

Course Instructions and Design:

All instructions specific to a course will be listed on the course sheet.

Listed below is general information for **all courses**:

- Standard spacing for a Rundown target is 36 feet.
- A standard Gate width is 15 feet
- You may go between targets anytime unless designated
- Random course indicates light targets. Light targets will be engaged first unless designated otherwise.
- If two targets are burst by gunfire, of same or different color, it will not be a miss and poles do NOT have to be engaged. The extra round may be used to engage a missed legal target if the opportunity arises during the engaged course.
- Competitors may pass through the gate from either side unless designated. Horse's entire body must pass through gate - tails do not count. Targets may be engaged before, after or while passing through a gate.
- If a target is set on top of a barrel, it may be engaged going in or coming out of the barrel, (this includes the Rundown barrel).
- Rounding a Barrel means going partially around a barrel, not just passing by a barrel, however not a full barrel turn.
- FB - A Full Barrel Turn Means crossing your path by completely circling a barrel
- A competitor may go back and round a barrel or pick up a gate to avoid a penalty.
- Targets may be engaged in any order, from either side, unless designated.
- An ideal arena is 200 feet by 300 feet. Distance between the targets and barrels may be shortened to accommodate a smaller arena.
- It is each event producer's responsibility to ensure arena safety. If, for any reason, a competitor is concerned about the safety of an arena, they should withdraw from competition. Competitors enter at their own risk.
- When in doubt, favor the competitor
- If a competitor corrects his/her mistake, there is no penalty..
- When the instructions indicate that a particular portion of the course is to be completed prior to rounding either the Rundown or Random barrel it shall be a 10 second penalty if any portion of that (targets, gates, barrels etc) are completed after rounding the appropriate barrel unless the barrel/gate, etc. is rounded/passed through again after the targets have been engaged.
- If the course includes a Rundown barrel, the competitor shall round the Rundown barrel prior to engaging any targets in the Rundown.

5 Second Penalties:

- Missed target
- Knocked over barrel
- Knocked over gate cone or automated target inflator
- Failure to follow designated course
- Dropping a gun while engaging the course
- Failure to holster first gun
- Unsafe gun handling including but not limited to gun twirling

10 Second Penalties:

- Failure to engage the targets in proper order
- Failure to engage all of the correct targets before rounding the barrel unless re-rounded after engaging all of the correct targets.
- Failure to round barrel
- Failure to go through the gate
- Failure to follow the prescribed pattern

Non-Qualified Run: 60 second penalty

- Engaging the course without the Range Masters go signal
- Becoming dismounted during the course of fire
- Passing behind the timer, being out of control
- Re-crossing the time line after completing the course of fire and re-starting the timer with no record of the correct time of the run.
- Crossing the time line before completing the course of fire.
- Discharge of a firearm outside the course of fire at any time or place. The penalty will be assessed for the course immediately following the incident unless the match has concluded, then it will be assessed for the previous course run.
- Breaking the timer, without engaging the course, shall have no penalty the first time during an event. The second time during the same event will be a non-qualified run (60 seconds)
- If a competitor loads and/or shoots 6 rounds from the same gun in a stage