



MATCH RULES

(Updated 03/24/2015)

1. Safety Rules

- 1.1** Competitors are subject to match disqualification for violation of any rule or regulation in sections 1 or 2.
- 1.2** The match will be run on COLD RANGES.
 - 1.2.1** COLD RANGE (definition): Competitors' firearms will 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 will 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.
 - 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** "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
 - 1.4.3.2** "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 “on safe”, pointed in a safe direction, and as instructed in stage briefs. Abandoning pistols “on safe” requires externally activated safety be on.

1.5.4.1 “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.

1.5.4.2 “On safe” is defined as pistol’s external safety lever or button switched to the “Safety On” position. 1911/2011 type pistols with grip safety are NOT exempt from this rule if they are equipped with an external thumb safety. Pistols with trigger safety mechanism with no other external safety are exempt from this rule.

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

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

2.1.2 A Match Disqualification shall be issued for dropping a loaded firearm (see Rule 5.6).

2.1.3 A Match Disqualification shall be issued for allowing the muzzle of a firearm to break the implied 180-degree Safety Plane (except while holstered and safe).

2.1.4 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 5.5).

2.1.5 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 discharging a firearm during the load and make ready or preloading process.

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

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

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

2.2.2 A Stage Disqualification will be issued for abandoning an “unsafe” firearm in a safety barrel or box (see Rule 1.4.3 and Rule 1.5.4)

2.2.2.1 “Abandoning” is defined as the physical separation of a competitor from the firearm of more than 3 feet of distance.

2.2.2.2 If an “unsafe” firearm is placed on a safety box but remains within 3 feet of the competitor and the competitor does not proceed downrange from the safety box, the competitor shall be issued a procedural penalty.

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

2.3 All disqualification will be issued by the Range Master or Match Director.

3. Sportsmanship & Conduct

3.1 Competitors 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.

3.2 Clothing with any offensive or obscene logos, sayings, pictures or drawings will 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 will 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 will be cause for issuance of a procedural penalty to the competitor. Further continuance of such conduct will be cause for match disqualification.

3.5 The Match Director shall be the final arbiter of any such penalties.

4. Ammunition

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

4.3 Pistol/revolver ammunition

4.3.1 Open/Tactical Optics/Tactical Irons shall be 9x19 cal. or larger.

4.3.2 Heavy Limited/Heavy Optics shall be .45 cal or larger.

4.4 Rifle ammunition

4.4.1 Open/Tactical Optics/Tactical Irons shall be .223 Remington (5.56 NATO) or larger.

4.4.2 Heavy Limited/Heavy Optics 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 will 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 Optics/Tactical Irons shall be 20 gauge or larger.

4.5.6 Heavy Limited/Heavy Optics shall be 12 gauge or larger.

5. Firearms

5.1 All firearms used by competitors shall be serviceable and safe.

5.2 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.

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

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

5.5 Competitors will 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.)

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

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

5.7.1 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)

6. Firearms Division Classifications [Open, Tactical Optics, Tactical Limited, Heavy Optics, and Heavy Limited] See Rule 11.4 for required number of competitors.

6.1 Pistol - Open Division

6.1.1 No limitations on accessories.

6.1.2 Magazine length may not exceed 170 millimeters.

6.2 Rifle - Open Division

6.2.1 No limitations on accessories.

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

6.3 Shotgun - Open Division

6.3.1 No limitations on accessories.

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

6.3.3 Magazine tube length shall not be changed for the duration of the match.

6.3.4 Shotgun speed loaders are allowed in Open Division.

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

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

6.4 Pistol - Tactical Optics Division

6.4.1 Internal modifications are allowed providing they do not alter the original factory configuration of the pistol.

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

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

6.5 Rifle - Tactical Optics Division

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

6.5.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle

6.5.3 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.

