

**MARINE CORPS ACTION SHOOTING**

**(M.A.S.)**



**RULE BOOK VER 2.7**

**(FY 2023)**

MARINE CORPS SHOOTING TEAM

WEAPONS TRAINING BATTALION, MCB QUANTICO

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# **Table of Contents**

## **CHAPTER 1      GENERAL CONDUCT**

- 1.1 Eye Protection
- 1.2 Ear Protection
- 1.3 Conduct
- 1.4 Unsportsmanlike Conduct
- 1.5 Stage DQ / Match DQ

## **CHAPTER 2      SAFETY**

- 2.1 Grounds for Disqualification due to safety
- 2.2 Firearm Safety
- 2.3 Accidental Discharge
- 2.4 Handling
- 2.5 Abandoning Firearm
- 2.6 Re-Holstering
- 2.7 180 Degree Rule
- 2.8 Steel Target Distances
- 2.9 Flagging
- 2.10 Firearms Serviceability

## **CHAPTER 3      GEAR, EQUIPMENT, AND AMMUNITION**

- 3.1 Gear and Equipment
- 3.2 Permitted Firearms
- 3.3 Permitted Optics
- 3.4 Ammunition
- 3.5 Exceptions
- 3.6 Substitutions, Modifications, Changes

3.7 Suppressors

**CHAPTER 4 RANGE PERSONEL, COMMANDS AND PROCEDURES**

4.1 Personnel (RO / CRO / MD)

4.2 Stage Order of Events

4.3 Shooting Order

4.4 Scoring Equipment

4.5 Written Stage Brief

4.6 Walkthrough

4.7 Procedures and Commands

4.8 Abandoning / Transitioning Firearm Procedures

**CHAPTER 5 Match Conduct**

5.1 Abandoning/ Transitioning Firearm Procedures

5.2 Calibration challenges

5.3 Approving of Score

5.4 Reshoots

5.5 Challenges to Score

5.6 Authorized Targets

5.6.2 Reactive Targets

5.6.3 No Shoots

5.6.4 Hard Cover

**CHAPTER 6 Multigun Time Plus (Points) Scoring**

6.1 Time Plus (Points) Match Scoring

6.2 Paper / Cardboard Targets

6.3 Reactive Targets

6.4 No Shoots

6.5 Hard Cover

6.6 Penalties

6.7 Additional Procedurals

**CHAPTER 7      Lethality Factor Scoring**

7.0 Match Directors Discretion on scoring method chosen

7.1 Lethality Factor (LF) Match Scoring

7.2 Penalties

7.3 Additional Procedurals

**CHAPTER 8      Gas Gun Time Plus (Points) Scoring**

8.1 Scoring

8.2 Spotters

8.3 Additional Conduct

8.4 Penalties

**CHAPTER 9      Rifle Night Match Scoring**

9.0 Scoring

9.1 Additional Conduct

9.2 Penalties

**GLOSSARY**

## **CHAPTER 1 - General Conduct**

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

1.1.1 A shooter will be stopped, if possible, and given a reshoot in the event that their eye protection falls off during a course of fire.

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

1.2.1 A shooter will be stopped, if possible, and given a reshoot in the event that their ear protection falls off or out during a course of fire.

### **1.3 Conduct**

1.3.1 Participants and spectators are expected to conduct themselves in a courteous and sportsmanlike manner at all times. Any person who violates this rule may be ejected from the event site at the Match Director's discretion or receive an unsportsmanlike conduct penalty.

### **1.4 Unsportsmanlike Conduct**

1.4.1 A participant shall be disqualified at the discretion of the Match Director (MD), or receive a penalty at the discretion of the Chief Range Officer (CRO) from the event for unsportsmanlike conduct. Examples of unsportsmanlike conduct include: Cheating, such as:

1.4.1.1 Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty.

1.4.1.2 Altering or falsifying score sheets, targets, impacts, or penalties such as (FTN's or Miss on paper) for him or herself or anyone else.

1.4.1.3 Altering the configuration of firearms or equipment without permission of the Match Director.

1.4.1.4 Blind firing at long range targets in order to avoid an FTE.

1.4.1.5 Purposely removing eye or ear protection to gain a reshoot.

- 1.4.2 Abusive behavior, such as:
- 1.4.2 Threatening, harassing, or assaulting other participants or event officials.
- 1.4.2.1 Disruptive behavior likely to disturb, distract, or coach other participants while they are shooting.
- 1.4.3 Willfully disregarding the instructions of any official as it pertains to the safe conduct or peaceful atmosphere of the event.

## **CHAPTER 2 – Safety**

### **2.1 Grounds for Disqualification due to safety**

- 2.1.1 Any violation of a safety rule as found in Chapter 2 of these rules shall be grounds for a match disqualification.
- 2.1.2 Based on the nature of the violation resulting in a DQ. The Match Director may choose to assign a Stage DQ in which the competitor receives no points for that stage, or a Match DQ in which the competitor is disqualified from further conduct of the competition. Two Stage DQ's will result in a Match DQ.

### **2.2 Firearm Safety**

- 2.2.2 Participants firearms will remain unloaded at the event site except under the direction and immediate supervision of an event official.
- 2.2.3 Firearms may only be handled and/or displayed in a designated area.
- 2.2.4 No firearm may be loaded, nor ammunition handled in a safety area.
- 2.2.5 Firearms may be transported to, from, and between stages only in the following conditions:
  - 2.2.5.1 Handguns must be cased or holstered, de-cocked, with an empty chamber, and with the magazine removed.

- 2.2.5.2 Rifles and shotguns must be carried muzzle up or muzzle down or slung with the muzzle down. Detachable magazines must be removed, safety engaged, and chamber empty.

### **2.3. Accidental Discharge**

- 2.3.1 A participant who causes an accidental discharge will be stopped by an event official as soon as possible, and shall be disqualified. Examples of accidental discharge include:
  - 2.3.2 A shot, which travels over a backstop, a berm or in any other direction deemed by event officials to be unsafe.
  - 2.3.3 A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant.
    - 2.3.3.1 Exception - a shot which strikes the ground within 10 feet of the participant due to a “squib”.
  - 2.3.4 A shot which occurs while loading, reloading or unloading any firearm.
  - 2.3.5 A shot which occurs during remedial action in the case of a stoppage. Remedial action is defined as an action to clear a firearm stoppage or ammunition feeding device malfunction after it fails to fire.
  - 2.3.6 A shot which occurs while transferring a firearm between hands.
  - 2.3.7 A shot which occurs during movement, except while actively engaging targets.

### **2.4 Handling**

- 2.4.1 A participant who performs an act of unsafe gun handling will be stopped by an event official as soon as possible, and shall be disqualified. Examples of unsafe gun handling include:
  - 2.4.2 Dropping a loaded firearm, a firearm with a magazine inserted, a firearm with a round in the chamber, or one that had been previously loaded on the same course of fire, at



any time after the "Load" or "Make Ready" command and before the "Range Is Clear" command. A dropped firearm is defined as a firearm that hits the ground and the competitor no longer has a hand grasping and exercising control of the firearm.

