

Quantified Performance

SHOOT FAR, SHOOT FAST COMPETITION RULES

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General Principles

As firearm use bears significant inherent risk, safety is the foremost priority; extending to all participants, match officials, spectators, neighbors, and anyone that could be affected by the match. Anyone aware of any unsafe act is empowered to immediately call a cease fire at any time during the match. Stages and props shall be designed to be safe for participants. A safety brief must be provided to all participants prior to the start of any match.

These competitions are intended to test each competitor's ability to shoot accurately, correct for environmental factors effectively, and solve problems quickly. Stages shall be designed to primarily challenge shooting ability rather than physical strength, endurance, or unrelated skill sets.

Each stage or course of fire will be practical in nature and relative to time-sensitive short-to-long- range rifle application. Each match should present a balanced mix of challenges: precision, speed, distance, movement, and stability. Task diversity is at the core of the practical nature of these competitions, and is essential to maintain the unique appeal of these events.

Professionalism and sportsmanship are expected throughout the conduct of the event. All participants, to include Match Directors, Range Officers, competitors, and spectators will be treated with respect and courtesy.

Cheating will result in an immediate match disqualification. Any disqualified participant will have their scores for all stages of the match listed as "DQ" and may result in removal from championship participation and loss of recognition as a member of the organization.

The stages/courses of fire are individual events, designed to test a shooter's self-possessed skill and ability; therefore, coaching during the execution of a stage is prohibited. Assistance before and after a stage is authorized (upon agreement of the shooter) and expressly encouraged for new competitors. Exemptions from this rule may be granted for first-time/learner participants in accordance with agreements for introducing new shooters to the competition format. Participants that receive assistance or coaching during stage execution may not compete for stage/match points or awards/prizes directly against those that are self-reliant.

SAFETY BRIEF

To be delivered to every attendee prior to start of match.

Professionalism and sportsmanship are expected throughout the conduct of the event. All participants, to include Match Directors, Range Officers, competitors, and spectators will be treated with respect and courtesy.

This is a “Cold Range” event. All firearms will be unloaded until it is the competitor’s turn to shoot, under the command and control of a Range Officer.

Muzzles must be pointed in a safe direction, or toward a safe backstop, at all times. Failure to adhere to this principle is considered “flagging” and will not be tolerated.

Chamber flags or other Empty Chamber Indicators (ECI) will be used by all participants. ECIs may be removed when under the control of a Range Officer and given permission to introduce ammunition to the firearm. Permissible deviation from the required ECI use is described in the rule book.

During stage execution with a self-loading (a.k.a. semi-automatic) firearm, the safety shall be engaged, with trigger finger outside of the trigger guard area until on target and ready to fire, and the safety shall be reengaged prior to movement from one shooting position to another. Failure to adhere to the safety use as described shall be grounds for disqualification.

Competitors are limited to the use of one single firearm setup throughout the match. Swapping major components such as the optic, barrel, handguard, stock, or muzzle device is not permitted without approval from the match director. Approval to change or replace major components will only be granted if the replacement item is similar in performance to the original component.

Unless specifically stated, starting position will be with the rifle oriented downrange and all gear intended to be used for the stage “in hand”.

Negligent and Accidental Discharges (ND/AD) are serious safety concerns. Any competitor experiencing an accidental or negligent discharge must stop firing immediately and notify the Stage RO. Anyone observing an ND/AD shall stop the shooter as soon as possible. ND/ADs and their consequences and following actions are defined in detail in the rule book.

No participant may be impaired by any faculty-altering substance, including prescription medication, during any shooting portion of the event. Any person determined to be impaired or unsafe for any reason may be removed from participation at the discretion of the Match Director.

Provide Event Location Range Safety Brief, to include:

Location(s) and descriptions of emergency medical equipment.

Location of nearest emergency room or medical facility.

Who to notify in case of serious injury requiring emergency medical response.

Any specific instructions to provide to 911/emergency response should the identified coordinator be unable to render immediate assistance.

Identify known suitable emergency medical aircraft landing locations.

Fastest path from every participant location to emergency medical equipment, emergency response vehicle link-up point(s), and exit points.

Chapter 1: Safety

It is an individual responsibility to comprehend and comply with all rules. Safety violations are grounds for immediate removal from the event location regardless of intent or understanding.

