

RIFLES ON THE RED

Presented by
RED RIVER WEST, LLC

2017 PRECISION RIFLE CHALLENGE

RULES AND PROTOCOLS

Revised 3/12/17

STANDARDS AND PRINCIPLES FOR RIFLES ON THE RED

1. Safety is the first and highest priority before, during and after the competition and is everyone's responsibility.
2. This competition is designed to test a shooter's ability to shoot accurately, correct for environmental factors effectively, and solve problems quickly.
3. Each course of fire will be very practical in nature and relative to common aspects of long-range precision rifle engagements.
4. A high level of professionalism and sportsmanship is expected. All participants, including Match Directors, Range Officers, shooters, and spectators will be treated with the utmost respect at all times.
5. Cheating of any kind will not be tolerated and will result in an immediate match disqualification and in certain instances may be grounds for expulsion from the range.
6. Courses of fire (COF) are individual events designed to test a shooter's individual skill and ability. While coaching a shooter as they are shooting a COF is not allowed, assistance before and after a stage is not only authorized but encouraged especially for new shooters.
7. Rifles on the Red is set up like and will be run similar to a PRS match. The stages are all set up and permanent making for a more efficient match from both a time and organizational standpoint. Courses of fire range from elementary to advanced. We have designed stages that are fun and challenging without being extreme in difficulty. We want everyone to come away feeling they have participated in a match that is rewarding as well as challenging.
8. The match is set up so that the only down time is walking from stage to stage and waiting to shoot a stage. The total distance walked day 1 is only 1.5 miles (comparable to an average day for a lot of people), and day 2 is a little less. (Please stay on the mown areas.)
9. Please shoot the stages as they are intended. Additionally, please be respectful of the RO's. Also, please review and know what the shooter is. The RO will ask if you are ready and start your time immediately after the shooter before you exits the firing line. You must be ready or your time starts.
10. Please be on time for the Pre-Match briefing Saturday morning. It will contain important, specific information regarding the match and how things will operate throughout the course of the weekend. Being a prepared shooter helps to facilitate a smooth match. **The front gates will be locked promptly at 8:00 AM and there will be no one allowed in after that.**
11. Please pick up your trash and use the trash cans that are provided. Anyone caught littering will be asked to leave the range.

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CHAPTER 1

The following rules are designed to provide a safe shooting environment for all involved in Rifles on the Red ("ROR") and are not subject to discussion or debate. It is everyone's individual responsibility to read and fully understand the Safety Standards; ignorance is not an excuse for a safety violation.

1.1 GENERAL SAFETY RULES

1.1.1 Keep muzzles pointed in a safe direction at all times regardless of the status of the weapon.

1.1.2 Do not point any weapon at anything you do not wish to destroy. This is considered "flagging" and will not be tolerated.

1.1.3 Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.

1.1.4 Know your target foreground, background, left and right. Be aware of your firearm and target.

1.1.5 The ROR will be run on a cold range. A COLD RANGE is defined as keeping firearms unloaded until it is the competitor's turn to shoot.

1.1.6 NO loading or unloading firearms off the firing line.

1.1.7 No firearms manipulations off the firing line (i.e., staging area, parking lot, tent, picnic table area, etc.)

1.1.8 No show and tell, loading or unloading in the parking area.

1.1.9 AMERICAN MADE BRASS CASE, COPPER JACKETED AMMO ONLY. NO STEEL CASE, ALUMINUM CASE, ARMOR PIERCING, (M855, green tip, SS109, tungsten penetrator, black tip, etc.), XM-193, TRACER, INCENDIARY, STEEL CORE OR COMMUNIST BLOCK AMMUNITION IS ALLOWED. **HAND LOADS ARE ALLOWED FOR THIS MATCH.**

1.1.10 All ammo brought for use at our facility will be inspected. This is to ensure that all ammo is safe for use here and complies with our Ammo Restrictions policy. If ammo is found that does not comply, you will forfeit your entry and entry fees in the ROR and will be asked to leave **as well as the competitor being financially responsible for any damaged steel targets.** Again, this is for the safety of all persons at the range as well as for the protection of our property and targetry.

