

# ***Rockcastle Pro/Am 3 Gun Championship Rules 2019***

**It is the competitor's responsibility to read and understand the rules set forth and agree to be subject to these rules while participating in the PRO/AM**

**It is the competitor's responsibility to read and understand the WSB and obey any special conditions or requirements stipulated therein, any rule differences from the main rulebook shall be written in the WSB and will be the governing rules as stipulated for that particular Course of Fire.**

## **1.0 SAFETY RULES:**

### **1.1 Match will be run as COLD RANGE.**

**1.1.1 COLD RANGE (definition): Participants firearms will remain unloaded at the match site except under the direction of a match official. Ensure all firearms to be used are unloaded prior to entering the range complex!**

### **1.2 Designated Safety Areas**

**1.2.1 Safety Areas will be marked at various locations around the range.**

**1.2.2 Unloaded firearms may be handled and/or displayed only in the Safety Areas.**

**1.2.3 No ammunition may be handled in any Safety Area. Violation of this rule will result in a match DQ**

### **1.3 Rifles & Shotguns (carry from vehicle or between stages)**

**1.3.1 Rifles & shotguns should be cased or carried/slung with the muzzle up or down.**

**1.3.2 Rifles & shotguns should be carried with actions open and detachable magazines removed, chamber flags inserted.**

### **1.4 Handguns (carry between stages)**

**1.4.1 Handguns must be cased or remain in holster with magazine removed, only to be handled in designated Safety Areas, or under the direction of Range Officer(s) on a stage.**

**1.4.2 On stages, the Ready Condition of handguns must be "Hammer Down" for DA autos & revolvers, and "Cocked & Locked" for SA autos or DA autos with manual override safeties.**

**1.5 No participants or spectators shall consume or be under the influence of alcohol or drugs at the match site while shooting the match. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.**

**1.6 Eye protection is mandatory for participants, spectators & range personnel at the match site.**

**1.7 Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.**

## **2.0 RANGE COMMANDS & SHOOTING POSITIONS:**

**2.1.1 The Course of Fire begins with the "MAKE READY" command and ends after the command "RANGE IS CLEAR".**

## **2.2 “STOP”:**

**2.2.1** The “STOP” command may be issued by any RO assigned to the stage at any time during the COF.

**2.2.2** The competitor must immediately cease firing, stop moving and wait for further instructions from the RO.

**Note:** This command means the RO has determined something occurred that requires all shooting to cease.

## **2.3 “MAKE READY”:**

**2.3.1** The “MAKE READY” command signals the official start of the COF, and everything moving forward must be done under an RO’s direct supervision.

**2.3.2** When multiple firearms will be used during a COF, the RO will direct the competitor through the preparation of all firearms.

**2.3.3** A competitor may elect not to use a certain firearm(s) on a stage, which is legal so long the targets presented in the COF may be legally engaged with the firearm(s) the competitor has chosen to use.

**2.3.3.1** If the WSB stipulates starting with a particular firearm, the WSB must be followed and that firearm be used.

## **2.4 “ARE YOU READY”:**

**2.4.1** The “ARE YOU READY?” command will be issued by the RO after the competitor has settled into their starting position.

**2.4.2** There is NO response necessary from the competitor to proceed after this command if they are ready.

**2.4.3** If the competitor is not ready, they must indicate as such.

## **2.5 “STAND BY”:**

**2.5.1** The RO will give the “STAND BY” command and activate the start timer initiating the COF within one to four (1-4 sec) seconds following no response from the competitor.

## **2.6 “IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR”:**

**2.6.1** When the competitor has finished shooting, the RO will give the command, “IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR”.

**2.6.2** If they are finished, the competitor MUST lower their firearm and present it for inspection by the RO with the muzzle pointed down range, magazine removed or tube emptied, slide/bolt locked or held open and the chamber empty.

**Note:** If the firearm has been grounded, the competitor must keep the muzzle pointed down in the container while unloading and clearing the firearm(s).

## **2.7 “IF CLEAR, HAMMER DOWN”:**

Once the RO has inspected the firearm, one of the following commands shall be issued.