1.1 General Safety Rules

- 1.1.1 Participants shall keep muzzles pointed in a safe direction, regardless of the understood status/condition of the firearm. Firearms shall not point at anything that is not a safe backstop, to include during movement between stages. Failure to adhere to this principle is considered “flagging” and will not be tolerated.
- 1.1.2 These matches are COLD RANGE events. All firearms shall be unloaded (no magazine or source of ammunition inserted, no round in chamber or in the feed-way) until under the control of, and commanded by, a Range Officer.
- 1.1.3 A chamber flag or other Empty Chamber Indicator (ECI) will be utilized as a visual indicator that the firearm is unloaded.
 - 1.1.3.1 Environmental conditions may cause ECIs to be a safety risk, in which case (if permitted by the range facility) these devices shall not be mandatory. Should ECI use be unsafe, every reasonable effort shall be made to verify that all firearms are unloaded and free of ammunition before leaving the control of an RO.
- 1.1.4 No person shall consume or be under the influence of alcohol or faculty-altering substances, to include prescription medications, during the match. Any person found to be impaired or unsafe for any reason may be removed from the event at the discretion of the Match Director.

1.2 Safety SOP for the Conduct of a COF. The following rules apply while in conduct of a course of fire.

- 1.2.1 ECI's will remain in place until the RO command to assume the starting position and condition.
- 1.2.2 In accordance with MD's stage design, intent, and discretion, rifles may be in a “Hot” status at the start of a stage. It is the shooter's and RO's responsibility to fully understand the COF and how to prepare the rifle prior to start.
 - 1.2.2.1 “Hot” status is defined as: magazine inserted, bolt forward, safety “on”, with a round in the chamber.
- 1.2.3 All transitions and movements during a course of fire must be made with the firearm on safe. This rule also applies to transitions and movements with pistols, if equipped with an external safety mechanism or de-cocker.
- 1.2.4 A down-range muzzle direction will be maintained during the COF, including during loading and unloading procedures.
 - 1.2.4.1 Proximity of other stages during these types of events may require that participants maintain muzzle orientation inside the “usual” 180-degree range fan, per individual stage brief.
 - 1.2.4.2 Each shooter is responsible for maintaining muzzle awareness before, during, and after the COF.
 - 1.2.4.3 Allowing a firearm to point at another shooter prior to unloading and showing clear shall result in immediate match disqualification without warning.
- 1.2.5 Negligent Discharge (ND)
 - 1.2.5.1 ND Definition:
 - Any round unintentionally discharged from a firearm.
 - Any shot fired that is not sufficiently controlled by the competitor to place the projectile within the designated impact area.
 - Any shot that occurs during a “Cease Fire” period.
 - A shot that travels outside of the established range span or impact area.
 - 1.2.5.2 Any participant that negligently discharges a firearm must immediately stop firing or be stopped as soon as possible to prevent continued additional safety risk.
 - 1.2.5.3 An ND will result in an immediate match disqualification without warning.
- 1.2.6 An Accidental Discharge (AD) is defined as a shot that occurs due to a mechanical

failure of the firearm or ammunition.

1.2.6.1 If it can be established that the cause of the discharge is due to a broken or defective part of the firearm or ammunition, AND the competitor has not committed any safety infraction in this section, a disqualification will not be invoked, but the competitor's score for the stage will be listed as DNF. The shooter may replace the defective part or firearm completely (at the Match Director's discretion, ensuring that changing the system does not give the competitor an unfair advantage or change the competitor's division) in order to finish the match. A repeated accidental discharge will result in a Match DQ regardless of cause.

1.3 Penalties for Safety Infractions. The penalties listed below should be followed as closely as possible. MD's may, when the situation warrants, issue a more severe punishment than what is called for in the rule book.

1.3.1 Failure to safely control the muzzle will result in a match DQ. It is the competitor's responsibility to ensure that their muzzles are pointing in a safe direction during position changes or movement, and the RO will provide guidance on safe muzzle direction on request if not established in the stage brief. Stages will not be set-up with the intent to cause a participant to inadvertently break safe muzzle direction.

1.3.2 Anyone found violating the Cold Range rule will result in an immediate Match DQ.

1.3.3 Any shooter deemed to be unsafe to participate in a shooting event, for any reason, will receive an immediate Match DQ. The determination is left to the judgement of the Match Director.