1.1.11 Any malfunction issue whether firearm, ammo, etc., MUST be taken immediately to a RO and handled ONLY in the presence and at the direction of the RO. A violation of this will result in a match DQ.

1.2 ACCESS

1.2.1 Access to the facility is by the front gate only. **The gate will be locked at 8:00 AM each day of competition. All participants and observers must be on property and at the designated safety area by that time.**

1.2.2 For anyone who needs to leave during the competition, there will be a 15 minute ceasefire at noon. Once the ceasefire has been called and it has been deemed safe, access to the front gate will be opened for that time period only.

1.3 OBSERVERS

All safety rules apply to observers as well as competitors. Failure on the part of an observer to follow a directive from ROR staff could result in expulsion from the property.

1.3.1 OBSERVERS: Observers who are: 1) registered guests of shooters, 2) credentialed press, 3) sponsors, or 4) vendors will be allowed to watch the match. Observers will be required to sign a waiver prior to the start of the match. Observers who bring children are responsible AT ALL TIMES for those children; not competitors or ROR staff.

1.3.2 Observers may watch the match if they 1) stay in safe areas, 2) wear eye and ear protection, and 3) do not disrupt the match.

1.3.3 All observers must remain at designated observation decks at each stage.

1.3.4 Observers must obey all safety officers' and match director's instructions.

1.3.5 At no time can any observer shoot at all on any ROR course of fire.

1.4 SAFETY SOP FOR THE CONDUCT OF THE MATCH

The following rules apply to all participants. They do not apply to a shooter who is actively shooting a COF.

1.4.1 While conducting any movement with a firearm, the participant will ensure all of their weapons are pointed in a safe direction at all times.

1.4.2 All participants will ensure all of their weapons are cleared with the magazine out and bolt open at all times. Gas guns, magazines out and bolt must be locked to the rear.

1.4.3 Chamber flags or other Empty Chamber Indicator (ECI) will be utilized at all times.

1.4.4 No person shall consume or be under the influence of alcohol or faculty altering drugs such as common narcotics during the competition. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.4.5 Safety Areas will be clearly marked with signs, or indicated by the Range Officers.

1.4.6 Upon arrival at a stage, shooter may either hold onto his rifle or, if placed on the ground, it must be placed in the Rifle Corral. If shooter holds onto his rifle or retains it slung, it must remain muzzle pointed straight down.

1.4.7 "RIFLE CORRAL" Upon arrival at each stage, participants will place their rifles in the designated "Rifle Corral Entrance", rifle pointed downrange with magazine out and bolt to the rear. Rifle is to remain there until time for the participant to move to the firing line or as directed by Stage RO. Upon completion by participant of COF, the rifle is to then be placed in the designated "Rifle Corral Exit" area until such time as the squad has completed the stage and is ready to move to the next stage.

1.5 MOVEMENT BETWEEN STAGES

1.5.1 Everyone must park only in designated areas upon arrival at the range and vehicles remain there.

1.5.2 NO personal golf carts, ATV's, etc. are allowed.

1.5.3 **All movement will be on foot.** The total distance walked day 1 is only 1.5 miles (comparable to an average day for a lot of people), and day 2 is a little less. Walk only on mown paths.

1.5.4 Shooters must carry their gear with them throughout the duration of the match. This includes any accessories, ammo, etc.

1.5.5 Rifles, whether slung or carried by hand, must be carried with the muzzle straight down.

1.6 SAFETY SOP FOR THE CONDUCT OF A COF

The following rules apply to shooters who are actively participating in a COF:

1.6.1 If there is no movement involved to the first firing point, upon Match Director (MD)'s stage design and discretion, rifles may be in a "Hot" status meaning a round in the

chamber, magazine inserted, bolt closed, and weapon on "Safe". It is the shooter's and RO's responsibility to fully understand the COF and how to prepare their rifle prior to starting.