- 2.4.2.1 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 by an event official.
- 2.4.3 Failure to keep the finger outside the trigger guard during loading, reloading, clearing a malfunction, and unloading. This includes while moving except when the competitor is actually aiming or shooting at targets.
- 2.4.4 Burst / Full Auto is not authorized unless specifically stated in the written stage brief. If the shooter purposely places their rifle on Burst / Full Auto during a stage it will result in Unsportsmanlike Conduct Penalty. However if the rifle bump fires or the selector lever is bumped to Burst / Full auto during the course of fire and immediately corrected by the shooter no penalty will be assessed.
- 2.4.5 Blind fire is not authorized unless specifically stated in the written stage brief. Blind fire is defined as the shooter firing a shot without attempting to establish a proper sight picture ie; cannot observe both the sights and the target simultaneously and in relation to one another during fire. Because these shots are not "well-aimed" shots which are required in order to avoid a Failure to Engage penalties as per 5.8.1 all targets impacted as a result of blind fire will be scored as FTE's.

## **2.5 Abandoning Firearms**

- 2.5.1 Firearms must be abandoned in a designated grounding container in accordance with the written stage brief. A firearm is considered abandoned once a competitor no longer has positive control of the firearm.
  - 2.5.1.1 If abandoning a firearm in an enclosed container such as a barrel or box, positive control of the firearm must be

maintained until the muzzle enters the opening of the container.

2.5.2 Automatic stage DQ if weapon is staged or abandoned off safe with round in chamber. This is to include if the safety was “bumped” to fire during abandoning. However a shooter can put the weapon back on safe as long as they have not moved more in front of the weapon or more than 3 feet from where it is abandoned.

2.5.3 Once a weapon is abandoned it may not be retrieved.

## **2.6 Re-Holstering & Slinging**

2.6.1. Re-holstering of a loaded firearm may be permitted if explicitly stated in the written stage brief.

2.6.2 Slinging a rifle may be permitted if explicitly stated in the written stage brief. Rifles may be slung muzzle down but never muzzle up.

## **2.7 180 Degree Rule**

2.7.1 If a competitor allows the muzzle of a firearm to break the 180 degree safety plane during the course of fire it will be grounds for disqualification.

2.7.1.1 In the case of a participant facing downrange, the muzzle of a loaded handgun may point slightly up range while drawing or holstering, so long as it does not point outside an imaginary circle of three (3) feet radius from the participant’s feet.

2.7.1.2 In the case of an unloaded slung firearm, the participant is not required to maintain the 180 degree rule until ammunition is placed into the firearm, i.e.: magazine being inserted or rounds being loaded into the tube.

2.7.2 The 180 degree rule applies both on the horizontal plane as well as the vertical plane.

## **2.8 Steel Target Distances**

- 2.8.1 Engaging steel at ranges closer than the range's most current SOUM (Safety of Use Memorandum) will be grounds for disqualification.

## **2.9 Flagging**

- 2.9.1 Allowing the muzzle of a loaded firearm to point at any part of the participant's body during a course of fire (i.e. sweeping).
  - 2.9.1.1 Exception - sweeping of the lower extremities (below the belt) while drawing or re-holstering a handgun, provided that the competitor's fingers are clearly outside of the trigger guard.
  - 2.9.1.2 Pointing a firearm, whether loaded or unloaded, in any direction deemed by event officials to be unsafe.

## **CHAPTER 3 – Gear and Equipment, Firearms, and Ammunition**

- 3.1 **Gear and equipment:** Only organizational, CIF, or armory issued gear (or gear of close resemblance that is tactical in nature) will be authorized for use. Usage of any gear that may fall under any ambiguity under this rule will be authorized/unauthorized under the discretion of the Match Director.

- 3.1.1 Belts and Holsters. The use of TACO pistol/rifle mag holders are authorized. Race belts, race holsters, or competition specific mag pouches will not be authorized. If not using an issued holster, holster must bear exact semblance to issued holsters in both design and retention mechanism.
- 3.1.2 Rifle Sling. Rifle slings must be issued or resemble issued slings, to include being a two-point sling.
- 3.1.3 Magazines. USGI magazines, PMAG Gen 3s, OEM 17 round magazines and 21 round M18 magazines, and OEM 15 round M9 magazines are the only authorized magazines for use.

- 3.1.4 Packs and support bags may be authorized for use as additional support during stages if explicitly stated in the written stage brief and/or are provided for use.
- 3.1.5 Bipods/Grip pods. Bipods and the Bi-pod mechanism of issued grip-pods may not be used unless explicitly state in the written stage brief.
- 3.2 Firearm Serviceability**
- 3.2.1 Competitors shall have the responsibility to ensure their firearm is in safe working condition at all times during the event. Mechanical breakage does not relieve the competitor of the core responsibility for abandoning the firearm in an unsafe condition.
- 3.2.2 Loss of zero or induction of stoppages due to the lack of attention or maintenance provided to the firearms by the shooter is not grounds for a re-shoot. If stoppage or loss of zero occurs during a stage, the competitor may finish the stage as they are able or elect to finish the stage and accept any penalties for failure to engage or neutralize targets remaining.
- 3.2.3 For stoppage related re-shoots, see rule 5.4
- 3.3 Permitted Firearms:** Issued 5.56 service rifles/pistols with the exception of firearms provided during the Marine Corps Marksmanship Championships.
- 3.3.1 Weapons: Only individual issue weapons will be allowed. USMC approved modifications to weapons may be authorized provided they do not give the competitor an unfair advantage over other competitors. Such modifications will be screened for approval by the Match Director at MCMCs and annually by the Officer in Charge, Marine Corps Shooting Team.
- 3.3.2 It is the competitor's responsibility to ensure a fully serviceable weapon during the duration of the match.
- 3.3.4 If the competitors weapon fails to function / breaks and is clearly due to the extended service life of the weapons

(example: M9 locking blocks break) the shooter may rate a re-shoot at the discretion of the Match Director.

**3.4 Permitted Optics:** Optics authorized in the Annual Rifle Qualification (ARQ).

3.4.1 Placing tape over a fiber optic is authorized to create a finer aiming point on the reticle. Use of the ‘honeycomb’ light diffuser is also authorized. Only modifications or add-ons authorized in the RCO’s technical manual are authorized. Unauthorized modifications will result in a warning followed by disqualification if the modification is not corrected.

3.4.2 Telescopes. Only spotting telescopes provided at the competition will be authorized.

3.4.3 Pistol optics are not authorized for use in MCMCs.

**3.5 Ammunition**

3.5.1 Only ammunition provided at competitions will be authorized to shoot.

3.5.2 Ammunition must start on the shooters body unless explicitly stated in the written stage brief.

**3.6 Exceptions**

3.6.1 Exceptions for Special Firearms, Optics, and Ammunition may be made for guest / foreign competitors at the Match Directors discretion.

3.6.2 Exceptions for Special Firearm, Optic, and Ammunition may be made in the case of “Stage Guns” by the Match Director.

**3.7 Substitutions, Modifications, and Changes**

3.7.1 Competitors may not reconfigure firearm accessories at any time during the event.

3.7.2 If a shooter moves his or her optic, loss of zero will be on the shooter and he or she is not guaranteed be afforded match time in order to re-zero.

- 3.7.3 A competitor who substitutes caliber, modifies, or substitutes a firearm (to include upper and lower receivers) outside of his or her T/O without the prior approval of the MD will be subject to disqualification for unsportsmanlike conduct.

