safeties. Unless otherwise stated in stage description.

1.5.4. On stages, abandoned pistols must be "empty" or "safe", pointed in a safe direction, and as instructed in stage briefs. Abandoning pistols on "safe" requires externally activated safety be on if the pistol is equipped.

1.5.4.1. "Abandoning" is defined as the physical separation of a competitor from the firearm of more than the competitor's arm's length.

1.5.4.2. "Empty" is defined as no ammunition in the pistol's chamber and with detachable magazine removed for semi-automatic pistols or empty non-detachable cylinder for revolver pistols.

1.5.4.3. "Safe" is defined as the pistol's external safety lever or button switched to the "Safety On" position if equipped.

1.5.4.4. 1911/2011-type pistols equipped with an external safety lever and functioning grip safety are NOT exempt from this rule (see Rule 11.1.17).

1.5.4.5. Pistols with trigger safety mechanism and NO EXTERNAL SAFETY are considered on "safe" when no longer handled.

1.5.4.6. Pistols with decocker-only feature must have the hammer decocker and then considered on "safe" when no longer handled.

1.6. No competitors or spectators shall consume or be under the influence of alcohol or nonprescription drugs at the match site. Any competitor found to be impaired and deemed unsafe because of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.7. Eye protection is mandatory for competitors, spectators & range personnel at the match site.

1.8. Ear protection is mandatory for competitors, spectators & range personnel while on or near a stage of fire.

2. Disqualifications

2.1. Match Disqualification shall result in complete disqualification from the match. Competitor shall not be allowed to continue with the match. Competitor shall not be eligible for prizes (if any), a refund of entry fee, nor a free entry into next match. The final decision shall rest with the Range Master.

2.1.1. A Match Disqualification shall be issued for Negligent Discharge which is defined as:

2.1.1.1. The discharge of a firearm in an unsafe manner or unintentionally in which a projectile (bullet) strikes the ground within 3 feet of the competitor or range officer, or outside the confines of the backstop/implied 180-degree Safety Plane.

2.1.1.2. The discharge of a firearm during the load and make ready process, unloading process, pre-loading process.

2.1.1.3. The discharge of a firearm while reloading, moving, or transitioning during the course of fire while clearly not aiming in at a target.

2.1.2. A Match Disqualification shall be issued for unsafe firearm-handling which includes, but is not limited to handling a firearm while people are downrange, handling a firearm on a stage without permission of the range officer, or handling a firearm outside of a designated safety area or pre-loading area.

2.1.3. A Match Disqualification shall be issued for dropping a loaded firearm (see Rule 5.8).

2.1.4. A Match Disqualification shall be issued for allowing the muzzle of a firearm to break the implied 180-degree Safety Plane, except for the pistol while holstered and slung rifles and shotguns (see Rule 10.6.1, 10.6.2, and 10.6.3).

2.1.5. A Match Disqualification shall be issued for unsportsmanlike conduct which includes, but is not limited to cheating, altering targets, altering or falsifying score sheets, or changing firearms configurations to gain an advantage (see Rule 5.6 and 5.7).

2.1.6. A Match Disqualification shall be issued for using forbidden ammunition (see Rule 4.1).

2.1.7. A Match Disqualification shall be issued for failing to comply with established ammo use restrictions ((i.e. use of pistol, rifle, slug ammo in a non-berm-confined area).

2.2. Stage Disqualification shall result in a zero score for that stage, but the competitor shall be allowed to continue the match and be eligible for prizes (if any). The final decision shall rest with the Range Master.

2.2.1. A Stage Disqualification shall be issued for dropping an unloaded firearm.

2.2.2. A Stage Disqualification shall be issued for abandoning a firearm (loaded or unloaded) elsewhere or outside an abandonment box or barrel.

2.2.3. A Stage Disqualification shall be issued for hitting a designated non-rifle or non-slug steel target with rifle or slug ammunition (see Rule 4.2).