**2.7.1** Pistol: “IF CLEAR, HAMMER DOWN, HOLSTER”

**2.7.2** Rifle and Shotgun: “IF CLEAR, HAMMER DOWN, FLAG”

**2.7.2.1** The RO will then accompany and instruct the competitor to safely unload all other firearms that were used in the COF.

**2.7.3** The RO can assign the unloading duty to designated competitor(s).

**2.7.3.1** If assigned, the designee(s) must keep the muzzle pointed down in the container while unloading the firearm(s).

## **2.8 “RANGE IS CLEAR”:**

**2.8.1** The “RANGE IS CLEAR” command CAN only be issued after the competitor and the RO have cleared all firearms.

**2.8.2** Once this command is given, it indicates the official end of the COF and officials and competitors may then move down range to score, paste and restore targets.

### **2.9 ADDITIONAL VERBAL SAFETY WARNINGS:**

**2.9.1** “FINGER”: This verbal warning may be issued anytime in the COF before stopping a competitor for a trigger discipline violation.

**2.9.1.1** The competitor’s fingers must be visibly outside the trigger guard when loading, reloading or unloading during a COF and while clearing a malfunction.

**2.9.2** “MUZZLE”: This verbal warning may be repeated at different locations in the COF as needed when the competitor's muzzle approaches the 180-Degree Safety Plane.

**2.9.3** “FOOT”: This verbal warning may be repeated at different locations in the COF as needed ONLY when a competitor is touching ground beyond a fault line.

### **2.10 START POSITIONS:**

WSBs may require the “Start Position” to be standing, sitting, kneeling, prone or dictated otherwise.

**Note 1:** The WSB can also stipulate which firearm the COF will start with.

**Note 2:** A COF will never require or allow a competitor to touch or hold ammunition or a firearm loading device after the "Standby" command and before the "Start Signal" except for unavoidable casual contact with the lower arms.

**2.10.1 PISTOL:** Unless otherwise specified in the WSB, the competitor must stand erect, facing downrange, with arms hanging naturally at the sides. The "Stage Ready Condition" for all Pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the WSB.

If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, and the chamber empty.

**2.10.2 PORT ARMS RIFLE, CARBINE & SHOTGUN:** Standing erect and relaxed, with the long gun held diagonally in front of the body, held with both hands, safety engaged, strong hand on grip, support hand on forearm, buttstock touching the competitor's belt at hip level, muzzle angled upward, loading port and/or magwell facing downward, finger out of the trigger guard. The "Stage Ready Condition" for all Rifles, Carbines & Shotguns shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the WSB.

**2.10.3 LOW READY RIFLE, CARBINE & SHOTGUN:** Standing erect and relaxed, long gun mounted to the shoulder, safety engaged, loading port and / or mag well facing downward, muzzle lowered from aiming at targets or aimed specifically at a designated low ready marker. The "Stage Ready Condition" for all Rifles, Carbines & Shotguns shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the WSB.

### **2.11 SHOOTING POSITIONS:**

**2.11.1 PRONE:** Is defined as, a body position in which the competitor lies flat with their chest down and their back up in a supported shooting position.

**Note 1:** Having a holstered pistol with a live round in the chamber while in the prone position at any point in the COF will result in a match DQ.

**Note 2:** This includes prone at the start position.

**2.11.2 SUPPORTED:** Is defined as, when any part or the competitor's body and or firearm touches, rests or comes in contact with the ground or any stage prop or object while engaging targets during the COF.

**2.11.3 UNSUPPORTED (OFF HAND):** Is defined as, when any part or the competitor's body and or firearm does not touch, rest or come in contact with the ground, any stage prop or object while engaging targets during the COF.

### **3.0 GROUNDED FIREARM:**

Is defined as, any firearm left in any proper grounding container.