## **CHAPTER 4 - RANGE PERSONNEL, COMMANDS, AND PROCEDURES**

### **4.1 Personnel**

- 4.1.1 Range Officer (RO) – issues range commands, oversees competitor compliance with the written stage brief and closely monitors safe competitor action. RO also declares the time, scores, and penalties achieved by each competitor and verifies that these are correctly recorded on the competitor’s score sheet (under the authority of a Chief Range Officer and Match Director). Priorities of the RO are listed below:
- 4.1.1.1 Safety
  - 4.1.1.2 Facilitate fair and equal competition- Same COF for every shooter
  - 4.1.1.3 Read and execute - Written Stage Brief
  - 4.1.1.4 Move shooters / Squads through the stage in an expedient manner.
- 4.1.2 Stage RO – Range Officer remains at their stage during course of the match and does not travel with squads.
- 4.1.3 Squad RO – Range Officer travels with squad and may also be a shooter in the squad, in which case another qualified shooter will trade spots with him or her so that the Squad RO may also run the stage.
- 4.1.4 Chief Range Officer (CRO) – is the primary authority over all persons and activities in the courses of fire under their control, and oversees the fair, correct and consistent application of these rules (under the authority of the Match Director).

- 4.1.5 Match Director (MD) – handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff and the provision of services. Their authority and decisions will prevail with regard to all matters. Has overall authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire and the application of these rules. All match disqualifications and appeals to arbitration must be brought to their attention.
- 4.1.6 Score Keeper - A qualified individual who records time and score from a course of fire for a shooter / squad either physically or electronically and retrieves the electronic or physical approval of a shooters score from that shooter. Where the RO's primary focus in on the shooter the Score Keeper is encouraged to focus primarily on the targets, hits, and engagements. The score keeper is also responsible for repeating the shooter order after every shooter.

#### **4.2 Stage Order of events**

- Roll Call of Squad
- Establishment of shooter order
- Reading of Written Stage Brief
- 5-minute walkthrough (see rule 4.6.1)
- Clearing of Stage / Downrange Area
- “Running of Shooter”
- Clearing Out Shooter, and all Weapons (Making Range “Safe”)
- Score & Reset (shooting is optional RESETTING IS MANDATORY)
- Clearing of Stage / Downrange Area
- REPEAT

#### **4.3 Shooter Order**

- 4.3.1 Shooting order can be decided by squad unless dictated by RO / CRO / MD.
- 4.3.2 Proper way to announce shooting order (usually done by score keeper):

Name 1” is the shooter”

Name 2 “is on deck”

Name 3 “is in the hole”

Name 4 “is in the deep hole”

#### **4.4 Scoring Equipment**

4.4.1 Shot Timer: A shot timer is a shot activated timer used in shooting sports, which starts the competitor by an audible or visual signal and also records the competitor's time electronically by detecting the sound of each shot together with the time from the start signal. When the competitor is finished the timer will show the time from the start signal until the last shot. The time is usually recorded to hundredths of a second.

4.4.1.1 Some timers come with additional functions:

4.4.1.2 Par times: The timer first gives a start, then a stop signal after a pre-programmed time.

4.4.1.3 Instant or delayed start signal: The start signal can either come instantly by the push of the start button, or by a random delay for use by oneself.

4.4.1.4 Splits between shots fired

4.4.2 Tablet / Nook (Scoring device)  
Electronic device on which stages are scored utilizing the Practiscore App.

#### **4.5 Written Stage Brief**

4.5.1 A written stage brief approved by the Match Director must be posted at each course of fire prior to commencement of the match. This brief will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match, and it must provide the following minimum information:

4.5.1.1 Scoring Method



- 4.5.1.2 Targets (type & number)
- 4.5.1.3 Minimum number of rounds
- 4.5.1.4 Start position (This should be demonstrated by a Range Officer)
- 4.5.1.5 When time starts/stops: audible or visual signal
- 4.5.1.6 Procedure
- 4.5.1.7 Identification of specific targets to be shot with specific firearms (e.g., T1-T4 are to be engaged with Handgun, T5-T8 with Rifle, T9-10 with either)
- 4.5.1.8 Location and ready condition for all firearms used on the stage
- 4.5.1.9 Designation of locations and conditions where firearms may be abandoned
- 4.5.2 The Range Official in charge of a course of fire must read out the written stage brief verbatim to each squad.
- 4.5.3 The Match Director may modify a written stage brief at any time for reasons of clarity, consistency, or safety.

#### **4.6 Walkthrough**

- 4.6.1 After the written stage brief has been read to competitors and questions arising there from have been answered, competitors may be permitted to conduct an orderly inspection (“walkthrough”) of the course of fire. The duration of time for the inspection is 5 minutes unless stipulated by the Match Director in the stage brief and should be the same for all competitors. If the course of fire includes moving targets or similar items, these should be demonstrated to all competitors for the same duration and frequency.

#### **4.7 Stage Procedures and Commands**

- 4.7.1 The firearm is prepared as specified in the written stage brief and is in compliance with the requirements of the relevant Division.

- 4.7.2 The competitor assumes the start position as specified in the written stage brief.
- 4.7.3 The approved range commands and their sequence are as follows:
- 4.7.3.1 **“Make Ready”** – This command signifies the start of “the Course of Fire.” Under the direct supervision of the Range Officer the competitor must face down range, or in a safe direction as specified by the Range Officer, fit eye and ear protection if not already donned, and prepare the firearm(s) in accordance with the written stage brief. The competitor must then assume the required start position. The Range Officer will not proceed with any further range commands until the competitor is still and is in the correct start position.
- 4.7.3.1.1 The initial “Make Ready” command defines the start of the “Course of Fire” regardless of how many firearms are subsequently prepared, loaded and/or staged following that command.
- 4.7.3.1.2 Where more than one firearm will be used during a course of fire the Range Officer will direct and supervise the competitor through the process of preparing all firearms. This may include verbal instructions. When making ready, the competitor is authorized a 5 second UNLOADED sight picture to ensure their sights / optics are operable, per weapon system.
- 4.7.3.1.3 Once the Make Ready command has been given, the competitor must not move away from the start location prior to issuance of the Start Signal without the prior approval, and under the direct supervision of the Range Officer.
- 4.7.3.2 **“Are You Ready?”** – The lack of any negative response from the competitor indicates that they fully understand the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the Are You Ready? Command, they must state “Not Ready.” It is suggested that when the competitor is ready, they should assume the

required start position to indicate their readiness to the Range Officer.

- 4.7.3.3 **“Standby”** – This command should be followed by the start signal within 1 to 4 seconds.
- 4.7.3.4 **“Start Signal”** – The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to an audible start signal, for any reason, the Range Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from “Are You Ready?”
  - 4.7.3.4.1 In the event that a competitor begins their attempt at the course of fire prematurely (“false start” prior to the issuance of the start signal) the Range Officer will, as soon as possible, stop and restart the competitor once the course of fire has been restored.
- 4.7.3.5 **“Stop”** – Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Officer.
- 4.7.3.6 **“If You Are Finished, Unload and Show Clear”** or **“Unload and Show Clear”** – If the competitor has finished shooting, he or she must lower their firearm and present it for inspection by the Range Officer with the muzzle pointed down range, detachable magazine removed, action locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty. Where more than one firearm is used during a course of fire, the Range Officer will supervise the shooter through the procedure for clearing each firearm in turn. Only when ALL firearms have been cleared will the Range Officer declare “Range Is Clear.”
- 4.7.3.7 **“If Clear, Hammer Down, Holster”** or **“If Clear, Bolt Forward Weapon on Safe”** – After issuance of this command, the competitor is prohibited from firing. While continuing to point the firearm safely downrange, the competitor must perform a final safety check and ensure their weapons are clear.