2.2.4. A Stage Disqualification shall be issued for failing to comply with established prohibited actions.

2.3. All disqualification shall be issued by the Range Master.

3. Sportsmanship & Conduct

3.1. Competitors and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes shall be handled promptly and fairly by the Range Master.

3.2. Clothing with any offensive or obscene logos, sayings, pictures or drawings shall not be worn or displayed while at the match site/range.

3.3. Competitors that intentionally fail to make a good faith effort to engage and hit targets in order to gain advantage, coaching by other competitors, and spotting for other competitors shall be considered unsportsmanlike conduct and shall be cause for issuance of a procedural penalty to the competitor.

3.4. Any competitor who does not participate in resetting a stage shall be warned of the unsportsmanlike conduct. Continuance of such conduct shall be cause for issuance of a procedural penalty to the competitor. Further continuance of such conduct shall be cause for match disqualification.

3.5. The Range Master shall be the final arbiter of any such penalties.

4. Ammunition

4.1. No tracer, incendiary, armor piercing, steel core, or steel jacketed or jacketed sabot slug ammunition allowed. Violation of this rule shall result in a match disqualification and financial liability for any damaged range material.

4.2. Certain steel targets (identified by the stage procedure) may only be engaged with certain ammunition. Steel targets that are designated as non-rifle or non-slug targets shall not be engaged with rifle or slug ammunition. Violation of this rule shall result in a stage disqualification and financial liability for any damaged range material.

4.3. Pistol/Revolver Ammunition

4.3.1. Open, Tactical Optic, Tactical Limited, and Heavy Optic shall be 9x19 caliber or larger.

4.3.2. Heavy Limited shall be .45 caliber or larger.

4.4. Rifle Ammunition

4.4.1. Open, Tactical Optic, and Tactical Limited shall be .223 Remington (5.56 NATO) or larger.

4.4.2. Heavy Optic and Heavy Limited shall be .308 Winchester (7.62 x 51 NATO) or larger.

4.5. Shotgun Ammunition

4.5.1. NO STEEL SHOT AMMO ALLOWED.

4.5.2. All shotgun ammunitions shall be lead shot and no bigger than 2¾ inch shells.

4.5.3. Largest birdshot allowed is 7.5 shot unless otherwise stated in the course description.

4.5.4. The use of buckshot and slugs shall be determined and stated in the course description.

4.5.4.1. 12 gauge buckshot must have no more than 9 pellets and be 00 buck or 000 buck.

4.5.4.2. 20 gauge buckshot must have no more than 20 pellets and be #3 buck.

4.5.5. Open, Tactical Optic, and Tactical Limited shall be 20 gauge or larger.

4.5.6. Heavy Optic and Heavy Limited shall be 12 gauge or larger.

5. Firearms

5.1. All firearms used by competitors shall be serviceable and safe, and shall be compliant with the regulations of the National Firearms Act.

5.2. All firearms used by competitors shall be used in semi-automatic or manual mode (one round fired per one trigger pull). Full-auto and burst-fire are not allowed.

5.2.1. Stage guns provided by the match officials are exempt from Rule 5.2.

5.3. If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another of the same model, caliber and sighting system approved by the Range Master.

5.4. For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, and stock and sighting system combination.

5.5. Internal modifications are allowed providing they do not alter the original factory configuration of the firearm. Open Division Firearms are exempt from this rule.

5.6. The same firearm system, for each gun, per Rule 5.3, shall be used during the entire match.

5.7. Competitors shall not reconfigure any firearm during the course of a match. (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style).

5.8. "Loaded Firearm" is a firearm with ammunition in it; whether in the chamber, magazine tube, detachable magazine still in the firearm, or on the shotgun shell lifter.

5.9. Certain firearm supporting devices may be prohibited by the Match Director.

5.9.1. Prohibited devices include, but are not limited to; supporting devices that risk excess damage to props and/or pose a potential safety risk to competitors and match officials are prohibited (i.e. the Hedgehog and like products are not allowed).

5.10. Suppressor (silencer) devices are prohibited due to the difficulties for the shot timer to consistently register the shots.

