

# NORTHWEST MULTIGUN CHALLENGE RULES - 2014

As Amended 7-9-14

## 1 GENERAL CONDUCT AND DISPUTE RESOLUTION

- 1.1 Eye protection is mandatory for participants, spectators & officials at the event site.
- 1.2 Ear protection is mandatory for participants, spectators & officials while on or near a stage.
- 1.3 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.4 Participants and spectators are expected to conduct themselves in a courteous and sportsman-like manner at all times. Any person who violates this rule may be ejected from the event site at the Match Director's discretion.
- 1.5 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site.
- 1.6 Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, including any side matches, and the participant will not be allowed to continue nor be eligible for prizes. DQed shooters may remain and help reset stages.
- 1.7 A participant shall be disqualified for unsportsmanlike conduct. Examples of unsportsmanlike conduct include:
  - 1.7.1 Cheating, such as:
    - 1.7.1.1 Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty.
    - 1.7.1.2 Altering or falsifying score sheets.
    - 1.7.1.3 Altering the configuration of firearms or equipment without permission of the Match Director.
  - 1.7.2 Threatening, using abusive language, harassing or assaulting other participants or Event Officials.
  - 1.7.3 Disruptive behavior likely to disturb, distract or coach other participants while they are shooting.
  - 1.7.4 Willful disregard of Event Official instructions.
  - 1.7.5 Failure to help reset stages. ROs will advise the Match Director of any shooters that are not helping reset and the MD will give the shooter one warning. Shooters that continue to slack will be DQed.
- 1.8 The final decision on all disqualifications and reshoots will be made by the Range Master or the Match Director.
- 1.9 Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director or his designee. Rulings by the Match Director or his designee will be final, and will serve as a precedent for the duration of the event
- 1.10 To have a matter arbitrated, a participant may obtain an Arbitration Request Form from the CRO of the stage in question. The completed Arbitration Request Form and the arbitration fee (US\$100 cash) must be submitted to the Match Director within one hour of the time noted on the score sheet.
  - 1.10.1 The Match Director will review the evidence, hear testimony, take counsel and issue a ruling before the end of the event.
  - 1.10.2 If the arbitration is approved, the arbitration fee will be refunded. If the arbitration is disapproved, the arbitration fee is forfeit. **All forfeited arbitration fees will be used to buy beer for the ROs.**
  - 1.10.3 Safety violations are not subject to arbitration.

## 2 SAFETY

- 2.1 The Northwest MultiGun Challenge will be run on a cold range.
  - 2.1.1 Participants firearms will remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
- 2.2 Firearms may only be handled and/or displayed in a designated safety area except as noted below.

- 2.2.1 Safety areas will be clearly marked with signs.
- 2.2.2 No firearm may be loaded in a safety area.
- 2.2.3 No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.
- 2.3 Firearms may be transported to, from and between stages only in the following conditions:
  - 2.3.1 Handguns must be unloaded, cased or holstered, de-cocked and with the magazine removed.
  - 2.3.2 Rifles and shotguns must be unloaded with magazines removed, cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried slung with the muzzle up or muzzle down.
  - 2.3.3 Rifles and shotguns may be moved from vehicles to a safety area cased or may be put directly on a cart. On a stage, long guns may be uncased as long as they are pointed in a safe direction and not sweeping other competitors. Long guns should be kept vertical (muzzle up or down) and stored in racks.
  - 2.3.4 Between stages actions must be open and detachable magazines removed. The use of high-visibility open bolt indicator devices is recommended as a courtesy to other event participants.
- 2.4 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:
  - 2.4.1 A shot, which travels over a backstop, a berm or in any other direction deemed by Event Officials to be unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.
  - 2.4.2 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.
    - 2.4.2.1 Exception - a shot which strikes the ground within 10 feet of the participant due to a “squib”.
    - 2.4.2.2 In the case of a shot striking a prop where the projectile is deflected or does not continue to strike the ground, if an Event Official determines that the projectile would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 2.4.2 shall apply.
  - 2.4.3 A shot which occurs while loading, reloading or unloading any firearm.
    - 2.4.3.1 Exception - a detonation which occurs while unloading a firearm is not considered an accidental discharge. A “detonation” is defined as the ignition of the primer of a round, other than by action of a firing pin, where the projectile or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped etc.).
  - 2.4.4 A shot which occurs during remedial action in the case of a malfunction.
  - 2.4.5 A shot which occurs while transferring a firearm between hands.
  - 2.4.6 A shot which occurs during movement, except while actually engaging targets.
  - 2.4.7 Wildly firing downrange at rifle steel without aiming to avoid an FTE penalty.
- 2.5 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 but are not limited to:
  - 2.5.1 Dropping a loaded firearm at any time after the ”Load” or “Make Ready” command and before the “Range Is Clear” command.
    - 2.5.1.1 Dropping an unloaded firearm before the “Load” or “Make Ready” command or after the “Range Is Clear” command will not result in disqualification, provided the firearm is retrieved by an Event Official.
  - 2.5.2 Use of any unsafe ammunition as defined in Section 3.
  - 2.5.3 Abandoning a firearm during a stage in any location other than a safe abandonment location as stipulated in the stage briefing. Note: Firearms abandoned in a safe abandonment location but in an improper condition will cause the shooter to receive a 30 second Penalty, but will not be DQed. Firearms may only be abandoned in one of the following conditions:
    - 2.5.3.1 Loaded, safety catch fully engaged, muzzle pointed in the designated safe direction.
    - 2.5.3.2 Completely unloaded (no ammunition in the firearm), detachable magazine removed, muzzle pointed in the designated safe direction.
  - 2.5.4 Unloading any firearm in an unsafe manner, or discharging a firearm while not legitimately engaging a target.
  - 2.5.5 Allowing the muzzle of a firearm to break the 180 degree safety plane.
  - 2.5.6 Engaging a steel target in an unsafe manner, such as by:

