

## **1 General Conduct & Dispute Resolution**

1.1 Eye protection is mandatory for participants, spectators & officials at the event site.

1.2 Ear protection is mandatory for participants, spectators & officials while on or near a stage.

1.3 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired as a result of legitimate prescription drugs may be directed to stop shooting and leave the event site.

1.4 Clothing with any offensive images or wording will not be worn or displayed while at the event site.

1.5 Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue nor be eligible for prizes.

1.6 Participants and spectators are expected to conduct themselves in a courteous and sportsman-like manner at all times. Any person who violates this rule may be ejected from the event site at the Range Master's discretion. A participant shall be disqualified for unsportsmanlike conduct, including (but not limited to) cheating, making threats, assault, disruptive or distracting behavior, and willful disregard of Event Official instructions.

1.7 All disqualifications and reshoots are subject to approval by the Range Master.

1.8 Participants must compete for score according to the published match and squadding schedule.

1.8.1 A participant who is not present at the scheduled time and date for a stage may not attempt that stage without the written approval of the Range Master, and the provisions of rule 6.1.11 will apply.

1.8.2 The challenge of practical shooting includes adapting to prevailing conditions. Participants will not be permitted to defer due to lighting or weather conditions, except when the Range Master determines that a stage attempt would (i) start outside the published hours for sun rise to-sunset, or (ii) put participant or Event Official safety in immediate jeopardy.

1.9 Any aspect not expressly covered in this document will be resolved with a ruling by the Match Director in consultation with the Range Master. Any ruling by the Match Director will be final, and will serve as a precedent for the duration of the event. If rules overlap, fully or partially, this document will take precedence.

## **2 Safety**

2.1 All events will be run on cold ranges.

2.1.1 Participants' firearms must remain unloaded at the event site except under the direction and immediate supervision of an Event Official.

2.2 Firearms may only be handled and/or displayed in a designated safety area or under direction from a range officer for a stage.

2.2.1 Safety areas will be clearly marked with signs.

2.2.2 No firearm may be loaded in a safety area.

2.2.3 No ammunition (including dummy ammunition, snap caps or ammunition feeding devices) may be handled in a safety area.

2.3 Firearms may be transported to, from and between stages only in the following conditions:

2.3.1 Handguns must be cased or holstered, de-cocked and with the magazine removed.

2.3.2 Rifles must be cased, or secured muzzle up in a stable gun cart/caddy, or carried with the muzzle up or down. The chamber must be empty and detachable magazine removed. The use of high-visibility open bolt indicator devices is recommended as a courtesy to other event participants.

2.4 A participant who commits a safety violation will be stopped by an Event Official as soon as possible, and shall be disqualified. Examples of safety violations include:

2.4.1 An accidental discharge, defined as follows:

2.4.1.1 A shot, which travels over a backstop, a berm or in any other direction specified in the stage briefing as being unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

2.4.1.2 A shot which strikes the ground within 3m of the participant, except when shooting at a target closer than 3m. Also, a shot which strikes a prop where the bullet is deflected or does not continue to strike the ground, if the Event Official determines that the bullet would have struck the ground within 10 3m of the participant had it not been deflected or stopped by the prop.

2.4.1.3 A shot which occurs while loading, preloading, reloading or unloading a firearm.

2.4.1.4 A shot which occurs during remedial action in the case of a malfunction.

2.4.1.5 A shot which occurs while transferring a firearm between hands or shoulders.

2.4.1.6 A shot which occurs during movement, except while actually shooting at targets.

2.4.2 Unsafe gun handling, including (but not limited to):

2.4.2.1 Handling a firearm at any time except when in a designated safety area, or when under the supervision of, and in response to a direct command issued by, an Event Official. This does not apply to the carrying of rifles between and to stages.

2.4.2.2 If at any time during the course of fire, a participant allows the muzzle of his firearm to point rearwards (i.e. further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up-range), whether the firearm is loaded or not.