1.3.4 Movement or transition during a COF with a firearm not "on safe" will result in a warning call of "SAFETY!" by the RO. The shooter shall respond with "SAFE" or "ON SAFE" and simultaneously ensure that the safety is engaged. A third offense will result in a stage DQ.

1.3.5 Breaking safe muzzle direction: If the RO notices that the muzzle is likely to move toward an unsafe direction, the RO shall alert the participant by calling "MUZZLE", however, it is entirely the shooter's responsibility to maintain safe muzzle orientation during the conduct of a stage, and a failure of the RO to notify the shooter that they are in peril of breaking safe muzzle orientation shall not be grounds for protest. Allowing the muzzle to move into an unsafe direction before showing clear is an immediate match DQ, regardless of whether a verbal "MUZZLE" was called or not.

1.3.6 A Negligent Discharge will result in an immediate Match DQ per clarifications in 1.2.5 and 1.2.6.

Chapter 2: Divisions

To permit participants to compete directly against others with similar gear, three divisions are available for competition: Open, Practical Precision, and General Purpose. All shooters shall declare the Division in which they will be competing prior to firing the first round of the match. All divisions shoot the same course of fire on the same targets.

Competitors are limited to the use of one single equipment configuration for the duration of the match. Component that are highly influential on the performance capability of the firearm/system as it relates to match tasks may not be changed unless approved by the Match Director and that approval witnessed by both (at least) one other competitor and one RO. Approval by the Match Director to change critical components shall only be granted if the change does not give the competitor an unfair advantage over other competitors that were not granted permission to alter their configurations. Examples of allowable change of a “critical component”: broken/inoperable optic, broken/unsuitable mount, obstructed bore, trigger failure, operating system breakage or failure, damage to exterior surfaces that cause a safety risk, and similar. Caliber changes shall be subject to case-by-case scrutiny to ensure fairness.

Match Officials may require at any point during a match that a competitor submit to equipment checks, to include (but not limited to) physical measurement and check of velocity. If the projectile muzzle velocity exceeds the 3,232 f/s speed limit (+32 f/s for environmental factors and equipment discrepancies), the shooter will receive an automatic match DQ.

2.1 Open Division. This division is intended to provide a competitive atmosphere for rifle systems that are purpose-built for mid-to-long range competitive events.

2.1.1 Barrels exceeding **20.5 inches**, as measured from the face of the closed bolt to the face of the muzzle will automatically classify as “Open Division”. Suppressors, flash hidere, and brakes DO NOT count toward the overall barrel length. There is no minimum barrel length requirement.

2.1.2 No limit to magazine capacity.

2.1.3 May not exceed a velocity of 3,200 ft/s. Violation of this velocity limit will result in a match DQ.

2.2 Practical Precision Division. This division is intended to provide a competitive atmosphere for mid- to-long range rifles that are appropriate for real-world use, specifically service and department issued rifle systems (and similar). Failing to meet the constraints of the division will result in the competitor being moved to “Open Division”.

2.2.1 Barrels must be less than **20.5 inches**, as measured from the face of the closed bolt to the face of the muzzle. Suppressors, flash hidere, and brakes DO NOT count toward the overall barrel length.

2.2.2 Magazine capacity is limited to **20 rounds**.

2.3 General Purpose Division. This division is intended to encompass practical rifles and carbines with general purpose optics that are not purpose-built for a competitive edge in mid-to-long range application. Failing to meet the constraints of the division will result in the competitor being moved to “Practical Precision” or “Open” divisions, as applicable.

2.3.1 Barrels must be less than **16.5 inches**, as measured from the face of the closed bolt to the face of the muzzle. Suppressors, flash hidere, and brakes DO NOT count toward the overall barrel length.

2.3.2 Available maximum magnification of **8.5x**, per verified optical performance, or manufacturer marking on optic, verified by manufacturer specification per model, whichever is higher. Variable power optics with higher than 8.5x **may be used** only with the provision that the lowest power available is **1.5x or below**. The addition of a secondary optic will not qualify as meeting the “1.5x or below” criteria.

NOTE: Optics are continuously evolving, and to embrace those advancements as they occur, guidance will be put forth on a case-by-case basis as rules addendums

should specific products warrant inclusion or exclusion from the GP Division without a full revision to the rulebook.