5.11. Laser pointers or laser aiming devices are prohibited in all divisions except in the Open Division.

5.12. Weight attachments on the pistol designed to offset recoil are prohibited in all divisions except in Open Division. Specifically designed weapon lights in original and working condition are not considered weight attachments.

5.13. Rifle and shotguns are by definition shoulder-fired firearms (i.e. AR pistols with Sig Brace and like products is not a rifle).

5.14. All firearms and associated equipment used by competitors shall be available for inspection by the Match Officials (Match Director, Range Master, and Range Officers) at any time during the match.

6. Firearms Division Classifications [Open, Tactical Optic, Tactical Limited, Heavy Optic, and Heavy Limited] See Rule 4.3-4.5.6 for caliber requirements.

6.1. Open Division

6.1.1. Open Pistol

6.1.1.1. Caliber requirement shall be 9x19 caliber. or larger.

6.1.1.2. No limitations on accessories.

6.1.1.3. Magazine length may not exceed 170 millimeters.

6.1.2. Open Rifle

6.1.2.1. Caliber requirement shall be .223 Remington (5.56 NATO) or larger.

6.1.2.2. No limitations on accessories.

6.1.2.3. Barrel length shall not be changed for the duration of the match.

6.1.3. Open Shotgun

6.1.3.1. Shotgun gauge requirement shall be 20 gauge or larger.

6.1.3.2. No limitations on accessories.

6.1.3.3. Barrel length shall not be changed for the duration of the match.

6.1.3.4. Shotgun speed loaders are allowed in Open Division.

6.2. Tactical Optic Division

6.2.1 Tactical Optic Pistol

6.2.1.1. Caliber requirement shall be 9x19 caliber or larger.

6.2.1.2. Firearms with custom or factory installed electronic sights, optical sights, compensators or barrel porting are NOT allowed in this Division.

6.2.1.3. Magazines shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.

6.2.2. Tactical Optic Rifle

6.2.2.1. Caliber requirement shall be .223 Remington (5.56 NATO) or larger.

6.2.2.2. Barrel length shall not be changed for the duration of the match.

6.2.2.3. Rifles may be equipped with no more than one (1) optical sight or electronic sights device. Iron sights are not considered to be an optical sight or electronic sight device.

6.2.2.4. Rifle supporting devices (i.e. bipods, etc.) are not allowed in this Division.

6.2.2.5. Vertical or angled forearm grips are allowed but may not exceed 5" outwards from the handguard/forearm.

6.2.2.6. Comps may not exceed 1" in diameter and 3" in length.

6.2.3. Tactical Optic Shotgun

6.2.3.1. Shotgun gauge requirement shall be 20 gauge or larger.

6.2.3.2. Shotgun must be of the original fixed magazine tube design. Barrel and magazine tube length may not be changed for the duration of the match.

6.2.3.3. No electronic or optical sights are allowed on shotguns in this Division.

6.2.3.4. No shotgun supporting devices (i.e. bipods, etc.) are allowed in this Division.

6.2.3.5. No compensators or porting on barrels allowed in this Division.

6.2.3.6. No shotgun speed loaders are allowed in this Division.

6.2.3.7. Tactical Optic shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity shall not be limited. Nine round maximum is tube loaded to nine with empty chamber or tube loaded to eight with loaded chamber.

6.3. Tactical Limited Division

6.3.1. Tactical Limited Pistol

6.3.1.1. Caliber requirement shall be 9x19 caliber or larger.

6.3.1.2. Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this Division.

6.3.1.3. Magazines shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.

6.3.2. Tactical Limited Rifle

6.3.2.1. Caliber requirement shall be .223 Remington (5.56 NATO) or larger.

6.3.2.2. Barrel length shall not be changed for the duration of the match.

6.3.2.3. Rifles may be equipped with mechanical sights or 1x optic only. Only one sighting system may be used.

6.3.2.4. Back-up Iron Sights (BUIS) may be on the gun, but one or both the front and rear sights must be of folding design and must remain folded. In the event the electronic sight malfunctions while the shooter is shooting the stage, the shooter may use the BUIS but must continue to use the BUIS for the duration of the stage.