- 4.7.3.7.1 If the gun(s) proves to be clear, the competitor must holster their handgun, and carry their rifle vertically muzzle up or down.
- 4.7.3.8 **“Range Is Clear”** – This declaration signifies the end of the Course of fire. Once the declaration is made officials and competitors may move forward to score, patch, reset targets, etc.
- 4.7.3.8.1 All members of the squad except the prior shooter who just completed the stage, current shooter, and shooter on deck are required to reset the stage. Failure to do so repeatedly purposefully can result in an unsportsmanlike conduct penalty.

## **CHAPTER 5 – Match Conduct**

### **5.1 Abandoning / Transitioning Firearm Procedures**

- 5.1.1 During the Course of Fire (COF), a competitor may be required to abandon a firearm in order to transition to another. A competitor shall not engage targets with more than one gun in their hands at a time during a COF.
- 5.1.2 Designated containers/locations designed to safely accommodate abandoned firearms shall be established and pointed out to the competitor during the stage brief. Firearms shall be abandoned in either of the below conditions.
- 5.1.3 **“Safe”** - Pistols with a manual safety shall fully engage the safety to satisfy the **“loaded on safe”** rule, regardless of passive safeties.
- 5.1.4 Pistols without a manual safety shall have passive safeties in operational condition to meet the safety-engaged requirement. If the pistol has no manual safety and/or only has a manual de-cocking mechanism, the pistol must be made condition four before the weapon is abandoned in the appropriate space.
- 5.1.5 Re-holstering a safe pistol is allowed; however, a COF will never require the competitor to re-holster a hot pistol after the start signal.

5.1.6 Any weapon is considered safely abandoned if the weapon is in any condition and on safe OR is completely empty.

## **5.2 Calibration Challenges**

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

5.2.2 The popper is shot again until it falls. In this case, no further action is required, and the COF is scored “as shot”.

5.2.3 The popper is left standing, but the competitor does not challenge the calibration. In this case, no further action is required, and the COF is scored “as shot”, with the subject popper scored as a miss.

5.2.4 The popper is left standing, and the competitor challenges the calibration. In this case, no person shall touch or interfere with the popper or the surrounding area.

5.2.5 If a Match Official violates this rule, the competitor must reshoot the COF.

5.2.6 If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the COF will be scored “as shot”.

5.2.7 If the popper falls for any non-interference reason (e.g. wind action), before it can be calibrated, it is range equipment failure and shall result in a reshoot.

5.2.7.1 In the absence of any interference, or problem with a target mechanism, a range officer shall conduct a calibration test of the subject popper when challenged from inside the shooting area. The following will apply:

5.2.7.1.1 If the first shot by the calibration officer hits on or below the calibration zone and the popper falls, the popper is properly calibrated, and it will be scored as a miss.

5.2.7.1.2 If the first shot fired by the calibration officer hits the popper anywhere on the calibration zone and the popper does not fall, the calibration test has failed, and the competitor shall reshoot the COF once the popper has been recalibrated.

- 5.2.7.1.3 If the first shot fired by the calibration officer hits above the calibration zone, and the popper does not fall the calibration test has failed and the competitor shall reshoot the COF once the Popper has been recalibrated.
- 5.2.7.1.4 If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until one of the above occurs.
- 5.2.7.1.5 Calibration challenges for all poppers will be done using A363.

### **5.3 Approving of Score**

- 5.3.1 The signing of a competitors score sheet, by either the Range Officer or the competitor shall not be a final act. The signing of a score sheet will not be relief from further penalties or disqualification should Match Officials deem it necessary.
- 5.3.2 In the event of electronic scoring (nooks or tablets), once the competitor hits the save button, or instructs someone to do it, the scores are not subject to any other actions with the exception of 5.3.1 above.

### **5.4 Reshoots**

- 5.4.1 See 5.2 Calibration Challenges
- 5.4.1.2 In the event of a weapon stoppage or malfunction, except in the case where the RO, CRO, or MD has deemed the stoppage or malfunction to be a direct result of an action taken by the shooter or was within the shooter's scope of expected responsibilities, the shooter shall rate a reshoot.
  - 5.4.1.2.1 Expected responsibilities of the shooter include but are not strictly limited to: Weapons maintenance, magazine maintenance, inspection of ammunition upon acceptance, loading of magazines to directed capacity, spatial awareness around obstacles or barricades, and proper manipulation of the firearm.
  - 5.4.1.3 In the event of any situation where rule 5.4.1.2 applies, the shooter shall conduct immediate or remedial action, as

required, to correct the stoppage or malfunction and continue the course of fire. Following the course of fire, before the RO calls the range clear, the RO will ask the shooter if they wish to conduct a reshoot of the stage. The shooter, at this time, must then select whether to accept a reshoot for the stage or score it “as shot”. The shooter will not be permitted to see their shot groups or their time prior to making this selection. If the shooter selects not to accept a reshoot, the stage is scored as shot. If the shooter selects to accept a reshoot, the stage will be immediately reset with no information given to the shooter on their performance. The shooter will then go to the back of the shooting order to allow them time to reset themselves.

- 5.4.1.4 If the RO starts a stage with the shooter in the wrong start position, the shooter will be given a re-shoot.

## **5.5 Challenges to Score**

- 5.5.1 Any scoring issue the shooter does not agree with may be appealed to the stage CRO, and if not resolved, the match director or RM.
- 5.5.2 Any challenge to a score or penalty must be appealed to the Range Officer by the competitor (or their delegate) prior to the subject target being painted, patched, or reset.
- 5.5.3 The Match Director’s ruling will be final. No further appeals are allowed with respect to the scoring decision.
- 5.5.4 During a scoring challenge the subject target(s) must not be patched, taped, or otherwise interfered with until the matter has been settled. The Range Officer may remove a disputed cardboard target from the course of fire for further examination to prevent any delay in the match. Both the competitor and the Range Officer must inspect the target and clearly indicate which hit(s) is (are) subject to challenge.

## **5.6 Authorized Targets**

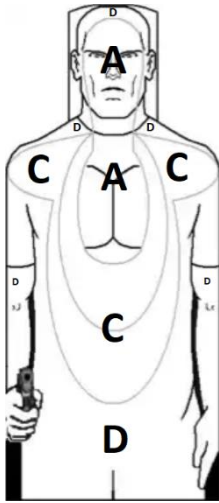
- 5.6.1 Paper / Cardboard Targets

- 5.6.1.1 Only holes made by bullets/slugs 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, wads or flying debris will not count for score/penalty.
- 5.6.1.2 Unless otherwise stipulated in the written stage brief, any cardboard target designated as a “shoot” target must be neutralized by either one (1) “A” hit - OR - two (2) hits anywhere inside the scoring perforations on the target to avoid a penalty.
- 5.6.1.3 “A” zone scoring areas are defined as the following and may be modified prior to a match in order to utilize available targetry but must be briefed to the shooter prior to the match start.
- 5.6.1.4 All cardboard targets are considered impenetrable and any hit as a result of a pass-through shot from one cardboard target to another will not count as a hit.
- 5.6.1.5 If the bullet diameter of a hit on a scoring target touches the scoring line between two scoring areas, or the line between the non-scoring border and a scoring area, or if it crosses multiple scoring areas, it will be scored the higher value. Additionally clarified to apply only to the visible portions of targets. It specifically does not apply to any area of any target which is in direct contact with and overlapped by the scoring area of another target (scoring and/or no-shoots) or by hardcover.
- 5.6.1.6 If a bullet diameter touches the scoring area of both a scoring target and a no-shoot it will earn the score and incur the penalty.
- 5.6.1.7 Radial tears will not count for score or penalty.
- 5.6.1.8 Enlarged holes in cardboard targets which exceed the competitor’s bullet diameter will not count for score or penalty unless there is visible evidence within the remnants of the hole (e.g., a grease mark or a “crown,” etc.) to eliminate a presumption that the hole was caused by a ricochet or splatter.