2.3.3 No limit to magazine capacity.

Chapter-3 Match Conduct

The following chapter describes the conduct of the match. Some items are rules which must be followed to ensure match standards are met and others are guidelines which should be followed but may not be possible due to extenuating circumstances.

3.1 Match Director's Responsibilities

- 3.1.1 The Match Director (MD) is overall in charge of the event.
- 3.1.2 Provide stage descriptions which accurately describes each COF.
- 3.1.3 Obtaining qualified RO's to run every stage. Whenever possible, there should be a three personnel running a stage; the head RO with the shooter and two spotters observing targets.
- 3.1.4 Use the approved scoring system.
- 3.1.5 Ensure targets are in good working order. Any target past 600 yards should be reactive and it is encouraged to have two spotters observing such target when possible.
- 3.1.6 Use primary and secondary methods of recording scores. Shooters shall have an opportunity to verify the score they received on every stage, prior to departing the stage.
- 3.1.7 "Proof" all stages, ensuring that target distances are accurately conveyed (no greater than 5% error, unless specifically stated) to the participants and match staff.
- 3.1.8 Ensure that targets are identifiable from the shooting and spotting positions.

3.2 Range Officer's Responsibilities

- 3.2.1 RO's are responsible for all aspects of the COF they are overseeing. They must have a complete understanding of exactly how the stage may be executed. Any questions regarding the rules of the stage must be addressed with the MD prior to the start of the first shooter.
- 3.2.2 Have a full understanding of the official match rules and range rules.
- 3.2.3 Ensure that the rules are applied and enforced identically and fairly for every shooter.
- 3.2.4 A Stage Brief will be conducted prior to the start of each squad and all questions must be asked and answered prior to the start of the first shooter from each squad. RO's will point out each target to the shooters except on "blind" stages in which case no shooter will be provided target information.
- 3.2.5 Provide the squad with time to conduct a walk-through of the stage which is not to exceed one minute per shooter (minimum of 5 minutes if there are less than 5 shooters per squad) unless the stage is to be a "blind" stage. Competitors are forbidden from physically interacting with stage props/firing positions/etc. unless specifically permitted in the stage brief.
- 3.2.6 RO's will use the following dialog to safely prepare each shooter for the stage:
 - "Shooter do you understand the course of fire?" If not, explain the point of confusion or needed clarification.
 - Once there are no questions, the RO will give direction to remove the empty chamber indicator and assume the starting condition of the stage.
 - Examples:
 - "Load and make ready"
 - "Load with bolt locked to the rear"
 - "Bolt forward, magazine inserted"
 - "Bolt forward, magazine removed"
 - "Bolt locked to the rear, magazine removed"
 - If the rifle is to be staged separately, the location and condition will be stated. If appropriate, the rifle may be placed in the location and position

prescribed prior to the initiation of the RO/Shooter dialog, per direction of the RO.

-If stage description requires specific conditions of gear at start, such as “bipod retracted and folded”, “tripod collapsed”, or similar, it will be stated at this point.

Shooter adopts the prescribed starting position.

“Shooter READY?!”

If the shooter is ready, they may respond with “YES”, “READY”, a visual nod of the head, or nothing at all.

If the shooter is NOT ready, they **must respond** with an immediate “NO”. There is no requirement that the shooter provides an audible or visual cue to indicate that they are ready, only that they respond appropriately if they are NOT ready.

“Standby” At some point within the next 1-3 seconds, the RO will start the shooter with the beep of a reliable shot-timer.

- 3.2.7 If at any point during the COF the RO observes an unsafe act, a cease-fire must be immediately called.
- 3.2.8 It is up to the RO/MD’s discretion as to how procedural faults will be handled but must be the same for every shooter and in accordance with the stage brief.
- 3.2.9 Ros or observers who are spotting during a COF, upon observation or indication of target impact, shall call “**HIT**” as the verbal indication of a successful strike.
 - 3.2.9.1 The word “HIT” shall be used due to the time sensitive nature of these competitions, as the word is short, and intuitively used. Confusion with other spotter input is not a concern, as those inputs are extremely limited in nature, and otherwise avoided.
 - 3.2.9.2 The spotter calling “HIT” signifies to the shooter that the correct target in the correct order has been struck by the participant’s shot, and that the spotter is now watching the next target in the array.
 - 3.2.9.3 The benefit of the doubt shall be given to the shooter regarding observed impact. 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 utilized to reduce these potential errors.
 - 3.2.9.4 The shooter does not need to wait for the spotter to call “HIT” before moving to the next target, but if no “HIT” is called before the next shot is taken, the shooter will not receive an indication of successful impact on the last target and waives their opportunity to protest by taking the next shot prior to verbal confirmation. The spotter SHALL NOT give a “HIT” indication for a previous target if a sequential round is fired at any other target.