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

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

6.5.6 Rifle will be .223 Remington (5.56 NATO) or larger cartridge size.

6.6 Shotgun - Tactical Optics Division

6.6.1 Barrel length may not be changed for the duration of the match.

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

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

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

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

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

6.6.7 No shotgun speed loaders are allowed in this Division.

6.7 Pistol - Tactical Limited Division

6.7.1 Internal modifications are allowed providing they do not alter the original factory configuration of the pistol.

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

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

6.8 Rifle - Tactical Limited Division

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

6.8.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle

6.8.3 Rifles may be equipped with mechanical sights or 1x optics only. Only one sighting system may be used. Back-up Iron Sights (BUIS) may be on the gun but must remain folded. In the event the electronic sight goes down the RO must be notified before the stage starts. At this time the electronic sight must be removed for the remainder of the match and the BUIS can be used. Either a fixed front or rear sight may be on the gun, but not both at the same time.

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

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

6.8.6 Rifle will be .223 Remington (5.56 NATO) or larger cartridge size.

6.9 Shotgun - Tactical Limited Division

6.9.1 Barrel length may not be changed for the duration of the match.

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

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

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

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

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

6.9.7 No shotgun speed loaders are allowed in this Division.

6.10 Pistol – Heavy Optics Division

6.10.1 Internal modifications are allowed providing they do not alter the original factory configuration of the pistol.

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

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

6.10.4 .45 caliber bore or larger for all revolvers and semi-automatic pistols.

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

6.11 Rifle - Heavy Optics Division

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

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

6.11.3 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.

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

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

6.11.6 Rifles will be .308 Winchester (7.62 x 51 NATO) or larger cartridge size.

6.11.7 No magazine shall exceed a 20 round capacity.

6.12 Shotgun - Heavy Optics Division

6.12.1 Shotgun may be pump or semi-auto.

6.12.2 Barrel length may not be changed for the duration of the match.

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

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

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

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

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

6.12.8 No shotgun speed loaders are allowed in this Division.

6.12.9 Heavy Optics shotguns must be in 12ga.

6.13 Pistol - Heavy Limited Division

6.13.1 Internal modifications are allowed providing they do not alter the original factory configuration of the pistol.

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

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

6.13.4 .45 caliber bore or larger for all revolvers and semi-automatic pistols.

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

6.14 Rifle - Heavy Limited Division

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

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

6.14.3 Rifles may be equipped with mechanical sights or 1x optics only. Only one sighting system may be used. Back-up Iron Sights (BUIS) may be on the gun but must remain folded. In the event the electronic sight goes down the RO must be notified before the stage starts. At this time the electronic sight must be removed for the remainder of the match and the BUIS can be used. Either a fixed front or rear sight may be on the gun, but not both at the same time.

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

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

6.14.6 Rifles will be .308 Winchester (7.62 x 51 NATO) or larger cartridge size.

6.14.7 No magazine shall exceed a 20 round capacity.

6.15 Shotgun - Heavy Limited Division

6.15.1 Only pump shotguns are allowed in the Heavy Limited Division.

6.15.2 Barrel length may not be changed for the duration of the match.

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

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

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

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

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

6.15.8 No shotgun speed loaders are allowed in this Division.

6.15.9 Heavy Limited shotguns must be in 12ga.

7. Holsters and Equipment

7.1 Pistol holsters and equipment - Open Division

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

7.1.2 Due to safety concerns shoulder holsters are not allowed.

7.1.3 Cross draw holsters will 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 2.4)

7.2 Pistol holsters and equipment – All Tactical Divisions / All Heavy Divisions

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

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

7.2.3 Due to safety concerns shoulder holsters are disallowed.

7.2.4 Cross draw holsters will be judged on an individual basis by the Range Master. The concern is not to violate the 180-degree rule. (See Rule 2.4)

8. Divisions * See Rule 11.4 for required number of competitors.

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 6.1-6.3.4.b) for details.

8.2 Tactical Optics Division

8.2.1 Competitor will shoot a Tactical Pistol (Rule 6.4), Tactical Shotgun (Rule 6.6) and a Tactical Division Rifle (Rule 6.5).

8.3 Tactical Limited Division

8.3.1 Competitor will shoot a Tactical Pistol (Rule 6.7), Tactical Shotgun (Rule 6.9) and a Tactical Division Rifle with mechanical sights only (Rule 6.8).