6.3.2.5. Rifle supporting devices (i.e. bipods, etc.) are not allowed in this Division.

6.3.2.6. Vertical or angled forearm grips are allowed but may not exceed 5" outwards from the handguard/forearm.

6.3.2.7. Comps may not exceed 1" in diameter and 3" in length.

6.3.2.8. Magazine size shall not exceed the original 30-32 round capacity configuration. Extended magazines, magazine extenders, and oversized basepads are not allowed. Drum magazines and coupled magazines are not allowed.

6.3.2.9. No more than 32 rounds allowed in any magazine after the start of the stage time.

6.3.3. Tactical Limited Shotgun

6.3.3.1. Shotgun gauge requirement shall be 20 gauge or larger.

6.3.3.2. Shotgun must be of the original fixed magazine tube design. Barrel and magazine tube length may not be changed for the duration of the match.

6.3.3.3. No electronic or optical sights are allowed on shotguns in this Division.

6.3.3.4. No shotgun supporting devices (i.e. bipods, etc.) are allowed in this Division.

6.3.3.5. No compensators or porting on barrels allowed in this Division.

6.3.3.6. No shotgun speed loaders are allowed in this Division.

6.3.3.7. Tactical Limited shotguns shall not be loaded with more than nine (9) rounds at any time. Magazine tubes shall not physically hold more than eight (8) rounds at any time.

6.4. Heavy Optic Division

6.4.1. Heavy Optic Pistol

6.4.1.1. Caliber requirement shall be 9x19 caliber or larger.

6.4.1.2. Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this Division.

6.4.1.3. Magazines shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.

6.4.2. Heavy Optic Rifle

6.4.2.1. Caliber requirement shall be .308 Winchester (7.62 x 51 NATO) or larger.

6.4.2.2. Barrel length shall not be changed for the duration of the match.

6.4.2.3. Rifles may be equipped with no more than one (1) optical sight or electronic sights device. Iron sights are not considered to be an optical sight or electronic sight device.

6.4.2.4. Rifle supporting devices (i.e. bipods, etc.) are not allowed in this Division.

6.4.2.5. Vertical or angled forearm grips are allowed but may not exceed 5" outwards from the handguard/forearm.

6.4.2.6. Comps may not exceed 1" in diameter and 3" in length.

6.4.2.7. Magazine size or capacity shall not be limited.

6.4.3. Heavy Optic Shotgun

6.4.3.1. Shotgun gauge requirement shall be 12 gauge or larger.

6.4.3.2. Shotgun must be of the original fixed magazine tube design. Shotgun may be pump or semi-auto.

6.4.3.3. Barrel and magazine tube length may not be changed for the duration of the match.

6.4.3.4. No electronic or optical sights are allowed on shotguns in this Division.

6.4.3.5. No shotgun supporting devices (i.e. bipods, etc.) are allowed in this Division.

6.4.3.6. No compensators or porting on barrels allowed in this Division.

6.4.3.7. No shotgun speed loaders are allowed in this Division.

6.4.3.8. Heavy Optic shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity shall not be limited. Nine round maximum is tube loaded to nine with empty chamber or tube loaded to eight with loaded chamber.

6.5. Heavy Limited Division

6.5.1. Heavy Limited Pistol

6.5.1.1. Caliber requirement shall be .45 caliber or larger.

6.5.1.2. Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this Division.

6.5.1.3. Magazines shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.

6.5.1.4. No more than 10 rounds allowed in any magazine after the start of the stage time.

6.5.2. Heavy Limited Rifle

6.5.2.1. Caliber requirement shall be .308 Winchester (7.62 x 51 NATO) or larger.

6.5.2.2. Barrel length shall not be changed for the duration of the match.

6.5.2.3. Rifles may be equipped with mechanical sights or 1x optic only. Only one sighting system may be used.

6.5.2.4. Back-up Iron Sights (BUIS) may be on the gun, but one or both the front and rear sights must be of folding design and must remain folded. In the event the electronic sight malfunctions while the shooter is shooting the stage, the shooter may use the BUIS but must continue to use the BUIS for the duration of the stage.