NOTE: This rule is intended to avoid confusion on target sequence progression in the event of a rapid hit and quick shift to the following target with a rapid miss. It is not intended to imply that achieving hits faster than the RO can verbalize them will be held against the shooter.
 - 3.2.9.5 Only one hit per target will be called by the spotter unless the stage specifically requires subsequent impacts on the same target.
 - 3.2.9.6 At any time, the shooter can ask the spotter to state which target they are observing for the next impact. The spotter shall reply with the target indicator only, as clearly and loudly as possible.
 - 3.2.9.7 ROs are not permitted to indicate in any way to any competitor, where rounds are impacting during the COF. The sole exception to this rule is for those participants that are permitted coaching and are not directly competing for/with or influencing stage, match, or series points or performance prizes. Once the stage is complete,

the RO or spotter may inform the competitor of their observations during the conduct of the stage, upon request by the competitor. At no time will any RO or spotter call “MISS” for any reason. This may be confused with “HIT” and is unneeded and unhelpful for the conduct of a stage. “REENGAGE LAST TARGET”, or “REENGAGE TARGET (insert number or 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**.

3.2.9.8 If observed fall of shot is grievously incorrect for more than 3 attempts, the Spotter or RO may call “Check Data” or “Check Target”, without being considered coaching.

3.2.9.9 Should the proximity of stages possibly cause confusion of the audible “hit” call, “impact” may be used to indicate a successful strike. “Impact” verbalization must be short, brisk, and clear to the shooter. It is recommended that if the alternate “impact” call be used only on stages that would not penalize the shooter.

3.2.10 The RO shall make every effort to ensure the shot timer registers the shooter’s final shot by ensuring that the shot timer is in appropriate proximity to the firearm to pick up the shot, and optimally will observe the screen of the timer as the last shot is fired to ensure that it is recorded. If the final shot is not recorded, the shooter must elect to either re-shoot the stage for score or accept par time.

3.2.11 ROs must show each shooter their raw time and penalties for the stage, prior to the squad departing the stage, on request of any competitor. Every attempt shall be made for the shooter to initial next to their time and penalties on stage completion. When using electronic scoring, the shooter activating the “approve” button is considered signing a score sheet. After the shooter approves their score, it cannot be arbitrated.

3.2.12 Any issues that could affect safe and smooth match conduct or competitor placement must immediately be brought to the attention of the MD.

3.3 Competitor’s Responsibilities.

3.3.1 Determine and indicate which division they will be competing in prior to firing the first shot of the match.

3.3.2 Ensure individual comprehension of the match rules and the COF prior to starting the stage.

3.3.3 Competitors are completely and solely responsible for their equipment, firearms, and ammunition.

3.3.4 Competitors are solely responsible for their score. This applies to asking the RO for a reshoot if the participant believes one is warranted as well as ensuring that the proper score was recorded for the stage.

3.3.5 Before departing the stage, immediately after firing, the competitor shall review their recorded performance, and either accept or protest the time and penalties. Accepting (to include verbal acceptance of) the stage score waives protest.

3.4 General Match Rules

3.4.1 Scoring is “Time Plus Penalties, Stage Points”. The final time will be the shooter’s raw time plus the time penalty for each missed target, hit no-shoots, and procedural violation penalties. The lower the final time, the better the shooter’s placement will be. This final time will be compared to the best performer of the stage, per division. The best performance (lowest final time) will receive 100 points. The relative performance of other competitors, by percentage, will earn that percentage as their stage points. I.e.: achieving 90% of the best time will earn 90 stage points.

NOTE: Combined division scores shall be used for no purpose other than for data accumulation and comparison.

3.4.2 Targets may be no smaller than 0.45 MRAD /1.55 MOA in width or height for

any stage that influences ranking. Bonus stages/targets have no limitation on target size.