- 2.5.6.1 Engaging steel targets with handgun ammunition at a range of less than 23 feet.
- 2.5.6.2 Engaging steel targets with birdshot ammunition at a range of less than 16 feet.
- 2.5.6.3 Engaging steel targets with shotgun slug ammunition at a range of less than 131 feet.
- 2.5.6.4 Engaging steel targets with rifle ammunition at a range of less than 225 feet.
- 2.5.7 Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (sweeping).
  - 2.5.7.1 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.
  - 2.5.7.2 Exception – Slung Long guns. While guns that have been checked clear by an RO are slung 2.5.7 and 2.5.5 will not apply. Once the shooter unslings the gun and has control 2.5.7 and 2.5.5 will apply. Slings must keep the gun reasonably vertical either up or down while slung.
- 2.5.8 Using a tube-type shotgun speed-loading device without a primer relief cut.
- 2.5.9 Sweeping other participants with any firearm, loaded or unloaded at any time.
- 2.6 Abandoned guns may not be reacquired by the shooter once the shooter has moved more than 10 feet away from the abandoned gun unless specifically allowed by the stage briefing.

### **3 AMMUNITION**

- 3.1 Handgun ammunition shall be 9mm Parabellum (9x19mmNATO) or larger, unless otherwise stipulated under equipment division rules.
- 3.2 Rifle ammunition shall be .223 Remington (5.56x45mmNATO) or larger, unless otherwise stipulated under equipment division rules.
- 3.3 Shotgun ammunition shall be 20 gauge or larger, unless otherwise stipulated under equipment division rules.
  - 3.3.1 Birdshot must be no larger than #6 birdshot and be made from lead or bismuth only. Birdshot loads may not exceed 3 ¾ Drams equivalent. Iron/steel/tungsten birdshot is unsafe and prohibited.
- 3.4 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles or Birdshot loads that exceed 3 ¾ Drams equivalent are unsafe and prohibited. Shooters that damage steel targets with prohibited ammunition will be fined \$100 per target. Using Prohibited ammo will result in a Match DQ per 2.5.2.

### **4 FIREARMS**

- 4.1 All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.
- 4.2 Firearms capable of only fully automatic- or burst-fire ("machine guns") may not be used unless by special circumstances determined by Match Director. Full auto guns that have a semiautomatic feature may be used in semi-auto mode only. Using full auto mode during a stage will result in a ZERO for the stage.
- 4.3 Participants must use the same firearms (handgun, rifle and shotgun) for the entire event.
  - 4.3.1 If a participant's firearm becomes unserviceable, that participant may replace their firearm with another of a substantially similar model, caliber and sighting system only with the approval of the M.D.
- 4.4 Participants generally may not reconfigure any firearm during the course of the event. Explicitly prohibited acts include changing caliber, barrel length, shotgun magazine tube length, sighting systems and/or stock style. Explicitly permitted acts include installing or removing support devices (e.g. bipods), slings and other minor accessories (e.g. scope covers).
  - 4.4.1 If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Match Director.
- 4.5 Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:
  - 4.5.1 Handgun: Loaded to division start capacity and holstered. In the case of single-action autos or double-action autos with manual override safeties, the safety catch must be in the "safe" position. In the

case of double-action autos & revolvers, the hammer must be down/forward.