6.5.2.5. Rifle supporting devices (i.e. bipods, etc.) are not allowed in this Division.

6.5.2.6. Vertical or angled forearm grips are allowed but may not exceed 5" outwards from the handguard/forearm.

6.5.2.7. Comps may not exceed 1" in diameter and 3" in length.

6.5.2.8. Magazine size shall not exceed the original 20-25 round capacity configuration. Extended magazines, magazine extenders, and oversized

base pads are not allowed. Drum magazines and coupled magazines are not allowed.

6.5.2.9. No more than twenty (20) rounds allowed in any magazine after the start of the stage time.

6.5.3. Heavy Limited Shotgun

6.5.3.1. Shotgun gauge requirement shall be 12 gauge or larger.

6.5.3.2. Shotguns must be of the original fixed magazine tube design. Only pump shotguns are allowed in the Heavy Limited Division.

6.5.3.3. Barrel and magazine tube length may not be changed for the duration of the match.

6.5.3.4. No electronic or optical sights are allowed on shotguns in this Division.

6.5.3.5. No shotgun supporting devices (i.e. bipods, etc.) are allowed in this Division.

6.5.3.6. No compensators or porting on barrels allowed in this Division.

6.5.3.7. No shotgun speed loaders are allowed in this Division.

6.5.3.8. Heavy Limited shotguns shall not be loaded with more than nine (9) rounds at any time. Magazine tubes shall not physically hold more than eight (8) rounds at any time.

7. Holsters and Equipment

7.1. Any holster, which will safely retain the pistol during vigorous movement, is allowed.

7.2. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder.

7.2.1. Open Division holsters are exempt from this rule.

7.3. Due to safety concerns shoulder holsters are not allowed.

7.4. Cross draw holsters shall be judged on an individual basis by the Match Director or his designee. The concern is not to violate the 180-degree rule (see Rule 2.1.4).

8. Divisions

8.1. Open Division

8.1.1. Any Open Division gun OR Open Division equipment puts the competitor in Open Division for the entire match.

8.1.2. See Firearms Classification (Rule 6.1-6.1.3.4) for details.

8.2. Tactical Optic Division

8.2.1. Competitor shall shoot a Tactical Pistol (Rule 6.2.1-6.2.1.3), Tactical Rifle (Rule 6.2.2-6.2.2.6), and a Tactical Shotgun (Rule 6.2.3-6.2.3.7) meeting the caliber requirements (Rule 4.3-4.5.6).

8.3. Tactical Limited Division

8.3.1. Competitor shall shoot a Tactical Pistol (Rule 6.3.1-6.3.1.3), Tactical Rifle with mechanical sights or 1x optic only (Rule 6.3.2-6.3.2.9), and a Tactical Shotgun (Rule 6.3.3-6.3.3.7) meeting the caliber requirements (Rule 4.3-4.5.6).

8.4. Heavy Optic Division

8.4.1. Competitor shall shoot a 9x19 caliber or larger Pistol (Rule 6.4.1-6.4.1.3), a .308 caliber or larger Rifle (Rule 6.4.2-6.4.2.7), and a 12 gauge Shotgun (Rule 6.4.3-6.4.3.8) and meeting the caliber requirements (Rule 4.3-4.5.6).

8.5. Heavy Limited Division

8.5.1. Competitor shall shoot a .45 caliber or larger Pistol (Rule 6.5.1-6.5.1.4), a .308 caliber or larger Rifle with mechanical sights or 1x optic only (Rule 6.5.2-6.5.2.9), a 12 gauge Pump-Only Shotgun (Rule 6.5.3-6.5.3.8) and meeting the caliber requirements (Rule 4.3-4.5.6).

8.6. A competitor using firearms and/or equipment not permitted in that competitor's registered division shall be automatically moved to the Open Division.