3.4.3 Maximum shot distance shall not exceed 875 yards (800 meters) for more than one target on any stage that influences ranking, per day of competition. Bonus stages/targets have no limitation on maximum distance.

3.4.4 It is encouraged to have at least one “round limited” stage per day of competition. These stages may be 100% accountability (hit or miss), limited number of rounds per target, or limited number of rounds for the stage itself.

3.4.5 Pistol stages in a match are not required. Pistol points/penalties shall not exceed 20% of the total match score.

3.4.6 Match staff may not shoot the match for score.

3.5 Scoring

3.5.1 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 for the COF or the par time has been reached. Stage time recorded will be the last round fired before reaching the par time, unless as described in 3.5.1.3, 3.5.2.5, or in the stage brief. Penalty time will be assessed and added to the overall stage time. Overall fastest times, including penalties, will determine the finishing order.

3.5.1.1 The stated “Par Time” is the hard time limit for the stage, and any shot fired after the stated par time (per the shot timer’s last shot time) shall not count as a successful engagement.

3.5.1.2 Every effort shall be made to utilize a timer that emits an audible or visual indicator of reaching the 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.

3.5.1.3 A competitor may elect to bypass a target by calling “**BYPASS TARGET** (insert identifier)”, once at least three attempts have been made to impact the target. The competitor’s raw stage time will be recorded as the stage par time, and the “passed” target will be counted as not successfully engaged. The spotter shall respond with “NEXT TARGET”.

3.5.2 Penalties will be assessed for the following:

3.5.2.1 Rifle target not hit will incur a 30 second penalty per target. A “rifle” target is defined to refer to a target that is to be successfully impacted by that competitor’s declared firearm configuration.

3.5.2.2 Non-Rifle target not hit will incur a 15 second penalty per target. “Non-Rifle Target” is defined by any target that is to be impacted by a firearm or other projectile launcher that is not the individual competitor’s declared firearm, such as a pistol or provided stage gun.

3.5.2.3 Hitting a “No Shoot” target will incur a 30 second penalty per target. “No Shoot” Targets must be a different color than all other “Shoot” targets and shall be clearly articulated by the Stage Description and RO/Match Staff.

3.5.2.4 Procedural violations will incur an additional 30 second penalty if associated with a “HIT” indication, and stage raw time recorded as par time. Procedural violations are intended to cover failure to follow stage rules that grant a competitor an unfair advantage in the case that the spotter is not aware and inadvertently provides indication of successful impact. Match Directors and RO’s shall make every effort to ensure any potential procedural error is known to the shooters during the stage brief.

3.5.2.5 Failure to successfully hit at least one (1) target on a stage will result in par time recorded as the shooter’s stage time.

3.6 Reshoots

- 3.6.1 Reshoots shall only be permitted in the event of an interruption of the stage that was outside the control of the shooter. This may include broken targets, target malfunction, called cease fires, prop failure, timer failure, or any other situation deemed reasonable by the RO. Reshoots will not be permitted for equipment malfunctions unless the firearm was provided as a “stage gun”, nor shall they be granted for failing to comprehend COF instructions.
- 3.6.2 The RO will give a competitor the option for a reshoot if the RO observes or causes an incident which hinders the shooter.
- 3.6.3 The shooter can request a reshoot if he/she believes one is warranted. The shooter will have a period of two minutes to explain his grievance to an RO. The RO has the option to make the decision independently, but the competitor may appeal that decision to the Match Director.
- 3.6.4 A shooter must reshoot the entire stage as briefed.
- 3.6.5 Once a shooter reshoots a stage, they must accept the reshoot score unless another reshoot condition occurs.

3.7 Tie Breakers

- 3.7.1 In the event of a tie, the shooter with the fastest overall time on the mandatory Midrange Rifle Evaluation will take the higher position.
- 3.7.2 If both shooters also have the same time on the Midrange Rifle Evaluation, the lowest number of overall penalties will take the higher position.
- 3.7.3 If both shooters have the same Midrange Rifle Evaluation stage time, and the same number of missed targets, a head-to-head shoot-off will be held.

Chapter 4: Code of Conduct and Sportsmanship

4.1 Code of Conduct and Sportsmanship

4.1.1 Unsportsmanlike conduct by any participant will not be tolerated.

4.1.2 Penalties for Unsportsmanlike infractions are left to the discretion of the MD. The general guideline for MD's is that first time offenders are given a warning, with a second offense resulting in a Match DQ and ejection from the premises. If, however, the MD determines the infraction to be of a serious nature, the offender may be removed immediately.