**3.0.1** Designated containers designed to ground specific firearms will be made available on each COF.

**3.0.2** Pistols **MUST** be grounded in small designated pistol containers only.

**3.0.3** Rifles and Shotguns **MUST** be grounded in large designated long gun containers only.

**3.0.4** Competitors **CAN** abandon or ground two (2) long guns in the same container but **CANNOT** start the COF with more than one (1) long gun in the same container.

**Note 1:** Competitors **CAN** retrieve and reuse grounded firearms to re-engage targets.

**Note 2:** If a pistol or long gun is grounded in the incorrect container or incorrect location, penalties or a match DQ will apply.

### **3.1 GROUNDED SAFETY CONDITIONS:**

Unless stipulated in the WSB there are only two (2) acceptable methods to safely abandon and ground a firearm.

**3.1.1 SAFETY CONDITION 1:** Loaded with Safety Engaged

**3.1.1.1** Firearms **WITH** any **PRIMARY** crossbolt or manual safety lever must be "Operational" and have the ability to be engaged to satisfy the "Loaded with Safety Engaged" condition, regardless of a "Passive Safety".

**Definition 1:** "Operational" Is defined as, when the safety mechanism operates correctly as intended and must not be altered or disabled in a way that while not being handled, the safety features can no longer prevent the firearm from discharging.

**3.1.1.2** Firearms **WITHOUT** any **PRIMARY** safety must have a "Passive Safety" in "Operational" condition to satisfy the "Loaded with Safety Engaged" condition.

**Definition 2:** "Passive Safety" Is defined as, a safety that engages automatically and disables the firearm from discharging while not being handled.

**Example:** Grip activated (i.e. 1911 & 2011) and hinge style trigger shoe (i.e. Glock & M&P) safeties are considered passive safeties.

**3.1.1.3** Firearms with striker or hammer de-cocking only must be engaged and the hammer must be fully de-cocked or the striker condition must be fully relieved to satisfy the "Loaded with Safety Engaged" condition.

**3.1.2 SAFETY CONDITION 2:** Empty Chamber

**3.1.2.1** Empty chamber, with no live rounds in the feed tube or the magazine removed.

**3.1.2.2** Empty chamber, slide/bolt locked open with loaded feed tube or loaded magazine inserted.

**3.1.2.3** Empty chamber, slide/bolt forward with a loaded feed tube or loaded magazine inserted.

**Exception 1:** A malfunction or double feed where there is no cartridge fully seated in the chamber will **NOT** be considered loaded.

**Exception 2:** Any spent case or hull left in the chamber will **NOT** be considered loaded.

#### **4.0 TARGETS:**

These are the only legal targets for specific firearms, loads or projectiles. Shooting at a target with ammunition that is prohibited for use with that target type will NOT count for score or target engagement, and unless re-engaged with legal ammunition, the competitor WILL receive all applicable MOT and FTE penalties.

#### **4.1 PISTOL TARGETS:**

4.1.1 Paper targets and steel targets categorized by color, size or shape stipulated in the WSB as optional or pistol only targets.

#### **4.2 SHOTGUN BIRDSHOT TARGETS:**

4.2.1 Clay Pigeon/Frangible targets, steel targets categorized by color, size or shape stipulated in the WSB as optional or Birdshot only targets.

Note: Shooting a paper target with birdshot will NOT count for score or target engagement. If a paper target is shot with birdshot and NOT re-engaged with legal ammunition, the competitor WILL receive all applicable MOT and FTE penalties.

#### **4.3 SHOTGUN SLUGS:**

4.3.1 Paper targets and steel targets categorized by color, size or shape stipulated in the WSB as optional or Slug only targets.

#### **4.4 RIFLE TARGETS:**

4.4.1 Paper targets and any steel targets categorized by color, size or shape and stipulated in the WSB as optional or Rifle only targets.

#### **5. SCORING:**

5.1 Scoring on each stage will be time plus penalties. Each stage will be worth 100 points; competitor with lowest time earns 100 points, everyone else in that division is factored from that time.