4.5.2 Rifle: Loaded to division start capacity and held in the low ready position. Safety catch must be in the “safe” position.

4.5.3 Shotgun: Loaded to division start capacity and held in the low ready position. Safety catch must be in the “safe” position.

4.5.4 Participants may not touch or hold any firearm loading device or ammunition after the “Standby” command and before the “Start Signal” (except for unavoidable touching with the lower arms) unless directed to do so in the written stage briefing.

## **5 EQUIPMENT DIVISIONS**

5.1 Participants will declare one equipment division before the beginning of the event.

5.1.1 Equipment divisions are: Open, Tactical (Optic), Limited (Irons), Heavy Tactical (Heavy Metal Optics).

5.1.2 Failure to meet all of the equipment and ammunition requirements for the declared division shall result in the participant being placed into Open division. If the requirements of Open division are not met, the participant’s scores will be excluded from the final event results.

5.1.3 Manually Operated Rifle Match – An MOR match may be included as a separate match and will not be scored with the regular match or have any bearing on the regular division that a shooter has declared.

### **5.2 OPEN**

5.2.1 Handgun holsters must safely retain the handgun during vigorous movement. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

#### **5.2.2 Handgun**

5.2.2.1 No limit on magazine length.

#### **5.2.3 Rifle**

5.2.3.1 Supporting devices (bipods, etc.) are permitted, and may begin any stage folded or deployed at the participant’s discretion. No porcupines or other devices that could damage props.

#### **5.2.4 Shotgun**

5.2.4.1 Speed loading devices, detachable box magazines, X-Rails, etc. are permitted.

5.2.4.2 Tubular speed loading devices must feature a primer relief cut.

### **5.3 TACTICAL**

5.3.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.3.2 Handgun holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

#### **5.3.3 Handgun**

5.3.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

5.3.3.2 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines.

#### **5.3.4 Rifle**

5.3.4.1 Not more than one (1) electronic or optical sight is permitted.

5.3.4.2 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, cannot be used as an aiming device by itself, and

remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction.

5.3.4.3 Supporting devices such as bipods, long forward grips that touch the ground, porcupines, grippers etc. of any kind are prohibited. Cinched magazines are permitted.

5.3.4.4 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.3.4.5 Drum magazines are prohibited.

#### **5.3.5 Shotgun**

5.3.5.1 Only tubular magazines are permitted.

5.3.5.2 Electronic or optical sights are prohibited.

5.3.5.3 Supporting devices such as bipods, long forward grips that touch the ground, porcupines, grippers etc. of any kind are prohibited.

5.3.5.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.3.5.5 Speed loading devices, detachable box magazines, X-Rails, etc. are prohibited.

5.3.5.6 No more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing. On empty chamber starts no more than 8 may be loaded.

### **5.4 LIMITED**

5.4.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.4.2 Handgun holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

#### **5.4.3 Handgun**

5.4.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

5.4.3.2 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines.

#### **5.4.4 Rifle**

5.4.4.1 No more than one (1) non-magnified electronic or optical sight is permitted. (Red dot sights) Electronic or optical sights originally designed to be capable of any magnification (whether used or not) are prohibited.

5.4.4.2 Supporting devices such as bipods, long forward grips that touch the ground, porcupines, grippers etc. of any kind are prohibited. Cinched magazines are permitted.

5.4.4.3 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.4.4.4 Drum magazines are prohibited.

#### **5.4.5 Shotgun**

5.4.5.1 Only tubular magazines are permitted.

5.4.5.2 Electronic or optical sights are prohibited.

5.4.5.3 Supporting devices such as bipods, long forward grips that touch the ground, porcupines, grippers etc. of any kind are prohibited.

5.4.5.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.4.5.5 Speed loading devices, detachable box magazines, X-Rails, etc. are prohibited.

5.4.5.6 No more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing. On empty chamber starts no more than 8 rounds may be loaded.