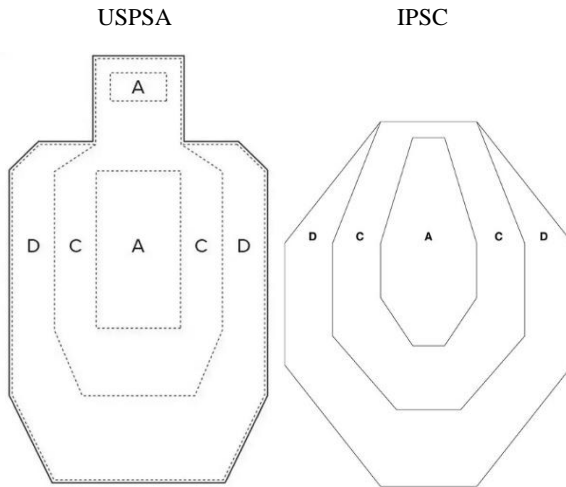
- 5.6.1.9 If a shotgun wad has caused an extra hole in a cardboard target and it cannot be determined which hole has been caused by the actual slug the competitor may reshoot the stage.
- 5.6.1.10 Any hit(s) upon the scoring surface of a scoring paper / cardboard target which can be determined to have been fired from the incorrect firearm for that target shall not be scored and, unless there are scoring hit(s) from the correct firearm, it will be scored as an unengaged target. In the case of steel or frangible targets any hits by the non-specified firearm which result in that target being unavailable for further engagement, the target shall be scored as an unengaged target.

MPMS-1



ARQ/DRILL



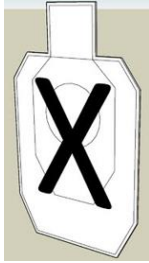


## 5.6.2 Reactive Targets

- 5.6.2.1 Knock-down targets (e.g. Pepper Poppers and Plates) must fall to score indicating / flashing targets must react in the manner prescribed in the stage brief. An event official may call “hit” if the target appears to have lost calibration.
- 5.6.2.2 Static plates are struck with a bullet to score; individual stages may require multiple hits.
- 5.6.2.3 ROs should call “hit” to indicate to the shooter a neutralized target that cannot be viewed after completion of COF. Examples include static steel, flash targets, flying clays etc.
- 5.6.2.4 Steel “No Shoot” targets. Any impact on a steel no shoot target will incur a procedural whether the steel falls or not. Frangible “No Shoot” targets must break to receive a penalty.
- 5.6.2.5 Knock-down targets will be calibrated before the event begins.

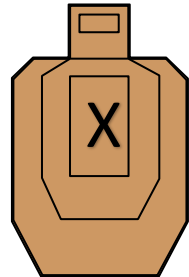
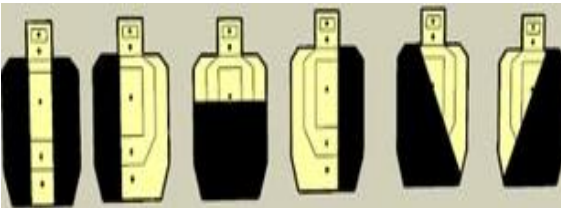
**5.6.3** **No shoots** will typically be either white or reversed / lighter side of target / backer. However other means of clearly designating a “No-Shoot” may be used provided it is either briefed prior to the match or provided in the written stage brief.

Examples (but not limited to):



**5.6.4** **Hard Cover Targets** -The Stage may designate certain targets or parts of targets as “Hard Cover” by painting the area black or utilizing another solid cover of paint. This painted area does not count as a penalty but does not count as a hit for score either.

Examples (but not limited to):



## **CHAPTER 6 – Multigun Time Plus (Points) Scoring**

### **6.1. Time Plus (Points) Match Scoring**

- 6.1.1 Each stage is time plus penalties. All Stages are worth a set max point value. For example, if the max stage point value is 100 for the fastest time, and the fastest time is 59.9 seconds. That shooter would receive 100 points for that stage. The next competitor's time is divided in to determine their percentage of points. If second place was 62.0 seconds then they would be  $(59.9/62)*100=96.6129$  points.
- 6.1.2 Targets shall be neutralized to avoid penalties, per the stage brief.
- 6.1.3 Targets may not be neutralized by shooting through walls, barrels, barrier or barricades.
- 6.1.4 All walls go from the ground to infinity and will be considered a procedural if shot under or over unless specified otherwise in the written stage brief.
- 6.1.5 Match is scored as cumulative stage points.
- 6.1.6 If in the opinion of the Match Director a tie in match results must be broken the affected competitors must shoot one or more courses of fire nominated or created by the Match Director until the tie is broken. The result of a tiebreaker will only be used to determine the final placing of the affected competitors and their original match points will remain unchanged. Ties must never be broken by chance.

### **6.2 Paper / Cardboard Targets**

- 6.2.1 Only holes made by bullets/slugs 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, wads or flying debris will not count for score/penalty.
- 6.2.2 Unless otherwise stipulated in the written stage brief, any cardboard target designated as a "shoot" target must be neutralized by either one headshot (anywhere above the

shoulders) - OR - two (2) hits anywhere inside the scoring perforations on the target to avoid a penalty.

- 6.2.3 “A” zone scoring areas are defined as the following and may be modified prior to a match in order to utilize available targetry but must be briefed to the shooter prior to the match start.
- 6.2.4 All cardboard targets are considered impenetrable and any hit as a result of a pass through shot from one cardboard target to another will not count as a hit.
- 6.2.5 If the bullet diameter of a hit on a scoring target touches the scoring line between two scoring areas, or the line between the non-scoring border and a scoring area, or if it crosses multiple scoring areas, it will be scored the higher value. Additionally clarified to apply only to the visible portions of targets. It specifically does not apply to any area of any target which is in direct contact with and overlapped by the scoring area of another target (scoring and/or no-shoots) or by hardcover.
- 6.2.6 If a bullet diameter touches the scoring area of both a scoring target and a no-shoot it will earn the score and incur the penalty.
- 6.2.7 Radial tears will not count for score or penalty.
- 6.2.8 Enlarged holes in cardboard targets which exceed the competitor’s bullet diameter will not count for score or penalty unless there is visible evidence within the remnants of the hole (e.g., a grease mark or a “crown,” etc.) to eliminate a presumption that the hole was caused by a ricochet or splatter.
- 6.2.9 If a shotgun wad has caused an extra hole in a cardboard target and it cannot be determined which hole has been caused by the actual slug the competitor may reshoot the stage.
- 6.2.10 Any hit(s) upon the scoring surface of a scoring paper / cardboard target which can be determined to have been fired from the incorrect firearm for that target shall not be scored and, unless there are scoring hit(s) from the correct

firearm, it will be scored as an unengaged target. In the case of steel or frangible targets any hits by the non-specified firearm which result in that target being unavailable for further engagement, the target shall be scored as an unengaged target.