1.6.2 All transitions and movements during a course of fire must be done with open bolts and an empty chamber. An exception will be made for Semi-Automatic Rifles but only at the discretion and approval of the Match Director. If the MD does permit transitions and movements with a hot rifle, the weapon must be on safe; NO EXCEPTIONS.

1.6.3 The 180 degree rule (or less depending upon the stage) must be adhered to at all times. No shooter will point their muzzle any more than 90 degrees off of the direction of fire in either direction.

1.6.4 Negligent Discharges (ND's) are taken very seriously. A ND is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a cease fire period.

1.6.5 Accidental Discharges (AD's) are also taken seriously. An AD is defined as any round unintentionally discharged from a firearm due to a mechanical failure. The participant will be removed from the event until he or she can repair the firearm to safe working order or, substitute for a firearm of the same type (i.e. bolt for bolt, semi for semi).

1.6.6 "Sky Bolting" – Sky bolting is not allowed and will result in a stage DQ. Sky bolting is defined as attempting to run the bolt in any position other than when the rifle is pointed directly downrange at designated target, i.e. when the rifle muzzle is pointed upwards.

1.7 PENALTIES FOR SAFETY INFRACTIONS

The penalties listed below should be followed as closely as possible. However, MD may, when the situation warrants, at their discretion issue a more severe punishment than what is called for in the rules.

1.7.1 FLAGGING: First offense flagging will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

1.7.2 COLD RANGE: Anyone found violating the Cold Range rule will result in an immediate Match DQ.

1.7.3 Movement or transition during a COF with a round in the chamber or a closed bolt will result in the shooter being made to move back to the last shooting position while still on the clock for a first offense. Once the shooter has returned to the last firing point, he or she will continue with the rest of the COF. A second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition. Semi-Automatic Rifles are the only exception to policy that will be granted.

1.7.4 180 DEGREE RULE: Dependent on the severity of the infraction. First offense of violating the 180 degree rule will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

1.7.5 "Sky Bolting" – Sky bolting is not allowed and will result in a stage DQ. Sky bolting is defined as attempting to run the bolt in any position other than when the rifle is pointed directly downrange at designated target, i.e. when the rifle muzzle is pointed upwards.

1.7.6 NEGLIGENT DISCHARGE: A ND will result in an immediate Match DQ.

1.7.7 ACCIDENTAL DISCHARGE: An AD will result in a zero for the stage on which the incident occurred. Shooters will have an opportunity to repair their rifles and continue on with the competition but will receive no points for any stages they did not complete as mechanical failures are not grounds for a reshoot. If the incident was deemed grossly

unsafe, such as an accidentally discharged round impacting outside the range fan, the MD may remove the shooter from the competition and issue a match DQ.

1.7.8 UNAUTHORIZED AMMO: Use of prohibited types of ammunition WILL result in a stage or match DQ as well as the competitor being financially responsible for any damaged steel targets.

CHAPTER 2 RIFLE AND AMMUNITION

2.1 MAXIMUM CALIBER AND MUZZLE VELOCITY

Rifles will not exceed a caliber of .308 or a velocity of 3,200 fps. A match DQ will result for any rounds over the speed limit of 3,200 fps (+/-32 fps for environmental factors and equipment discrepancies).

2.2 CHRONOGRAPH

Match Officials may request at any point during a match that a competitor fire their rifle through chronograph. If the bullet exceeds the 3,200 fps speed limit, the shooter will receive an automatic match DQ.

2.3 SERVICEABLE

2.3.1 All firearms used by competitors shall be serviceable and safe.

2.3.2 If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another of the same, or similar, model, caliber and sighting system approved by the Match Director or the Range Master.