5.1.0: Maximum par time for each COF shall be stipulated in the WSB. If par time has expired on a COF, it will be scored as shot including all applicable hits and penalties

#### **5.2 PAPER TARGETS:**

5.2.1 Any paper target designated as a “shoot” target requires one (1) A zone or upper A/B zone hit or two (2) hits inside the target scoring perforations to neutralize. (Slug targets are exempted from this rule and only require one (1) hit inside a designated scoring perforation.

5.2.2 A paper target engaged by firing at least one round at it, but with no hits, is a Failure to Neutralize. Such a target will receive a minimum of a 10 second penalty for the miss/misses.

5.1.3 Paper targets which have less than the required number of hits will receive a 5 second penalty for each hit less than that required number.

5.2.4 A paper target which is not engaged by firing at least one round at it will receive a minimum of a 10 second penalty for not making the required hit(s) on the target and 5 seconds, per target, for a Target Not Engaged (TNE) procedural for a total minimum penalty of 15 seconds per target added to time.

5.2.5 When a shot passes through a No-Shoot target, then continues on to hit another target(s), all hit targets will be counted for score and or penalty.

5.2.6 Paper targets used in the match may be IPSC (old style), the new IPSC “Classic”, TSA, IDPA targets, VTAC or any other similar target approved by the Match Director.

### **5.3 NON-PAPER TARGETS:**

**5.3.1 Knock down style targets (i.e. poppers, plates, Larue, MGM or other steel) must fall to score. A miss on a knock down style target under 200 yds will incur a 10 second penalty and over 200 yds will incur a 15 sec penalty.**

**5.3.2 Frangible targets must break to score. A miss on a frangible target is a 10 second penalty. (One BB hole is a break.)**

**5.3.3 Flying frangible targets must break to score and is a 5 second miss per target.**

**5.3.4 Swinging style rifle targets must be struck solid enough to cause the hidden "flash card" to be visible to the Range Officer. The Range Officer may call hits.**

**5.3.5 Engaging a frangible, knock-down or swinging style target by firing at least one round at it but not breaking it, knocking it down or causing the target to react will result in a 10 second miss penalty per target.**

**5.3.6 A frangible, knock down or swinging style target which is not engaged by firing at least one round at it will receive a 5 second penalty for a Target Not Engaged (TNE) procedural per target added to time, in addition to the miss penalty time.**

**5.3.7 If a clay target falls from the stand while being engaged but does not break, the target will be considered scored as hit.**

### **6. STATIC STEEL:**

**6.1 All static steel MUST visibly indicate impact(s) or be verbally called for hits to count for score**

### **7. NO SHOOT TARGETS:**

**7.1 Designated "No Shoot" targets will incur a 5 second penalty for each hit. Knock Down (KD) style steel plates, steel poppers or static steel plates CAN be designated and used as No-Shoot targets. Steel No-Shoot targets MUST be specified in the WSB and must fall to score.**

### **8.1 SCORING PENALTIES:**

**8.1.1 Any Aerial clay target missed +5 sec**

**8.1.2 Single Hit on Target (SHT) Single hit on paper outside the center ring or A/B zone at ANY distance +5 sec**

**8.1.4 Miss on Target (MOT) Less than 200 yards. No Hits on Paper, Steel left standing, Clay unbroken, No Hit Called +10 sec**

**8.1.5 Miss on Target (MOT) 200 yards or greater. Steel Left Standing or No Called Hit +15 sec**

**8.1.6 Failure to Engage (FTE) any target less than 200 yards +5 sec**

**8.1.7 Failure to Engage (FTE) any target 200 yards or greater +5 sec**

**Definition: A Failure to Engage (FTE) is defined as, when a competitor does not fire upon a specific legal target on the COF.**

**Note 1: Shooting in the general direction of a target, shooting over or under obstructions that targets are behind or through see through walls and or barriers, does not constitute "Engaging a Target".**

**Note 2: All walls, barriers or constructed obstacles are deemed to extend from the ground up to infinity, and are considered to be impenetrable hardcover unless written in the WSB.**

**Note 3: Shooting a paper target with birdshot will NOT count for score or target engagement. If a paper target is shot with birdshot and NOT re-engaged with legal ammunition, the competitor WILL receive all applicable MOT and FTE penalties.**

**8.1.8 A Maximum Time may be established for each stage. Upon failure to complete the stage within the maximum time, a shooter will be stopped by the**

Range Officer and assessed a stage time equal to the Maximum Time plus all applicable penalties.