### **6.3 Reactive Targets**

6.3.1 Knock-down targets (e.g. Pepper Poppers and Plates) must fall to score indicating / flashing targets must react in the manner prescribed in the stage brief. An event official may call hits, if the target appears to have lost calibration.

6.3.2 Static plates are struck with a bullet to score; individual stages may require multiple hits.

6.3.3 ROs should call “hit” to indicate to the shooter a neutralized target that cannot be viewed after completion of COF. Examples include static steel, flash targets, flying clays etc.

6.3.4 Steel “No Shoot” targets must fall to receive a penalty. Frangible “No Shoot” targets must break to receive a penalty.

6.3.5 Knock-down targets will be calibrated before the event begins.

**6.4 No shoots** will typically be either white or reversed / lighter side of target / backer. However other means of clearly designating a “No-Shoot” may be used provided it is either briefed prior to the match or provided in the written stage brief

**6.5 Hard Cover Targets** -The Stage may designate certain targets or parts of targets as “Hard Cover” by painting the area black or utilizing another solid cover of paint. This painted area does not count as a penalty but does not count as a hit for score either.

### **6.6 Penalties**

6.6.1 **Paper / Cardboard**

**FTN** –Failure to neutralize. A shooter has failed to neutralize a target if only one shot is present on the target outside of A-Zone.

**Miss** – A shooter has missed a target if no shots are present on the target

**FTE** – Failure to Engage. A shooter has failed to engage a target if they do not attempt to properly engaged the target with the required number of well-aimed shots for that target.

6.6.2 **Reactive Targets (Steel / Clay / Flashers / etc.)**

**Miss** – Shooters rounds fail to connect with the designated scoring area of reactive target, failing to hit a target the requisite number of times per the stage brief will result in scored misses per missing required hit. (Hitting a target stand still classifies as a miss)

**FTE** - Failure to Engage. A shooter has failed to engage a target if they do not attempt to properly engaged the target with a well-aimed shot.

6.6.3	FTN	MISS	FTE
<b>PAPER / Cardboard Target</b>	<b>5</b>	<b>10</b>	<b>15</b>
<b>REACTIVE Target &lt;100 y</b>		<b>10</b>	<b>15</b>
<b>REACTIVE Target 100 y and Greater</b>		<b>15</b>	<b>30</b>
<b>Procedural ( 5 sec per shot)</b>			
<b>No – Shoot (5 seconds per No-Shoot target. NOT per shot on No-Shoot)</b>			
<b>No – Shoot &gt;100 y (30 seconds per No-Shoot target. NOT per shot on No-Shoot)</b>			
<b>Par Out</b>	<b>Par time + remaining targets in penalties</b>		
<b>Unsportsmanlike Conduct (Stage DQ)</b>			

## **6.7 Additional Procedurals**

- 6.7.1 Failure to follow the procedure in the stage brief will result in a 5 second penalty ‘per shot’. Example is firing outside of the designated shooting area.
- 6.7.2 Foot Faults are defined as a competitor firing a shot with part of his or her body touching the ground outside of the fault line. If the competitor is “on” the fault line but does not touch the ground on the other side they will receive no penalty. If a competitor does not have footing within the shooting area nor is touching outside the shooting area there is no penalty assigned as long as the last point of footing was from within the shooting area.
- 6.7.3 Failure to ground a firearm in a manner designated by the written stage brief shall result in a 5 second procedural penalty per occurrence. Failure to designate in the written stage brief shall never be an excuse to ground in an unsafe manner.
- 6.7.4 Unless clearly stated as being otherwise in the official stage brief the maximum time for completing any stage will be 90 seconds. If a participant exceeds the stage time limit, they will be stopped by an event official and the stage will be scored as shot with all applicable miss and FTE penalties added on in addition to the maximum stage time limit (par time).
- 6.7.5 Stage Not Fired (SNF) is 0-points for a stage not fired.



## CHAPTER 7 – Lethality Factor Scoring

7.0 It is the Match Director's discretion as to how the match is scored. Either Time Plus, Lethality Factor, or Both. However, each stage may only be scored with one or the other system.

### 7.1 Lethality Factor (LF) Match Scoring

7.1.1 Each stage is Scored Lethality Factor (Points per Second). A competitor's score is calculated by adding the highest 2 hits per target, minus penalties, divided by the total time. (recorded to two decimal places)  
Example: Competitor Shoots a stage with 5 paper targets, in which he scores 2 Alphas (5 Points each shot as per 7.1.2.2) on all 5 Targets in 10 Seconds with no penalties.

*Ex. Total Target Points: 50 - Total Penalties: 0 / Total Time: 10.00 = Lethality Factor: 5.0000*

7.1.1.2 Accumulating Stage points towards Match Total - Stages are worth a different number of total points based on targets present. 10 points for each paper target and 5 points for each reactive target present. For example, if the stage has 10 paper targets and 10 reactive targets that stage is worth a total of 150 points for the shooter with the highest lethality factor. That shooter would receive 150 points for that stage. The next competitor's lethality is divided by the highest lethality factor to determine their percentage of the stage points. This would continue for every shooter who shot that stage to determine how many points they receive from that stage.

*Example: If the 1<sup>st</sup> place Lethality factor for that stage was 4.653 and another shooters Lethality factor was 4.000 which is 85.97% (4.000 / 4.653) then that shooter would receive 85.97% of those points: 128.95 points for that stage*

7.1.1.3 Targets shall be neutralized to avoid penalties. Paper must have 2 bullet holes unless stipulated otherwise in stage brief, reactive must break, flash, or fall to score as stipulated in the stage brief.

- 7.1.2 Targets may not be neutralized by shooting through walls, barrels, barriers, or barricades.
- 7.1.3 All walls go from the ground to infinity and will be considered a procedural if shot under or over unless specified otherwise in the written stage brief.
- 7.1.4 Targets size and distance shall fall within the capabilities of the weapon system (MOA).
- 7.1.5 If a tie in match results occurs, the match director will have the decision on which course of action to take, if they so desire to have the tie broken. This will occur by having the affected competitors shoot one or more courses of fire nominated, or created by the Match Director, until the tie is broken. The result of a tiebreaker will only be used to determine the final placing of the affected competitors and their original match points will remain unchanged. Ties must never be broken by chance.
- 7.1.6 Unless otherwise stipulated in the written stage brief, any cardboard target designated as a “shoot” target will be scored as the following:

<b>Minor Power Factor (9mm/5.56)</b>
A = 5 Points Per Shot
B/C = 3 Points Per Shot
D = 1 Point Per Shot
Reactive Target = 5 Points

- 7.1.6.1 This rule specifies an exception to rule 7.2.2. During any **action rifle stage**, unless specified in the written stage brief, a single headshot, above the shoulders of the chest cavity into the A-Zone, will count as 10 points or two alphas for scoring matters. The C-Zones in the head will be counted as single A's.