2.4.2.3 If at any time during the course of fire, or while loading, reloading or unloading, a participant drops his firearm or causes it to fall, whether the firearm is loaded or not.

2.4.2.4 Allowing the muzzle to point at any part of the participant's body during a course of fire (except for sweeping of the lower extremities while drawing or re-holstering a handgun, provided that the participant's fingers are clearly outside the trigger guard).

2.4.2.5 While facing downrange, allowing the muzzle of a loaded handgun to point up-range beyond a radius of 1m from the participant's feet while drawing or re-holstering.

2.4.2.6 Having more than one handgun and one rifle at any point in time during a course of fire (except for stage guns).

2.4.2.7 Failure to keep the finger outside the trigger guard while clearing a malfunction where the participant clearly moves the firearm away from aiming at targets.

2.4.2.8 Failure to keep the finger outside the trigger guard during loading, reloading, or unloading (except when de-cocking a handgun).

2.4.2.9 Failure to keep the finger outside the trigger guard during movement (except when engaging a target).

2.4.2.10 Holstering a loaded single-action self-loading handgun with the safety not applied, or a double-action handgun with the hammer cocked and the safety not applied, or a revolver with the hammer cocked.

2.4.2.11 Handling live or dummy ammunition, loaded magazines or loaded speed loading devices in a Safety Area.

2.4.2.12 Having a loaded firearm other than when specifically ordered to by an Event Official.

2.4.2.13 Retrieving a dropped firearm. Dropped firearms must always be retrieved by an Event Official who will, after checking and/or clearing the firearm, place it directly into the participant's gun case, gun bag or holster.

2.4.2.14 Drawing a handgun while facing up-range or while prone.

2.4.2.15 Firing a shot at a metal target from a distance of less than 10m with a handgun or 50m feet with a rifle. The distance is measured from the face of the target to the nearest part of the participant's body in contact with the ground.

2.4.3 Possession of any prohibited ammunition as defined in rule 3.3.

2.4.4 Unsafe abandonment of any firearm. Firearms may only be abandoned as stipulated in the stage briefing and in one of the following safe conditions:

2.4.4.1 Rifle loaded with safety/selector fully in the "safe" position. Handgun in the condition prescribed in rules 4.4.1.1 – 4.4.1.4. Muzzle pointed in the designated safe direction (e.g. pointing down into the receptacle).

2.4.4.2 Completely unloaded (no live ammunition anywhere inside the firearm). Muzzle pointed in the designated safe direction (e.g. pointing down into the receptacle).

2.4.5 Unloading any firearm in an unsafe manner.

2.4.6 Firing a shot while not legitimately engaging a target.

2.4.7 Pointing a firearm, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe.

### **3 Ammunition**

3.1 Handgun ammunition shall be 7.62×25 (30 Tokarev) or greater.

3.2 Rifle ammunition shall be intermediate centerfire, minimum caliber 5.45mm, maximum caliber 30-06 / 7.62x54R

3.3 Ammunition containing tracer, incendiary, explosive, armour piercing, bare steel jacket or steel/tungsten/penetrator core projectiles is unsafe and prohibited. Bimetal projectiles (lead core with mild steel jacket covered in copper) may be permitted at Match Director discretion. No belted magnums or marking ammunition.

Green tip 5.56 Ammunition is not allowed

### **4 Firearms**

4.1 All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.

4.2 Participants must use the same firearms (handgun and rifle) for the entire event.

4.3 If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Range Master.

4.4 Unless otherwise stipulated in the stage briefing, the participant's equipment will start the stage in the following conditions:

4.4.1 Handgun loaded to division start capacity and holstered as follows:

4.4.1.1 Single-action auto must have a manual safety catch fully set to the "safe" position.

4.4.1.2 Double-action auto must be decocked.

4.4.1.3 Safe action pistols must have all safety systems in place and functional.

4.4.1.4 Revolver must have the hammer down.

4.4.2 Rifle loaded to division start capacity and held in the low ready position (i.e. oriented with sights uppermost, buttstock in strong-side shoulder, hands in normal firing hold with finger outside trigger guard, muzzle at belt level), safety catch set to the "safe" position.