**9.1 ADDITIONAL PROCEDURE PENALTIES:**

**9.1.1 A +5 sec penalty PER SHOT will be assessed for any shot fired while any part of a competitor's body touches the ground beyond a Shooting Box or a Fault Line.**

**9.1.2 A +5 sec penalty will be assessed for using a designated grounding containers and staging tables are not props or supporting devices.**

**9.1.1.1 A +10 Sec penalty will be issued for failing to follow specific stage procedures per the WSB. Including but not limited to: Start positions, firearm conditions, and other key stage details.**

**9.2 SLUGS ON CLOSE STEEL:**

**9.2.1 A +10 Sec will be assessed for shooting any steel target with a slug that is closer than 25 yards from the competitor.**

**9.2.2 The target will be scored as shot and no additional penalties assessed.**

**Note: If the target is damaged or destroyed the competitor will be required to pay and/or replace the damaged target**

**9.3 LEAVING SHOOTING AREA:**

**9.3.1 All Competitors MUST remain inside stage fault line area unless allowed in the WSB.**

**9.3.2 A +10 Sec penalty per occurrence will be assessed for leaving an ELEVATED rope fault line or GROUND fault line area and re-entering at a different location to create a shortcut.**

**Exception: A competitor who leaves and re-enters the shooting area in the same location without creating a shortcut will have no additional penalties assessed.**

**9.4 COACHING:**

**9.4.1 A +10 sec penalty can be assessed for any competitor who provides or receives coaching by another shooter or spectator during a COF.**

**5.1.9 Stage(s) not fired (SNF) will receive zero (0) points.**

**9.5 GROUNDING:**

**9.5.1 A +30 Sec penalty will be assessed for grounding a firearm in the correct designated container or correct location with a loaded chamber and the primary safety not engaged.**

**10. DISQUALIFICATIONS:**

**10.1.1 Grounding any firearm in the incorrect container or incorrect location with the safety disengaged will result in a match DQ.**

**10.1.2 Grounding any firearm in the incorrect container or incorrect location and the muzzle of the firearm has broken the 180-degree safety plane will result in a match DQ.**

**10.2.1 A competitor that drops or loses control of a firearm, whether loaded or unloaded, at any time after the "Make Ready" command and before the "Range is Clear" command is issued will receive a match DQ.**

**Note 1: This includes any firearm, loaded or unloaded, that falls to the ground after being abandoned or grounded during the COF.**

**Exception: Dropping an unloaded firearm before the "Make Ready" command or after the "Range is Clear" command will not result in disqualification provided the firearm is retrieved and verified safe by an Range Official only.**

**Example: Range Officials can include Match Director, Range Master and Range Officers.**

**10.3.1 "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or unintentionally in which a projectile (bullet) strikes the ground within 9 ft, range prop or outside the confines of the backstop.**

**Note 1: A negligent discharge that occurs while loading, reloading, unloading, while transitioning a long gun off or back to the shoulder, during malfunction and remedial action, clearing a firearm, transferring a firearm between hands, or during movement will result in a match DQ.**

**10.4.1 A competitor that allows the muzzle of a firearm to sweep over or past one's self including but not limited to their hands, fingers, legs and feet while moving, shooting or reloading a firearm will be issued a match DQ**

**10.5.1 Engaging any steel target with a RIFLE not specifically designated as rifle optional or a rifle only target in the WSB is considered an unsafe action and will result in a match DQ**

**10.6.1 Engaging any aerial clay(s) with slug(s) will result in a match DQ.**

**10.7.1 A participant shall be disqualified for allowing the muzzle of his/her loaded firearm to break the safety plane**