8.7. Each division must have at least 3 (three) competitors.

8.7.1. Tactical Limited, if less than 3 competitors, shall have the option of shooting in Tactical Optic or Open with their Tactical Limited compliant gear.

8.7.2. Heavy Optic, if less than 3 competitors, shall have the option of shooting in Tactical Optic or Open with their Heavy Optic compliant gear.

8.7.3. Heavy Limited, if less than 3 competitors, shall have the option of shooting in any other division with their Heavy Limited compliant gear.

8.7.4. If a division has less than 3 competitors and the competitors have not opted to shoot in another division, the Match Director may place the competitor in the appropriate division or combine divisions.

9. Special Categories [Junior, Lady, Senior, Super Senior, Military, and Law Enforcement]

9.1. Junior is defined as a competitor 17 years old or younger at the first day of the match.

9.2. Lady is defined as a female competitor and 18 years old or older at the first day of the match.

9.3. Senior is defined as a competitor 55 years old or older but under 65 years old at the first day of the match.

9.4. Super Senior is defined as a competitor 65 years old or older at the first day of the match.

9.5. Military is defined as a competitor currently serving or retired Military status.

9.6. Law Enforcement Officer is defined as a competitor currently serving or retired local, state, or federal Law Enforcement Officer with/had powers of arrest.

9.7. A competitor may only be recognized in 1 (one) Special Category.

9.8. Competitor must be currently eligible for the Special Category.

9.9. Special Category is for recognition only. It does not entitle the recipient to an extra or early walk of the prize table.

9.10. Each Special Category must have a minimum of 3 (three) competitors for recognition.

9.11. Special Category winners are determined by which competitor has the highest total match points in the respective divisions.

9.12. Tie breakers shall be awarded to the competitor with the higher total match points in the Combined Divisions Overall.

10. Stage Procedures

10.1. A stage briefing shall be held for each squad of competitors.

10.1.1. A written stage briefing shall be posted at each stage or course of fire prior to commencement of the match. This stage briefing shall take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match.

10.1.2. The Range Official in charge of the stage must read out the written stage briefing verbatim to each squad.

10.1.3. After the written stage briefing has been read to the competitors, and any questions about the course of fire have been answered, the competitors shall be given a five (5) minutes to conduct an orderly inspection ("walkthrough") of the course of fire. If the course of fire includes moving targets or similar items, these should be demonstrated to all competitors for the same duration and frequency.

10.1.4. It is the responsibility of each competitor to attend the stage briefing in the designated time determined by the match schedule. Failure to be at a stage briefing without permission from the Range Master or Match Director shall result in the competitor waiving their right to an official stage briefing and/or inspection ("walkthrough").

10.2. Unless otherwise stated in the written stage briefing, all pre-staged firearms shall be staged with the firearm's bolt closed on an empty chamber and a loaded magazine inserted and/or a fixed magazine tube loaded to division capacity. Pre-staged long guns shall have the muzzle/magazine tube touching the base of the staging box/barrel.