2.3.3 The same firearm system for each gun shall be used during the entire match.

2.4 FIREARM

2.4.1 A "firearm" consists of a specific caliber, receiver, barrel, stock, and sighting system combination.

2.4.2 Competitors may not reconfigure any firearm during the course of a match. (i.e. change caliber, barrel length, sighting systems or stock; changing magazine length is not considered a reconfiguration).

2.5 AMMUNITION

2.5.1 Match ammunition is required.

2.5.2 Safe match quality ammunition reloads are acceptable for this competition. However, if there is one issue with your reloads, shooter will be required to continue with factory match ammunition. If shooter has 2 ammunition issues (reloads or factory), it will result in a Match DQ.

NO Full Metal Jacket, Steel Core, Tracer or Armor Piercing rounds allowed.

CHAPTER 3 MATCH CONDUCT

The following chapter describes the conduct of this competition. 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 MD is overall in charge of the event.

3.1.2 MD will provide a Match Book which accurately describes each COF.

3.1.3 MD is responsible for obtaining quality RO's to run every stage. Whenever possible, there should be a minimum of two personnel running a stage: the head RO with the shooter and one assistant RO observing targets.

3.1.4 MD will ensure targetry is in good working order.

3.1.5 MD will use a primary and secondary method of scoring. Shooters must have an opportunity to see the score they received on all stages prior to departing the stage.

3.1.6 MD will provide a 10 minute arbitration period once scores have been posted to settle scoring disputes. If an issue arises after the 10 minutes has elapsed, it will not be entertained.

3.2 RANGE OFFICER'S RESPONSIBILITIES

3.2.1 RO's are responsible for all aspects of the COF they are running. They must have a complete understanding of exactly how the stage is to 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 RO's must have a full understanding of the official Rules and SOP's.

3.2.3 RO's must ensure the rules are the exact same for each 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 told the location of any target.

3.2.5 RO's will provide the squad with time to conduct a walk-through of the stage which is not to exceed one minute per shooter unless the stage is to be a "blind" stage. It is up to the RO/MD as to whether or not inspecting a firing position is permitted during the walk through.

3.2.6 RO's will use the following verbiage to start each shooter:

"Shooter do you understand the course of fire?"

If there are no questions-"Load and make ready."

"Shooter ready?" Once the shooter signifies 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, he must call a cease-fire.

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.

3.2.9 RO's who are spotting during a COF are only required to call "Impact." "Impact" is the only word that shall be used to let the shooter know the target he/she was engaging

was struck with a bullet and will be scored as a hit. The word "hit" can be confused with "miss" and often times creates confusion so it shall not be used by the spotting RO.

3.2.10 RO's are not permitted to signify in any way to a shooter where their rounds are impacting during the COF. Telling them after they have finished shooting is encouraged.

3.2.11 For all timed courses of fire, the RO will make every effort to ensure the shot timer registers the shooter's final shot. Shooters will be automatically granted a buffer time of .3 seconds meaning that if a shot was fired in 90.3 of 90 second stage and was an impact, the shooter will receive full credit.

3.2.12 RO's must show each shooter their score for the stage prior to the squad departing the stage. Shooter is to initial next to his score on both the RO's Stage Sheet as well as his Shooter's Card prior to departing the stage.

3.2.13 The Stage RO's decision is final.

3.3 SHOOTER'S RESPONSIBILITIES.

3.3.1 The shooter declares that he/she understands the firearms safety rules and that he/she is solely responsible for ensuring that their firearm as well as all accessories and equipment are safe to operate.

3.3.2 The shooter is solely responsible for ensuring that he/she fully understands the match rules as well as the COF prior to starting the stage.

3.3.3 Shooters are completely responsible for the equipment they are shooting to include their ammo.

3.3.4 Shooters are solely responsible for their score. This applies to asking the RO for a reshoot if the shooter believes one is warranted as well as ensuring the proper score was recorded for the stage. If the shooter does not sign for their score, they will not be permitted to petition the MD for a score change during the arbitration period.