**10.8.1 If shooter goes prone with pistol holstered the chamber loaded.**

**10.9.1 A participant shall be disqualified for unsportsmanlike conduct.**

**10.10.1 Cheating**

**10.11.1 Intentionally altering targets prior to them being scored to gain an advantage or to avoid a penalty**

**10.12.1 Altering or falsifying score sheets.**

**10.13.1 Altering the configuration of firearms or equipment to gain advantage**

**10.14.1 Consuming or be under the influence of alcohol or drugs while shooting the match**

**10.15.1 During a COF a competitor can handle and move with two (2) firearms at the same time but can't discharged a firearm while handling two firearms.**

**10.16.1 A competitor who INTENTIONALLY loses or displaces eye or ear protection during a COF, shall be stopped and the action will be considered unsportsmanlike conduct and result in a match DQ.**

**Match disqualification will result in complete disqualification from the match. Shooter will not be allowed to continue with the match and will not be eligible to walk the prize table. Final decision is with the Range Master or Match Director.**

### **11.0 SPORTSMANSHIP & CONDUCT:**

**11.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled promptly and fairly by the Range Master or Match Director.**

**11.2 Any competitor with a proven handicap may request, or be required, to shoot the courses of fire other than intended, but may incur a penalty in time/points per string or per stage. The Match Director will rule on any such request on a case-by-case basis.**

**11.3 Range Officers may assess additional 30 second "unsportsmanlike conduct" procedural penalties to competitors that intentionally fail to make a good faith effort to engage and hit targets on order to gain advantage. The Range Master and Match Director shall be the final arbiters of any such penalties.**

**11.4 A shooter failing to help reset and/or tape targets could incur a 30 second penalty. (One warning will be issued by the RO on the stage.)**

## **CHALLENGES, APPEALS & ARBITRATION**

### **12 CALIBRATION OF STEEL:**

**12.1** The RM must designate a specific supply of 9mm Luger ammunition and one or more 9mm Luger handguns to be used as the official calibration tools by ROs' authorized to serve as calibration officers.

**Note:** Calibration ammo will consist of 115 grain 9mm factory loaded ammunition between 1100-1150 fps.

**12.2. INITIAL CALIBRATION:** For initial calibration, each steel popper must be set to fall when hit within the calibration zone (the circular plate portion of the popper) with a single shot fired from a designated handgun using the calibration ammunition.

**12.2.1** The initial calibration shot must be fired from the furthest location from the steel popper being calibrated.

### **12.3 POPPER CALIBRATION CHALLENGES:**

**12.3.1** If during a COF, a popper does not fall when hit, a competitor has three options:

**Option 1:** Shoot the popper again until it falls. In this case, no further action is required and the COF is scored "As Shot".

**Option 2:** The popper is left standing but the competitor does not challenge the calibration. No further action is required and the COF is scored "As Shot" with the popper scored as a miss.

**Option 3:** The popper is left standing and the competitor challenges the calibration. In this case, the popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Range Official violates this rule, the target will be scored as a hit with no additional penalties assessed. If the competitor or any other person violates this rule, the target will be scored as a MOT and all appropriate penalties assessed. The COF will be scored "As Shot".

**Note:** If the popper falls for any non-interference reason (i.e. wind action) before it can be calibrated a re-shoot will be required.

### **12.4. CHECKING CALIBRATION:**

**12.4.1** In the absence of any interference or problem with a target mechanism, the RM must conduct a calibration test of the popper from as near as possible to the competitor's position when the shot was taken.

**12.4.2** When the RM conducts calibrations test on the target in question, the following actions will apply:

**Action 1:** The calibration shot hits on or below the calibration zone and the popper falls; the popper is deemed to be properly calibrated and will be scored as a MOT.

**Action 2:** The calibration shot hits the popper in the calibration zone and the popper does not fall; the calibration test is deemed to have failed and the popper will be scored as a hit. The popper must now be recalibrated.

**Action 3:** The calibration shot hits the popper above the calibration zone, the calibration test is deemed to have failed and the popper will be scored as a hit. The popper must now be recalibrated.

**Note:** If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until "Actions 1, 2 or 3" occurs and satisfies the challenge.