4.2 Cheating Definitions and Penalties

4.2.1 Cheating is defined as deliberately attempting to gain an unfair advantage over other competitors in an unscrupulous manner.

4.2.2 Examples of cheating include but are not limited to:

- Exceeding the velocity limit.
- "Golf Bagging" or changing major components to gain stage advantage.
- Altering a fellow competitor's equipment.
- Altering or falsifying score sheets or data in electronic scoring devices.
- Altering props intentionally to gain advantage.

4.2.3 Any person discovered to be cheating will receive an immediate disqualification and may be banned from future events.

ADDENDUM 1: MANDATORY STAGES

There are three stage types that are required for championship points matches and encouraged for any match operating under this rule set. These stages serve three primary functions: directly compare performance over the competitor base, ensure similarity in recognition of performance, and to reinforce the intent of the match type.

Mid-Range Rifle Evaluation

6 targets, 8 impacts

T1 and T2: 100-150 yards, 50% IPSC minimum size

T3: 250-300 yards (nearest of the T3-T5 array), 66% IPSC/BC Zone

T4: 300-350 yards (furthest of the T3-T5 array), 66% IPSC/BC Zone

T5: 275-325 yards, 66% IPSC/BC Zone

T6: 550-650 yards, full-sized IPSC or similar

Attempts per target: Unlimited, hit to move on.

Round limit: Unlimited

Props: 5ft to 6ft Ladder

Starting Condition: Magazine inserted, bolt locked to the rear, muzzle in a safe direction, all gear in hand.

Firing Positions: Standing unsupported*, freestyle supported, and freestyle prone.

Par Time: 90 Seconds

Conduct:

On signal, shooter will engage T1 and T2 with a single hit each, in order, from a standing unsupported position.

Shooter will then move to any rung of the ladder, and engage T3, T4, T5, T4, and T3 (in that order) with one hit each.

Shooter will then move from the ladder to a prone position, and engage T6 with one hit.

*Standing unsupported is defined as the firearm being wholly supported by the shooter's body, with no additional support to the arms, with not more than two points of contact with the ground. If a competitor is unable to safely fire in the prescribed position, concessions may be made on a case-by-case basis, but stage time will automatically be the full par time.

Short-Range Stage

12 hits at under 250 yards.

Target arrays are not limited to 250 yards, but 12 of the stage hits must be on targets at less than 250 yards from the shooting position.

Long-Range Stage

6 Hits at greater than 650 yards.

Target arrays are not limited to 650 yards or more, but 6 of the stage hits must be on targets at greater than 650 yards from the shooting position.

NOTE If the host range facility is unable to support a single stage with 6 hits at 650+ yards, it is permissible to spread the required 650+ targets over multiple stages.

ADDENDUM 2: OPEN LETTER TO RO's

From a friend of the match format, excellent shooter, and even better RO:

-Edited-

First off, thank you all for donating your time to make this match possible. This is my favorite match of the year, and it wouldn't be possible without you guys. I've shot it twice and this will be my second time RO'ing it. I have not yet seen the match book so I'll keep my comments general/universal/applicable to everyone. I don't know everyone's experience level so don't take any of this the wrong way please. If you haven't already read the rule book, get with the Match Director (MD).

General stuff:

Be customer service oriented. The customer is not always right, and you are 100% in charge of the stage, but we are there to help facilitate a good event for them. Be polite, respectful, and have a good time with them.

Be clear and concise with your stage brief, and try to be as consistent as possible between squads. **DO NOT GIVE SQUADS ANY HINTS BASED ON WHAT YOU HAVE SEEN FROM PREVIOUS SQUADS.** That is a sure-fire way to get a stage thrown out if people complain about it.

Tell the shooters what they CAN'T do, but don't tell them what they can do. Unless there are actions prohibited in the stage brief, let the guys be as creative as they want when it comes to attacking the stage. On that note though, be cognizant of the intent of the stage. If you have questions about how the stage should be shot, get with the MD before we go live. If you allow one shooter to do something on a stage, you must allow every shooter to do that same thing, so keep that in mind.