**USPSA Target** – Head A-zone = 10 / Head C-Zone = 5

**MPMS-1 Target** – Inner Head A-Zone Above the Chin = 10 / Outer head C-Zone = 5

**DRILL TARGET**– A-Zone Coffin = 10 / C-Zone Head = 5

## 7.2 Penalties

### 7.2.1 Paper / Cardboard

**Miss** – A shooter engages the target but there are none, or too few, hits in the scoring area.

**FTE** – Failure to Engage. A shooter has failed to engage a target if they do not attempt to properly engaged the target with the required number of well-aimed shots for that target.

### 7.2.2 Reactive Targets (Steel / Flashers / etc. )

**Miss** – Shooters rounds fail to connect with the designated scoring area of reactive target. (Hitting a target stand still classifies as a miss)

**FTE** - Failure to Engage. A shooter has failed to engage a target if they do not attempt to properly engaged the target with a well-aimed shot.

7.2.2.1	MISS	FTE
<b>PAPER / Cardboard Target</b>	<b>Minus 10 points per required shot not present on target. 1 Shot missing (-10) 2 Shots missing (-20)</b>	<b>Minus 30 points</b>
<b>REACTIVE Target &lt;100 y</b>	<b>Minus 10 points</b>	<b>Minus 20 points</b>
<b>No – Shoot (Minus 10 Points) per No-Shoot target. NOT per shot on No-Shoot)</b>		
<b>Procedural (Minus 10 points per instance, unless a significant advantage has been gained, as deemed by the RO, CRO, or MD, then it will be by shot)</b>		
<b>Unsportsmanlike Conduct (Stage disqualification)</b>		

### **7.3 Additional Procedurals**

- 7.3.1 Failure to follow the procedure in the stage brief will result in a minus 10-point penalty ‘per shot’. Example is firing outside of the designated shooting area
- 7.3.2 Foot Faults are defined as a competitor firing a shot with part of his or her body touching the ground outside of the fault line. If the competitor is “on” the fault line but does not touch the ground on the other side, they will receive no penalty. If a competitor does not have footing within the shooting area nor is touching outside the shooting area there is no penalty assigned if the last point of footing was from within the shooting area.
- 7.3.3 Failure to ground a firearm in a manner designated by the written stage brief shall result in a minus 10-point procedural penalty per occurrence. Failure to designate in the written stage brief shall never be an excuse to ground in an unsafe manner.
- 7.3.4 Unless clearly stated as being otherwise in the official stage brief, the maximum time for completing any stage will be 90 seconds. If a participant exceeds the stage time limit, they will be stopped by an event official and the stage will be scored as shot with all applicable miss and FTE penalties.
- 7.3.5 Stage Not Fired (SNF) will be scored as 0-points for the stage

### **CHAPTER 8 – Gas Gun Time Plus (Points) Scoring**

- 8.1 Scoring is time-based. All times will be kept on a reliable shot timer. The shooter’s time will start with an audible beep from the shot timer and will stop once the last round is fired or the par time has been reached. Penalty time will be assessed and added to the overall stage time. Overall fastest times, including penalties, will determine finishing order.
  - 8.1.1 “Par Time” is the hard time limit for the stage. Any shot fired after the stated par time shall not count as a successful engagement.

- 8.1.1.1 Shots recorded within “0.30” after the par time shall count as a successful engagement as the “0.30” is to compensate for reaction time from the start signal.
- 8.1.1.2 Shot timers will have an audible indicator of reaching par time. When the par time is reached, the RO will loudly announce, “TIME!” to ensure that the competitor understands that their time on the stage has reached an end. The RO will then continue with standard range commands – starting from “UNLOAD AND SHOW CLEAR.”
- 8.2 Spotters will primarily be a Marine Corps Shooting Team Member or Range Staff. If needed, competitors who are RO certified or understand the duties of a spotter may perform the task.
- 8.2.1 Spotters must be competent with the equipment and understand how to adjust it as needed.
- 8.2.2 Spotters must understand the stage as any errors could impact competitors’ stage performance.
- 8.2.3 Spotters must declare “IMPACT” as loud and reasonably as possible to ensure that the competitor hears the audible queue.

### **8.3 Additional Conduct**

- 8.3.1 ROs who are spotting during a stage shall call “IMPACT” as the verbal indication of a successful strike. The spotter calling IMPACT signifies to the shooter that the correct target in the correct order has been struck by the competitor’s shot.
- 8.3.2 The benefit of the doubt shall be given to the competitor regarding observed impact area. Suspicion of impact based on audible input does not override observation, as impact to target stands, target bases, and incorrect targets can sound identical to impact on the correct target. As feasible, hit indicators, back-up spotters and reactive targets will be used to reduce these potential errors.
- 8.3.3 The shooter does not need to wait for the spotter to call “IMPACT” before moving to the next target, but if no

verbal indication is called before the next shot is taken, the competitor will not receive an indication of successful impact on the target.

- 8.3.4 At no time will any RO or spotter call “MISS” for any reason. This may be confused with verbal indication and is unneeded and unhelpful for the conduct of the stage.
- 8.3.5 If observed shot is incorrect for more than 3 attempts, the spotter or RO may call “CHECK POSITION”, without it being considered coaching.
- 8.3.5.1 If observed shot is from the incorrect position for more than 3 attempts, the RO may call “CHECK POSITION”, without it being considered coaching.
- 8.3.5.2 “REENGAGE LAST TARGET” or “REENGAGE TARGET (insert target identifier)” may be called by the spotter or RO to indicate that the shooter is not yet finished with the last target or target array fired on, IF ASKED BY THE SHOOTER.
- 8.3.6 Competitor may elect to bypass a target by calling “NEXT TARGET” once at least 3 attempts have been made to impact the target. Passed targets will be recorded as FTN.

## **8.4 Penalties**

- 8.4.1 Targets within 100 yards will incur the following penalties:
  - 8.4.1.1 Failure to Neutralize (FTN) a target will incur a 10 second penalty. A target is scored as FTN when the target has been engaged, but fails to receive the prescribed amount of hits for the target to be considered as scored.
  - 8.4.1.2 Failure to Engage (FTE) a target will incur a 15 second penalty. A target is scored as FTE when the target has not been engaged by the competitor.
- 8.4.2 Targets at 100 yards and greater will incur the following penalties:
  - 8.4.2.1 Failure to Neutralize (FTN) a target will incur a 15 second penalty. See 8.3.1.1 for definition.

- 8.4.2.2 Failure to Engage (FTE) a target will incur a 30 second penalty. See 8.3.1.2 for definition.
- 8.4.2 “No Shoot” targets will incur a 30 second penalty per target. No Shoots must be a different color than all other targets and shall be clearly articulated by the WSB and RO.
- 8.4.3 Procedurals shall incur a 5 second penalty. If competitor is shooting in a position that gives a distinct advantage the 5 second penalty is added per shot.

## **CHAPTER 9 – Rifle Night Match Scoring**

- 9.0 Refer to respective discipline (Hit Factor or Time Plus Points) for general procedures and scoring.

### **9.1 Additional Conduct**

- 9.1.1 All personnel shall wear a chemlight to differentiate competitors, range staff, instructors, and special staff. Chemlights will be supplied and distributed by range staff.
- 9.1.2 Activating laser aiming devices will be considered as intent to discharge the weapon. Outside of the zero and familiarization period, laser aiming devices shall not be engaged without the supervision of an RO as the On Deck competitor or when given the “Make ready” command.
- 9.1.3 ROs must use white light to clear competitors during the “Unload and Show Clear” command.
- 9.1.4 Stages will have safe areas for competitors to use where, under supervision of an RO, can op-check laser aiming devices.
- 9.1.5 Competitors identified that engage laser aiming devices without the supervision of an RO will receive the penalty for unsportsman-like conduct and a warning. Subsequent offence will result in a NIGHT MATCH DQ.