### **12.5. CHALLENGES WITH KNOCK DOWN (KD) STEEL:**

**12.5.1.** Designated steel KD plates are NOT subject to calibration.

**12.6. RE-SHOOTS:**

**12.6.1** Re-Shoots will only be issued and approved by the RM or MD.

**12.6.2** The RM shall be informed immediately before any stage is re-shot for any reason.

**12.6.3** If required, the competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

**12.6.4** If a re-shoot is issued after the competitor has left the stage in question, the re-shoot will take place at the discretion of the RM or MD.

**12.7 RANGE EQUIPMENT FAILURE:** If a target falls or fails without being engaged, (i.e. wind action) after the start signal, the range officer shall stop the competitor as soon as possible.

**12.7.1** The competitor will then be required to re-shoot once the COF has been restored.

**12.7.2** Range Equipment Failure can include the timer.

**12.7.3** If any time prior to the final event scores being posted and it has been determined that the timer, for any reason, failed to record the actual last shot or that the time posted is deemed to be improbable and/or impossible the competitor will be required to re-shoot the COF or receive a Did Not Finish (DNF) score for the COF in question.

**Note 1:** If required, the competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order

**Note 2:** If a re-shoot is issued after the competitor has left the stage in question, the re-shoot will take place at the discretion of the RM or MD.

**12.8. LOSS OF SAFETY EQUIPMENT:**

**12.8.1** A competitor, during the COF, that INADVERTENTLY loses their eye or ear protection, may stop themselves and immediately notify the range officer why they have stopped.

**12.8.2** The competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

**Note:** A competitor who INTENTIONALLY loses or displaces eye or ear protection during a COF, shall be stopped and the action will be considered unsportsmanlike conduct and result in a match DQ.

**12.9 UN-RESTORED TARGETS:**

**12.9.1** If following completion of a COF by a previous competitor, one or more targets have not been properly reset or restored or if previously applied pasters have fallen off the target for the competitor being scored, the Range Officer must judge whether or not an accurate score can be determined.

**12.9.2** If there are extra scoring hits, or if it is not obvious which hits the competitor being scored made, the affected competitor will be required to re-shoot the COF.

**12.9.3** The competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

**12.10 PROTOCOLS FOR CHALLENGES, APPEALS AND ARBITRATION:**

**12.10.1** Penalty calls and enforcement are made by the ROs' assigned to the stage.

**12.10.2** If the competitor disagrees and challenges the RO's decision, the RM or MD will be called to make the final ruling in the matter.

**Note:** Safety violations will NOT be subject to arbitration or appeal.

**12.10.3** In the event a competitor calls for arbitration, the competitor will be the only person permitted to be present during the arbitration. If the competitor is a junior, one other person may be present as an advisor.  
**Note:** Arbitrations will not be conducted in public or in the presence of non-involved competitors.

**12.10.4** A safety rule violation is NOT negated because the RO did not immediately stop the competitor during the COF.

**12.10.5** DQs will be finalized by the RM or the MD only.

**12.10.6** Any turnover of a DQ must be finalized by both the RM and MD.

### **13.0 AMMUNITION:**

#### **13.1 PISTOL & RIFLE AMMUNITION REQUIREMENTS:**

**13.1.1** Pistol and rifle cartridges must fire a single projectile only.

**13.1.1.1** A violation of this rule will be deemed unsportsmanlike conduct and result in a match DQ.

**13.1.2** Tracer, incendiary, armor piercing or steel/tungsten/composite core projectiles are NOT allowed and are prohibited from use on all steel targets.  
**Note:** If the target is damaged or destroyed the competitor will be required to pay and/or replace the damaged target.