## 5.5 HEAVY TACTICAL (HEAVY METAL OPTICS)

5.5.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.5.2 Handgun holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

### 5.5.3 Handgun

5.5.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

5.5.3.2 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines.

5.5.3.3 Minimum caliber is .40”.

### 5.5.4 Rifle

5.5.4.1 No more than one (1) electronic or optical sight is permitted.

5.5.4.2 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, cannot be used as an aiming device by itself, and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction.

5.5.4.3 Supporting devices such as bipods, long forward grips that touch the ground, porcupines, grippers etc. of any kind are prohibited. Cinched magazines are permitted.

5.5.4.4 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.5.4.5 Magazines may be loaded with not more than thirty (30) rounds.

5.5.4.6 Minimum caliber is .30”.

### 5.5.5 Shotgun

5.5.5.1 Only permanently attached tubular magazines are permitted.

5.5.5.2 Electronic or optical sights are prohibited.

5.5.5.3 Supporting devices such as bipods, long forward grips that touch the ground, porcupines, grippers etc. of any kind are prohibited.

5.5.5.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.5.5.5 Speed loading devices, detachable box magazines, X-Rails, etc. are prohibited.

5.5.5.6 No more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing. On empty chamber starts only 8 rounds may be loaded.

## 5.6 HEAVY METAL LIMITED (Not offered in the 2013 match)

5.6.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.6.2 Handgun holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

### 5.4.3 Handgun

5.4.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

5.4.3.2 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines.

5.4.3.3 Minimum Caliber .45, No more than 10 rounds may be loaded in a magazine at any time.

#### **5.4.4 Rifle**

5.4.4.1 No more than one (1) non-magnified electronic or optical sight is permitted. (Red dot sights) Electronic or optical sights originally designed to be capable of any magnification (whether used or not) are prohibited.

5.4.4.2 Supporting devices such as bipods, long forward grips that touch the ground, porcupines, grippers etc. of any kind are prohibited. Cinched magazines are permitted.

5.4.4.3 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.4.4.4 No more than 20 rounds may be loaded in a magazine at any time.

5.4.4.5 Minimum Caliber is .308

#### **5.4.5 Shotgun**

5.4.5.1 Only Pump shotguns with tubular magazines are permitted.

5.4.5.2 Electronic or optical sights are prohibited.

5.4.5.3 Supporting devices such as bipods, long forward grips that touch the ground, porcupines, grippers etc. of any kind are prohibited.

5.4.5.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.4.5.5 Speed loading devices, detachable box magazines, X-Rails, etc. are prohibited.

5.4.5.6 No more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing. On empty chamber starts no more than 8 rounds may be loaded.

5.4.5.7 Minimum Bore is 12 Gauge

### **5.7 MANUALLY OPERATED RIFLE – Side Match**

5.7.1 Manually Operated Rifles used in the side match can be of any configuration as long as they do not reload themselves automatically. Bolt, pump and lever action guns are acceptable and any autoloading gun that has the autoloading feature disabled, such as an AR-15 with the gas shut off, so that it must be cycled by hand to load fresh ammunition.

5.7.2 There is no minimum caliber but magnum rifles are prohibited.

5.7.3 There are no optic restrictions. Guns may have multiple optics and/or iron sights.

5.7.4 Supporting devices (bipods, etc.) are permitted, and may begin any stage folded or deployed at the participant's discretion. No porcupines or other devices that could damage props.

5.7.5 Regular match stages with modified stage instructions will be used for the MOR match. Only rifle targets will be used and there will not be any shotgun or pistol transitions. Shooters must follow the modified stage instructions and all scoring and penalties will be in accordance with Section 6 – Scoring.

## **6 SCORING**

6.1 Scoring per stage will be straight time plus penalties.

6.2 Max time allowed for any stage will be 200 seconds unless stated otherwise in the Stage Briefing. Upon Failure to complete the stage within the maximum time, a shooter will be stopped by the Range Officer and assessed a stage time as shown on the timer in seconds plus applicable penalties. (a shooter may accidentally fire after the 200 second time and that time will be recorded but any shots past the 200 second limit will not count for score)

6.3 Any paper target designated as a "shoot" target may be neutralized by two (2) hits anywhere inside the scoring perforations with rifle or pistol on the target or 1 A or B hit. Slug targets may be neutralized with one hit anywhere inside the scoring perforations.