- 10.3.** Unless otherwise stated in the written stage briefing, all start positions shall be standing on the designated start point facing down range with hands relaxed at sides.
- 10.4.** If starting the course of fire with a handgun, the handgun can be loaded (round chambered) to division capacity and holstered at the start position, and the competitor's hands hanging relaxed at their sides, unless otherwise stated in the stage description.
- 10.5.** If starting with a rifle or shotgun, the firearm can be loaded (round chambered) to division capacity and held at the "Low Ready". Both hands of the competitor must be touching the firearm.
- 10.5.1.** "Low Ready" is defined as the stock of the shotgun against the competitor's shoulder with the muzzle pointed down range and below the waist level of the shooter or pointed at or touching a designated physical point.
- 10.6.** If a slung rifle or shotgun is required by the course of fire, the bolt shall be closed on an empty chamber.
- 10.6.1.** Unless otherwise stated in the written stage briefing, slung rifles shall be completely empty and no magazine inserted. The implied 180-degree Safety Plane rule (see Rule 2.1.4) only goes into effect the moment the shooter has transitioned to it and begins the loading process by inserting a loaded magazine into the magazine well, or placing a live round into the rifle.
- 10.6.2.** Unless otherwise stated in the written stage briefing, slung shotguns shall be completely empty and no magazine inserted. The implied 180-degree Safety Plane rule (see Rule 2.1.4) only goes into effect the moment the shooter has transitioned to it and begins the loading process by inserting a loaded magazine into the magazine well, or placing a live round into the shotgun.
- 10.6.3.** If the written stage briefing states allows a slung rifle or shotgun to have ammunition (magazine inserted or fixed magazine tube loaded, the firearm must have the bolt closed on an empty chamber. Pump shotguns must have the charging handle locked forward (i.e. trigger not pulled or charging handle release lever depressed). The implied 180-degree Safety Plane rule (see Rule 2.1.4) only goes into effect the moment the shooter has transitioned to it and begins to load a live round into the chamber.
- 10.7.** Unless otherwise stated in the written stage briefing, no ammo shall be held in the competitors hand at the starting position or pre-staged anywhere in the stage.
- 10.8.** Unless otherwise stated in the written stage briefing, all walls regardless of design are to be considered from the ground to infinity.
- 10.9.** Unless otherwise stated in the written stage briefing, raised fault lines (ropes or tapes) designating a shooting area or prohibited area shall not be crossed over or be intentionally pushed or flexed to gain advantage.
- 10.10.** Intent of the Stage Design. Stage Designers and Match Officials will make every effort to design a stage to be fired as intended, but may not always be successful in making a stage completely "game proof" due to range and prop limitations. Certain actions may be prohibited by the match officials to maintain the intention of stage design.
- 10.10.1.** The Range Master and Match Director shall have discretion on establishing prohibited actions during the match and require re-shoots if necessary.

11. Scoring

- 11.1.** Scoring per stage shall be straight time plus penalties. Maximum time allowed to shoot any stage is 180 seconds (unless otherwise noted in the stage description). Maximum penalty time for any stage (including target penalties) is 300 seconds.
- 11.1.1.** Any paper target, designated as a "shoot" target must have either one (1) "A" zone hit OR two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 "D" hits) to neutralize the target. Heavy Divisions exceptions to this rule are as follows:

11.1.1.1. Heavy Optic and Heavy Limited with correct caliber ammo (see Rule 4.4.2) only require ONE (1) RIFLE HIT ANYWHERE inside the scoring perforations on a paper target to neutralize the target.

11.1.1.2. Heavy Limited with correct caliber ammo (see Rule 4.3.2) only require ONE (1) HANDGUN HIT INSIDE THE "A" OR "C" ZONES SCORING PERFORMATIONS on a paper target to neutralize the target, or two hits anywhere as per Rule 11.1.1.

11.1.2. Example of scoring and penalties on paper targets:

11.1.2.1. One "A" zone hit = no penalty

11.1.2.2. Two hits in any combination "C or D" = no penalty

11.1.2.3. Failure To Neutralize (FTN) where a paper target only has 1 non-"A" zone hit shall incur a 5-second penalty for each target not neutralized.

11.1.2.4. Un-Hit Targets where a paper target was engaged but not hit shall incur a 10 second penalty for each un-hit target.

11.1.2.5. Target Not Engaged (TNE) shall incur a 15 second penalty each target not engaged.

11.1.3. Paper targets used in the match may be IPSC/USPSA Metric or Classic or the reduced sized IPSC/USPSA Metric.

11.1.4. Designated "No Shoot" targets that are hit inside the scoring perforations on the target shall incur a 5-second penalty for each hit on the "No Shoot" targets.

11.1.5. Frangible aerial targets must visibly break while in the air to be neutralized. Failure to neutralize (if engaged) shall incur a 5-second only penalty.

11.1.6. Frangible targets (non-aerial) must break to be neutralized (one BB hole is a break). Failure to neutralize (if engaged) shall incur a 10-second penalty for un-hit target.