### **9.2 Penalties**

- 9.2.1 Refer to respective discipline for general penalties.

- 9.2.2 When not actively engaging targets, moving from position to position with the laser aiming device engaged shall incur a 15 second penalty per movement to position. A laser aiming device is considered engaged when either the laser, light, or both are emitting visible or IR light.



## Glossary

**Appearing target** A target which is not visible until activated or revealed.

**Array** A grouping of more than one target.

**Backstop** A raised structure of sand, soil or other materials used to contain bullets.

**Berm** A raised structure of sand, soil or other materials used to contain bullets and/or to separate one shooting bay and/or COF from another.

**Blind Fire** Defined as the shooter firing a shot without attempting to establish a proper sight picture ie; cannot or does not observe both the sights and the target simultaneously and in relation to one another during fire. Because these shots are not “well-aimed” shots which are required in order to avoid a Failure To Engage (F.T.E.) penalties as per 5.8.1 all impacts as a result of blind fire will be scored as FTE’s.

**Boundary Line** A physical ground reference line in a course of fire outside of which competitor movement is prohibited.

**Closed Course of Fire** A course of fire is considered closed or off limits when there are no official match staff present to supervise competitor actions during stage inspection.

**Course of Fire** (Also “course” and “COF”) An expression used interchangeably with “Stage”.

**Cross Draw** When a competitor draws with their strong hand while wearing their holster on the opposite side of the body.

**Disappearing target** A target which when activated and after completing its movement is no longer available for engagement.

**Double Action** Each pull of the trigger results in the hammer falling regardless of state prior to the pull. A trigger pull results in cocking of the hammer momentarily.

**Draw** The point at which a handgun is removed or disengaged from the holster so as to allow access to any portion of the interior of the trigger guard.

**Dry firing** The activation of the trigger and/or action of a firearm which is totally devoid of ammunition.

**False start** Beginning an attempt at a COF prior to the “Start signal”.

**Fault Line** A physical ground reference line in a course of fire which defines the limit(s) of the shooting area.

**Forbidden Action** A competitor action which has been expressly prohibited by the Match Director and so reflected in the Written Stage Brief.

**Freestyle** Competitors are allowed to solve the challenge presented without restriction within the rules and engage targets on an “as available for engagement basis.”

**Handling** (As in “handling a firearm”) The act of manipulating, holding, or gripping a firearm while the trigger is functionally accessible.

**“Hot Holstering”** Refers to a shooter holstering a loaded pistol during the conduct of a stage in order to transition to another weapon system.

**Loaded Firearm** A firearm having a live round, empty case or dummy round in the chamber or cylinder or having a live or dummy round in a magazine inserted in the firearm.

**Match Official** A person who has an official duty or function at a match, but who is not necessarily qualified as, or acting in the capacity of, a Range Official.

**Movement** Taking more than one step in any direction or changing body position (e.g. from standing to kneeling, from seated to standing etc.).

**Must** This means the same as “will,” “shall,” etc. Compliance is mandatory.

**No-shoot(s)** Target(s) that incur penalties when hit.

**Occurrence** For purposes of assessing penalties, e.g., foot faults, an occurrence is defined as shooting at an array of targets from a single location or view in a course of fire. If the competitor moves to

another view or location and continues to fault, that constitutes a second occurrence.

**Off Limits Lines** A physical reference line in a course of fire which defines an area of the range floor which is off limits to a competitor during the course of fire.

**Radial tears** Tears in a cardboard target radiating outwards from the diameter of a bullet hole.

**Range Official** A person who is officially serving at a match in the capacity of a Range Officer.

**Remedial Action** The term used for correcting any problem to get the firearm back in operation, such as a jam, stuck bullet, or feeding problem due to issues with the magazine, ammunition, or firearm.

**Reshoot** A competitor's subsequent attempt at a course of fire, authorized in advance by a Range Officer or an Arbitration Committee.

**Selective Action** The competitor can select either Single Action or Double Action.

**Shooting Box** A small shooting area (generally square) formed of four connected fault lines.

**Shot Timer** A shot timer is a shot activated timer used in shooting sports, which starts the competitor by an audible signal and also records the competitor's time electronically by detecting the sound of each shot together with the time from the start signal. When the competitor is finished the timer will show the time from the start signal until the last shot. The time is usually recorded to hundredths of a second.

**Sight picture** Aiming at a target without actually shooting at it.

**Significant Advantage** Any position assumed while faulting that provides:

- A greater view of a target or target array, i.e., seeing all of the array versus only one or two targets, or more of a target behind an obscuring no-shoot or wall.

- A closer (more than 3 feet) shot at a target, especially if the target is partially obscured with a no-shoot or hard cover.
  - Less physical positioning, i.e., lean, around or over a wall or barrier.
  - A more stable position, such as stepping off of a moving platform or narrow beam onto the ground, provided that the object in question has been marked as a shooting area.
  - Having both feet outside of a shooting area and firing shots.
    - Stability by bracing on a wall or barrier outside of the fault lines
- Note: These are some examples and are not intended to illustrate all possible cases of significant advantage.

**Single Action** Pulling the trigger causes the hammer to fall a single time. The hammer must be reset by other action (movement of the slide or competitor action) before it will fall again.

**Squib load** Also known as a **squib** round, pop and no kick, or just a **squib**, is a firearm malfunction in which a fired projectile does not have enough force behind it to exit the barrel, and thus becomes stuck.

**Stage Gun** A Weapon that is utilized by all competitors for and/or as part of a particular stage and remains on that stage.

**Start Condition** The condition of the firearm prior to commencement of the course of fire, e.g., loaded, unloaded, safety applied, etc. The start condition **MUST** be clearly defined by the Written Stage Brief.

**Start position** The location, shooting position and stance prescribed by a COF prior to issuance of the “Start signal.” The start position **MUST** be clearly defined by the Written Stage Brief.

**Static targets** Targets which are stationary and are not activated.

**Strong hand** The hand a competitor uses to draw their handgun from their holster.

**Strong Side (For long guns)** Firearm is mounted to the shoulder on the strong hand side of the body and fired with the strong hand. A shooter must utilize the same side of the body as their strong side for the duration of the match.

**Supporting Structure** A brace, stand, rope, cable or other element used to support a barrier, line, or obstacle. These do not exist and are not part of the shooting area except as specifically stated in the Written Stage Brief.

**Sweeping** Pointing the muzzle of a firearm at any part of any person's body, while holding it in the hands, or placing it on or removing it from an object. There may be an exception for RO interference.

**Target(s)** A term that can include both scoring target(s) and no-shoot(s).

**Unloading** The removal of ammunition from a firearm. This action is completed when the firearm is empty of all ammunition and the magazine removed or cylinder opened and shown for inspection by a Range Officer.

**Weak hand** The hand opposite the strong hand.

**Weak Side** Opposite of Strong Side. The shooter must utilize the same side of their body as the weak side for the duration of the match. The trigger must be pulled with the weak hand.

**Written Stage Brief (WSB).** A written brief prepared to read verbatim to competitors prior to their attempt on a course of fire.