6.3.1 Paper targets for pistol and rifle which have less than the required number of hits will receive a 5 second penalty for each hit less than the required number.

6.4 Flying targets must be engaged while in the air. Firing after a flying target has hit the ground will not count as being engaged and will receive a 15 second FTE penalty.

6.5 Scoring and penalties on targets:

- a. One “A” or “B” zone hit = no penalty
- b. Two hits anywhere in the scoring area (“C” or “D” hits) = no penalty
- c. One shotgun slug hit anywhere = No penalty
- d. Not Neutralized – Only one “C” or “D” (rifle or pistol) = 5 second penalty
  - d.1 Long Range Paper Target Not Neutralized = 10 second penalty
- e. Not Hit - No hits on paper (rifle,pistol or slug) = 10 second penalty
- f. Not Hit - No hit on shotgun or pistol steel (did not fall) = 10 second penalty
- g. Not Hit - Missed flying clay = 10 seconds
- h. Not Hit - Missed Rifle Steel and Long Range Paper = 20 seconds (double the regular penalty)
- i. Not Engaged - Failure to Engage (FTE) any target except rifle steel= 15 second penalty
- j. Not Engaged - Rifle steel and Long Range Paper = 30 second penalty (FTE)(double the regular penalty)
- k. No shoot = 5 second penalty
- l. Procedural = 5 second penalty

## 6.6 Scoring example for targets

- 6.6.1 Paper Target engaged but not hit = 10 second penalty
  - 6.6.1.1 Long Range Paper Targets engaged but not hit = 20 second penalty
- 6.6.2 Paper Target not engaged = 15 seconds
  - 6.6.2.1 Long Range Paper Target not engaged = 30 second penalty
- 6.6.3 Frangible targets must break to score (one bb hole is a break)
- 6.6.4 Knock down style targets (poppers, plates and steel) MUST FALL TO SCORE!
- 6.6.5 Pistol, shotgun & rifle plates that are hit but do not fall will NOT be scored.
- 6.6.6 Pistol and shotgun plates that are hit and turned on edge will NOT be scored as hit and are NOT a range equipment failure.
- 6.6.7 Self resetting style rifle targets must be struck solid enough to cause the hidden “flash card” to be visible to the Range Officer. The Range Officer may call hits.
- 6.6.8 FTE/Failure to engage any target will result in a 5 second penalty in addition to the time penalty for not making the required hit(s) on the target for a total of 15 seconds.
- 6.6.9 Engaging a frangible target but not breaking it will result in a 10 second penalty per target.
- 6.6.10 Engaging a pistol or shotgun steel target but not knocking it down will result in a 10 second penalty
- 6.6.11 When engaging rifle steel, shooter must attempt to hit each target, wild shots will not count as an engagement and may be cause for a Match DQ per Rule 2.4.7.
- 6.6.12 Procedural penalties, 5 seconds per target, may be assessed for failing to follow the stage directions as written in the stage description and/or as stated in the stage briefing.
- 6.6.13 Deleted.
- 6.6.14 Stage Not Fired (SNF/DNF) penalty: A competitor shall receive zero (0) match points for stage.
- 6.6.15 First Place (lowest time) for each stage, in each class, will receive 100% of the points available for that stage. Second place and below will receive points on a percentage basis from the first place time. Match Director reserves the right to score all divisions together due to software problems. This will only be used if necessary and will not be subject to arbitration.
- 6.6.16 All classes will be scored separately. (see 6.5.15)
- 6.6.17 Total points accumulated for all stages will determine the match placement by class.
- 6.6.18 Ties will be broken by an undisclosed Tie Breaker Stage designated by the Match Director.
- 6.6.19 Highest score in each class wins.

## 7 ARBITRATION RULES AND ADMINISTRATION

- 7.1 Administration – Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant levels of competition, emotions run high and the outcome is much more important to the individual competitor. Remaining calm and rational while arbitrating disputes will make this unpleasant job easier.
- 7.2 Access – Protests may be submitted for arbitration except the actual scoring of targets. However, protests



arising from a disqualification for a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be protested.

7.3 Appeals – Decisions are made initially by the Range Officer for the stage or area. If the competitor disagrees with a decision; the Range Master should be summoned and asked to rule. If a disagreement still exists, the Match Director must be summoned and asked to rule. The Match Director's decision is final.