Give the shooters ample time to ask questions. I know it's frustrating to hear the same question from 6 different shooters even though the answer to the question was just given to them, by you, 20 seconds prior in the stage brief. The shooters have lots of stuff going on mentally, answer all their dumb repetitive questions and then move on.

Stay on top of the "coaching". This is an individual match, when those shooters are on the clock they should not be receiving help from anyone of any kind. This includes not only wind corrections, but also squad mates talking the shooter onto the correct target. Target acquisition/ID is a thing, and part of the required skill set for a competitor.

Timer stuff:

For those of you running a stage by yourself, if you aren't able to run the timer and spot at the same time, hand the timer off to a shooter while you stay on the glass. Running the timer is simple and relatively fool-proof, spotting is not.

If you have shooters that are running suppressed, and I'm guessing there will be quite a few of them, ensure that the timer is recording the shots. Most shooters will know if their gun will not register on a timer unless the timer is close. If you have one of those guns on your stage, the best spot for the timer is usually above or below the ejection port, not up near the muzzle. Avoid

putting it in the flightpath of ejected brass. If neither you or the shooter is sure that the timer will pick up the shots, have them send a round down range prior to the start of the stage to check. I try to avoid adjusting timer sensitivity unless it's absolutely necessary, and if you do have to do that, make sure you are watching the display on the timer when the shooter is launching those last few rounds. Timers get wonky when the sensitivity is high and they will record all sorts of noises as shots, so keep an eye on it to watch for ghost shots after the shooter is finished.

If a timer goes down get on the horn immediately with the MD. Don't try to time people off your phone or your watch. Sounds dumb but I've seen it happen.

Spotting stuff:

This is the hardest job for ROs. We had wanted to get everyone together Friday to get some time on the glass looking at targets and observing the different indicators for target impacts, but that just wasn't in the cards for this match.

Be quick with your "hit" calls. There are going to be legit world-class shooters here and they are going to be shooting FAST. Be prepared for that, and be ready to call out multiple hits in a short time. On the flip side, if a shooter needs to re-engage a target, call that out with authority. Don't argue with a shooter during the stage, correct them and finish the stage out. If there is a discrepancy or disagreement sort it out after the stage is done.

When you're on the glass, you are looking for hits, not looking for misses. What I mean is, just because you don't see a miss into the berm that does not mean that the target was hit. If a shot hits the edge of the plate, part of the projectile may still hit the berm, even though the shot was a hit. Ranges can swallow-up misses like it's going out of style. Look for indications on the plate that it was impacted. If the target is swinging and then suddenly shakes, that's probably an impact. Same thing for if it is swinging and then suddenly freezes. Guys will be shooting everything from slow .223 to wicked fast 6mm. The visual flash on the targets will be different depending on calibers, so keep that in mind.

A lot of these targets will have MagnetoSpeed flashers on them. Don't rely on the flasher, just use it as confirmation of what you saw on the plate. Sometimes the flashers malfunction, batteries die, flashers fall off, I've even seen one explode and start a brush fire on the range. If a MagnetoSpeed hit indicator flashed yellow, that is a close miss, not a hit. You may experience times when the target is hit but the flasher doesn't flash, those are still hits, and treated as such.

Know the target engagement sequence like the back of your hand!!! If you get lost in the targets the shooter will have to reshoot that stage, which is frustrating for everyone.

For stages with multiple targets that have a significant angle transition between them, try to position your glass so that when the shooter is on the most difficult target for YOU to observe/call impacts, you are directly behind the shooter looking past him/her to the target. If you can catch the trace off the bullet while it's in flight that will make it easier for you to spot impacts. If you're not directly behind the shooter it can be hard to catch that trace, so try to catch it on the hardest target.

Scoring stuff:

Let the squads tell you what order they are shooting in. PractiScore can be less than intuitive sometimes, and it's frustrating as a shooter to have a different shooting order each time you move

to a

new stage. If the shooters figure out their order, roll with what they are relaying to you. If the squad doesn't have an order established, go down the list as you have it.

Always have the shooter approve their score. Don't just tell them their time and penalties and then approve the score yourself. Let them review it. It's a good idea to take a photo of the entire squad's scores after everyone has shot the stage just in case there is an iPad/android pad failure.

Stay on top of the battery in the score pad. If you see it dropping get it on a portable charger. Keep the pad out of the sun if possible.

-JT