**13.1.3** Pistol ammunition shall be 9mm Luger min

**13.1.4** Rifle ammunition shall be .223 Remington min

#### **14.2 SHOTGUN AMMUNITION REQUIREMENTS:**

**14.2.1** Shotgun ammunition can only be 20ga or 12ga.

**14.2.2** Birdshot shall be #5 Lead Shot or smaller.

**14.2.3** Slugs shall be 1 1/2 oz. Lead Slug or smaller.

**14.2.4** Buckshot can only be used if written in WSB.

**Note:** Use of steel shot on steel is considered a safety violation and will result in a match DQ.

### **15. FIREARMS:**

**15.1** All firearms used by competitors shall be serviceable and safe.

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

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

**15.4** The same firearm system, for each gun shall be used during the entire match.

**15.5** Competitors may 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; changing shotgun choke tubes is not considered a reconfiguration).

### **6. FIREARMS CLASSIFICATIONS:**

#### **16.1 Handgun**

##### **16.1.1 Tactical Optic Class**

**16.1.1.1** Handguns must be of a factory configuration.

**16.1.1.2** Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.

**16.1.1.3 Handguns with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed.**

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

**16.1.2 Open Class**

**16.1.2.1 No limitations on accessories**

**16.1.2.2 Magazine length may not exceed 170 millimeters.**

**16.2 Rifle**

**16.2.1 Tactical Optic Class**

**16.2.1.1 Rifles must be of a factory configuration.**

**16.2.1.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle.**

**16.2.1.3 Tactical Class rifles may be equipped with no more than one (1) optical sight and iron sights.**

**16.2.1.4 Rifle supporting devices (i.e. bipods, etc.) are not allowed in this class.**

**16.2.1.5 Rifle may have a compensator that is no more than 1" in diameter and 3" in length.**

**16.2.2 Open Class**

**16.2.2.1 No limitations on accessories**

**16.3 Shotgun**

**16.3.1 Tactical Optic Class**

**16.3.1.1 Shotguns must be of a factory configuration.**

**16.3.1.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.**

**16.3.1.3 No electronic or optical sights are allowed on shotguns in this class.**

**16.3.1.4 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this class.**

**16.3.1.5 No compensators or porting on barrels allowed in this class.**

**16.3.1.6 Shotgun magazine capacity is unlimited, however only 9 rounds permitted in gun for loaded chamber start and 8 rounds in gun for empty chamber start.**

**16.3.1.7 No shotgun speed loaders or shotguns with detachable magazines are allowed in this class.**

**16.3.2 Open Class**

**16.3.2.1 No limitations on accessories.**

**16.3.2.2 Shotgun detachable magazines and speed loaders are allowed in Open Class.**

**16.3.2.3. Shotgun speed loaders must be the new type, or modified old style with the primer relief cut.**

**16.3.2.4. Use of old style shotgun speed loaders without the primer relief cut will result in Match disqualification.**

## **7. HOLSTERS AND OTHER EQUIPMENT – ALL CLASSES:**

**17.1 The handgun holster must be capable of retaining the handgun during the vigorous movement that may be required or otherwise encountered during the courses of fire.**

**17.2 The handgun holster must allow the competitor to safely draw and reholster the handgun without causing the muzzle to point in an unsafe direction.**

**17.3 The holster material must completely cover and protect the handgun's trigger.**

**17.4 The competitor shall use the same handgun holster for the duration of the match.**

**17.5 Spare ammunition, magazines, speed loaders, and other equipment must be secured in pouches, pockets and/or carriers on the competitor's person or firearm.**

**17.6 The competitor may not abandon any equipment during a course of fire except detachable magazines, speed loaders, or ammunition clips, unless so directed by the Range Officer and/or stage description.**

**8. CLASS:**

**18.1 Tactical Optic Class**

**18.1.1 Competitor will shoot firearms which comply with the Firearms Classification Rules for Tactical Optic Class, rifles may be scoped or iron sighted, shotguns may be pump or semi-automatic.**

**18.2 Open Class**

**18.2.1 Any Open Class gun OR Open Class equipment puts the competitor in Open Class for the entire match.**

**18.2.2 Competitor will shoot firearms which comply with the Firearms Classification Rules for Open Class.**

**ARBITRATION RULES:**

**Decisions are made initially by the CRO for the stage. If a competitor disagrees with a decision, the Range Master shall be summoned and asked to rule. The Range Master's decision is final**