11.1.7. Knock-down style targets (i.e. poppers or steel) must fall to be neutralized. Failure to neutralize (if engaged) shall incur a 10-second penalty for un-hit target.

11.1.7.1 Calibration standards for handgun targets shall be a 9mm pistol with USPSA Minor Power Factor ammunition.

11.1.7.2 Calibration standards for rifle targets shall be an AR-type rifle with 10.5" barrel and with standard production 55-grain rifle ammo.

11.1.7.3 Calibration standards for shotgun targets shall be at the discretion of the Range Master due to the many variances of ammunition loads and chokes.

11.1.8. Swinging-style rifle targets must be struck solid enough to cause the hidden "flash card" to be visible and the Range Officer must call "Hit" on the target to be ruled neutralized. Failure to neutralize (if engaged) shall incur a 10-second penalty for un-hit target.

11.1.9. Static steel targets must be struck solid enough to be visible and/or audible and the Range Officer must call "Hit" on the target to be ruled neutralized. Failure to neutralize (if engaged) shall incur a 10-second penalty for un-hit target.

11.1.10. Spinner-type targets must be spun completely around and the Range Officer must call "Over" on the target to be ruled neutralized. Failure to engage or failure to completely spin the target shall incur a 30-second penalty.

11.1.11. Any Targets Not Engaged (TNE) shall incur a 15-second penalty (exception for spinner-type targets in Rule 11.1.10).

11.1.12. Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written.

11.1.13. Procedural penalties, 5 seconds, may be assessed for failing to follow the intent of the stage procedures.

11.1.14. Stage Not Fired (SNF) or Did Not Finish (DNF) penalty shall be given zero score per stage not fired.

11.1.15. Targets shot with the wrong firearm or wrong type of ammunition shall incur a procedural (see rule 11.1.12) if the target is hit, plus a 15-second failure to engage penalty if the target becomes unavailable to be neutralized with the correct firearm. Additionally, if the target is damaged, competitor shall be held financially responsible and must meet the responsibility before continuing to the next stage.

11.1.16. Unsafe and improper abandonment of firearms.

11.1.16.1 An "unsafe" firearm that is abandoned in a designated abandonment box or barrel shall incur a 60-second procedural penalty.

11.1.16.2. A "safe" firearm that is abandoned in a non-designated abandonment box or barrel shall incur a 30-second procedural penalty.

11.1.17. Abandonment of a 1911/2011-type pistol with the external safety not on the "Safety On" position will incur a 10-second procedural penalty IF the grip safety is functional, otherwise it shall be considered an unsafe firearm and shall incur a 60-second procedural penalty (see Rule 11.1.16.1).

11.2. Stage Points

11.2.1. 1st Place for each stage, in each Division, shall receive 100% of the designated stage points for the stage; 2nd Place and below shall figure points on a percentage basis of the stage points from 1st Place.

11.2.2. All stages shall be scored by division.

11.2.3. Total points accumulated for all stages shall determine the match placement by Division.

11.2.4. Ties shall be broken by an undisclosed Tie Breaker Stage designated by the Range Master or Match Director.

11.2.5. Highest score wins.

12. Arbitration Rules & General Principles

12.1. Administration

12.1.1. Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant levels of competition, emotions run high and the outcome is much more important to the individual competitor. Generally effective match administration and planning will prevent most disputes. However, in cases that disputes do arise, see Rule 12.2-12.3.

12.2. Access

12.2.1. Protests may be submitted for arbitration except the actual scoring of targets. However, protests arising from a disqualification for a safety infraction shall only be accepted to determine if an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be protested.

12.3. Appeals

12.3.1. Decisions are made initially by the Range Officer. If the complainant disagrees with a decision, the Range Master should be summoned and asked to rule. The Range Master may consult with the Match Director for clarifications and/or interpretation of the written rules before making a rule. The decision of the Range Master is final.

*Note: Remaining calm and rational while arbitrating disputes will make this unpleasant job easier.