4.4.3 The participant may not touch or hold any firearm loading device or ammunition after the "Standby" command and before the start signal (except for unavoidable touching with the lower arms).

4.4.4 All equipment must start the stage secured on the participant's person or firearms (i.e. equipment may not be otherwise pre-positioned on the stage). Belts, holsters, ammunition carriers and other equipment worn or carried by the participant may be changed, repositioned or reconfigured between stages.

## **5 Equipment Divisions**

5.1 Participants will declare one equipment division at the beginning of the event.

5.1.1 Equipment divisions are: IRONS, OPTICS, UNLIMITED, ARMoured

5.1.2 Failure to meet all of the equipment requirements for the declared division shall result in the participant being placed into UNLIMITED division.

## **6 Scoring & Penalties**

6.1 Stage time will be based on time to complete the stage plus applicable penalties.

6.1.1 Each stage will have a written stage briefing:

6.1.1.1 The stage briefing will stipulate the number and type of targets, the manner in which they must be engaged, and the hits required to neutralize them.

6.1.1.2 The stage briefing will stipulate a time limit (“par time”) for completing the stage.

6.1.1.3 The participant must complete the stage as stipulated within the time limit. Targets may not be intentionally left unhit – the participant must continue to engage the targets until they run out of ammunition or time. If a participant exceeds the time limit, they will be stopped by an Event Official and the stage will be scored as shot with the scored time at PAR time and all applicable miss penalties. Event Officials may prompt the participant on engagement of targets, and this will not be deemed to be interference.

6.1.2 Paper “shoot” targets must be neutralized:

6.1.2.1 Only holes made by bullets will count for score/penalty. Evidence that the bullet made the hole must be present on the target (i.e. crown or grease ring/mark). Holes made by shrapnel, fragments or flying debris will not count for score/penalty. A perfect “Keyhole” round will count for score.

6.1.2.2 Paper targets require a minimum of 2 hits anywhere to be neutralized.

6.1.3 Knock-down targets (e.g. Pepper Poppers) must fall to be neutralized, or per RO discretion.

6.1.4 Reactive/ringing targets must react/ring as prescribed in the stage briefing (Event Officials will call hits).

6.1.5 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered “broken”.

6.1.6 Scoring a hit on each designated “No Shoot” target will incur a penalty. These will not be cumulative, there is one penalty for a hit “No Shoot” regardless of how many hits have struck that particular target.

6.1.7 Penalties may be applied at the Range Master’s discretion if a participant fails to comply with prescribed stage procedures.

6.1.8 The stage briefing may stipulate a shooting area sequence. During such a stage, once a participant begins shooting from a shooting area, they may not return to any previous shooting area (violation will incur penalties per rule 6.1.7 on a per-shot basis).

6.1.9 Additional penalties may be applied as stipulated in the stage briefing.

6.1.10 Stage Not Fired (SNF) penalty is 1500 seconds per stage not fired.

6.1.11 A participant who, by negligent or willful act, causes damage to range equipment or targets will be required to pay for repair thereof.

6.1.12 Some stages may have scoring requirements that deviate from the ones specified here and that will be clearly stated during in the stage description. It is up to the competitor to understand the scoring requirements per stage.

6.1.13 All penalties at this match are +60 seconds per instance – no shoots, non-neutralized targets, etc.

## **6.2 Match Time**

6.2.1 Each participant's Stage Times will be totaled to produce a Match Time.

6.2.2 Match Times for all participants will be ranked in order, lowest to highest, to determine match placement.

6.2.3 The participant with the lowest Match Time wins.