8.4 Heavy Optics Division

8.4.1 Competitor will shoot a .45 caliber or larger Pistol (Rule 6.10), 12 gauge Shotgun (Rule 6.12) and a .308 caliber or larger Rifle (Rule 6.11).

8.5 Heavy Limited Division

8.5.1 Competitor will shoot a .45 caliber or larger Pistol (Rule 6.13), 12 ga pump shotgun (Rule 6.15) and a .308 caliber or larger Rifle with mechanical sights only (Rule 6.14).

8.6 The use of firearms and or equipment not permitted in the competitor's registered division will automatically move the competitor to Open Division allowing such firearm and or equipment.

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

8.7.1 Tactical Limited, if less than 3 competitors, will have the option of shooting in Tactical Optics or Open.

8.7.2 Heavy Limited, if less than 3 competitors, will have the option of shooting in any other division.

8.7.3 Heavy Optics, if less than 3 competitors, will have the option of shooting in Tactical Optics or Open.

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. Stage Procedures

9.1 Each stage or course of fire will have a written description on the stage procedure.

9.2 Unless otherwise stated in the stage description, all pre-staged firearms will 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.

9.3 Unless otherwise stated in the stage description, all start positions will be standing on the designated start point facing down range.

9.3.1 If starting the course of fire with a handgun, the handgun will be loaded (round chambered) to division capacity and holstered at the start position, and the competitors hands hanging relaxed at their sides, unless otherwise stated in the stage description.

9.3.2 If starting with a rifle or shotgun, the firearm will be loaded (round chambered) to division capacity and held at the low ready. Both hands of the competitor must be touching the firearm.

9.3.2.1 "Low Ready" is defined as the stock of the shotgun against the competitors shoulder with the muzzle pointed down range and downward at a 45 degree angle or at a designated physical point.

9.3 Unless otherwise stated in the stage description, no ammo shall be held in the competitors hand at the starting position or pre-staged anywhere in the stage.

9.4 Unless otherwise stated in the stage description, all walls regardless of design are to be considered from the ground to infinity.

10. Scoring

10.1 Scoring per stage will 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.

10.1.1 Any paper target, designated as a "shoot" target must have either one (1) "A" hit OR one (1) "B" zone hit OR two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 "D" hits) to avoid a penalty.

10.1.1.1 Heavy Optics and Heavy Limited only require 1 hit on paper with rifle to neutralize.

10.1.2 Example of scoring and penalties on paper targets:

a. One "A" or "B" zone hit = no penalty

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

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

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

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

10.1.3 Paper targets used in the match may be IPSC (old style), the new IPSC "Classic", ½ size IPSC, SOF, IDPA or Zombie Targets

10.1.4 Designated "No Shoot" targets that are hit will incur a 5 second penalty for each hit on the "No Shoot" targets.

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

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

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

10.1.8 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) will incur a 10-second penalty for un-hit target.

10.1.9 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) will incur a 10-second penalty for un-hit target.

10.1.10 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 will incur a 30-second penalty.

10.1.11 Any Targets Not Engaged (TNE) will incur a 15-second penalty (exception for spinner-type targets in Rule 10.1.9).

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

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

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

10.1.15 Targets shot with the wrong firearm or wrong type of ammunition will incur a procedural (see rule 10.1.12) 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 will be held financially responsible and must meet the responsibility before continuing to the next stage.

10.2 Stage Points

10.2.1 1st Place for each stage, in each Division, will receive 100% of the designated stage points for the stage; 2nd Place and below will figure points on a percentage basis of the stage points from 1st Place.

10.2.2 All stages will be scored by division.

10.2.3 Total points accumulated for all stages will determine the match placement by Division.

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

10.2.5 Highest score wins.

11. Arbitration Rules & General Principles

11.1 Administration

11.1.1 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 11.2-11.3.

11.2 Access

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

11.3 Appeals

11.3.1 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. If a disagreement still exists, the Match Director may be summoned and asked to rule and his decision is final.

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