

1. Safety Rules

1.1 Match will be run as COLD RANGE.

1.2.1 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!

1.3 Designated Safety Areas

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

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.

1.3.4 Your vehicle is NOT a safety area

1.4 Rifles & Shotguns (carry from vehicle or between stages)

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

1.4.2 Rifles & shotguns should be carried with actions open and detachable magazines removed.

1.5 Handguns (carry between stages)

1.5.1 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.

1.5.2 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.

1.6 No participants or spectators shall consume or be under the influence of alcohol or drugs at the match site. 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.

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

1.8 Ear protection is mandatory for participants, 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. Shooter will not be allowed to continue with the match. Final decision is with the Range Master.

2.2 Competitors may receive a match disqualification for unsafe gun handling (examples, not all inclusive list)

2.2.1 "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.

2.2.2 A participant shall be disqualified from the Match for dropping a loaded firearm, or dropping a firearm while in the loading/unloading process.

2.2.3 A participant shall be disqualified for allowing the muzzle of his/her loaded firearm to break the safety plane (except while holstered.)

2.2.4 Shooting target designated to be hit with shot with a slug

2.2.5 Handling a gun while people are down range, handling a gun on a stage without permission of the range officer, abandoning a gun in an unsafe manner or direction.

2.2.6 Discharge while reloading during the course of fire

2.3 A participant shall be disqualified for unsportsmanlike conduct.

2.3.1 Cheating

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

2.3.1.2 Altering or falsifying scoresheets.

2.3.1.3 Altering the configuration of firearms or equipment to gain advantage (See rule 5.3, 5.4, 5.5, 7.1.4).

2.5.2 Consuming or be under the influence of alcohol or drugs at the match site while shooting is taking place.

2.5.3 Shooting prohibited ammo (see 4).

2.5.5 This is not an all inclusive list of unsportsmanlike conduct.

2.7 Stage Disqualifications may be issued for various infractions at the discretion of the Range Master.

2.7.1 Failing to help reset and/or tape targets. (One warning will be issued by the RO on the stage.)

2.8 All disqualifications will be issued by the Range Master and Match Director informed.

3. Sportsmanship & Conduct

3.1 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.

3.2 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.

3.3 Range Officers may assess additional "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.

4. Ammunition

4.1 No tracer, incendiary, armor piercing, steel jacketed, or steel core ammunition is allowed.

4.2 Pistol/revolver ammunition shall be 9x19 or larger.

4.3 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.

4.4 Shotgun ammunition shall be 20 gauge or larger, LEAD SHOT, SLUGS, & BUCK ONLY.

4.4.1 No steel shot ammunition allowed.

4.4.2 Slugs may be prohibited on some targets.

4.5 Use of prohibited types of ammunition may result in a match disqualification.

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, or similar, model, caliber and sighting system approved by the Match Director or the Range Master.

5.3 For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, 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 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 Tactical

6.1 Handgun

6.1.1 Tactical Class

6.1.2.1 Handguns must be of a factory configuration.

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

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

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

6.1.2 Open Class

6.1.2.1 No limitations on accessories (see rule 5.3, 5.4, 5.5)

6.1.2.2 Magazine length may not exceed 170 millimeters.

6.2 Rifle

6.2.1 Tactical Class

6.2.2.1 Rifles must be of a factory configuration (see Rule 5.3, 5.4, 5.5).

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

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

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

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

6.2.2 Open Class

6.2.2.1 No limitations on accessories (see Rule 5.3, 5.4, 5.5).

6.3 Shotgun

6.3.1 Tactical Class

6.3.2.1 Shotguns must be of a factory configuration (see Rule 5.3, 5.4, 5.5).

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

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

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

6.3.2.5 No compensators or porting on barrels allowed in this class.

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

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

6.3.2 Open Class

6.3.2.1 No limitations on accessories (see Rule 5.3, 5.4, 5.5).

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

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

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

7. Holsters and other Equipment – All classes

7.1 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.

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

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

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

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

7.6 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

8.1 Tactical Optics Class

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

8.2 Tactical Irons Class

8.2.1 Competitor will shoot firearms which comply with the Firearms Classification rules for Tactical Class, rifles may be iron sighted or have 1x optics, shotguns may be pump or semi-automatic.

8.3 Open Class

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

8.3.2 Competitor will shoot firearms which comply with the Firearms Classification rules for Open Class.

9. Scoring

9.1 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. A maximum time allowed to shoot any stage will be 100 seconds.

9.1.1 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 MAY be exempted from this rule and only require one (1) hit inside a designated scoring perforation.)

9.1.1.1 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.

9.1.1.2 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.

a. 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.

b. A shot which passes thru a scoring area on a “no-shoot” target then thru a shoot target will not be counted as a hit on the shoot target.

9.1.1.4 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.

9.1.2 Designated “No Shoot” targets will incur a 10 second penalty for each hit.

9.1.3 Non-Paper Targets

9.1.3.1 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 will incur a 10 second penalty.

9.1.3.2 Frangible targets must break to score. (One BB hole is a break.)

9.1.3.3 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.

9.1.3.4 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.

9.1.3.5 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.

9.1.4 Procedural penalties, 10 seconds per target, may be assessed for failing to follow the stage directions as stated in the stage briefing.

9.1.5 Procedural penalties, 10 seconds, may be assessed for failing to follow stage procedures.

9.1.7 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.

9.1.8 Targets not engaged in maximum time will incur TNE penalties in addition to all other applicable penalties.

9.1.9 Higher penalties may be imposed for designated high value targets.

10. Arbitration Rules & General Principles

10.1 Decisions are made initially by the Range Officer for the stage or area. If the complainant disagrees with a decision, the Range Master shall be summoned and asked to rule. His decision is final.