3.3.5 Any competitor with a proven handicap may request, or be required, to shoot the courses of fire other than intended, but may incur a penalty in time/points per string or per stage. The Match Director will rule on any such request on a case-by-case basis. The issue must be addressed prior to the start of the match.

3.3.6 If a shooter sees livestock downrange he/she is to immediately cease fire and direct RO's attention to it.

3.3.7 "SHOOT-THROUGHS" Shooting through the match is not allowed. Shooter must remain with their squad.

3.3.8 GUESTS - Participants are Responsible for Their Guests. Guests, like participants, will be required to sign a waiver prior to the start of the match. A participant will be allowed two (2) guest passes. Additional guest passes may be purchased for \$5 each. At no time can any guest shoot; only registered shooters may shoot at any of the courses of fire. Guests must obey all safety officers and the match director's instructions. Guests may watch the match if they 1) stay in safe, designated areas, 2) wear eye and ear protection and 3) do not disrupt the match.

3.3.9 BRASS. Police your own brass, pick it up at the end of every stage and do not leave any behind.

3.3.10 SHOOTER PREP AND EXIT TIME AT STAGE. Upon completion of a stage course of fire, shooter will have 30 seconds to collect their brass, rifle and accessories and exit the firing line. The next shooter will have 30 seconds starting at the time the previous shooter exits the firing line within which to prep/stage rifle and be ready to execute the course of fire. The first shooter up after the stage briefing will have 1 minute.

3.3.11 REPORTING. All safety related incidents are to be reported to the match director(s) immediately.

3.4 SQUADING

3.4.1 The match will be shot in squads. Every attempt will be made to allow shooters to squad with others they choose.

3.4.2 Squad rotation will be clockwise around the range.

3.5 TARGETRY

3.5.1 TARGETS – Targets will be steel and paper of various types. All steel targets will be painted gray and marked with colored flagging tape.

3.5.2 PAPER TARGETS – Paper targets will be signed by shooter prior to start of match. Shooter will also place squad number on the target. Upon completion of a paper stage, shooter will again sign their target acknowledging their hits.

3.6 STAGE INDICATORS

3.6.1 STAGE MARKERS – Assigned colored flagging tape will mark each stage. Each stage will be marked with its designated color flagging tape at the firing line area. That color will also be posted downrange at the targets.

3.7 SCORING

3.7.1 Maximum Round Count Stages: Each target will be worth 1 point per hit, (maximum of 2 points per target), for a maximum possible score of 10 points per stage.

3.7.2 Speed Stages: Each hit on target will be worth 1 point.

Scoring per stage will be straight points. A maximum time allowed to shoot any stage will be set prior to the start of the match.

3.7.3 No Shoot Targets: Designated “No Shoot” targets will incur a 1 point loss penalty for each hit.

3.7.4 Knock Down Targets: Knock down style targets (i.e. poppers or other steel) must fall to score.

3.7.5 Match Stage Points: Total points accumulated for all stages will determine match placement. Highest score wins.

3.8 RESHOOTS

3.8.1 Reshoots shall be permitted in the event of an interruption of the stage that was outside the control of the shooter. This may include broken targets, called cease fires for any reason not caused by the shooter, or any other deemed reasonable by the RO.

3.8.2 Reshoots will not be permitted for equipment malfunctions or failures. In addition to rifles and slings this includes anything the shooter is using to complete the stage, ie, bags, bipods, etc.

3.8.3 Reshoots are not permitted for shooters who claim to have not understood the stage rules.

3.8.4 The RO can give a shooter the option for a reshoot without having been asked by the shooter if the RO observes an incident which hindered the shooter.

3.8.5 A Reshoot means the shooter will run the entire stage over from start to finish.

3.8.6 Once a shooter reshoots a stage, they must take the reshoot score.

3.9 TIE BREAKER

3.9.1 Ties will be broken by an undisclosed Tie Breaker Stage designated by the Match Director.

CHAPTER 4 CODE OF CONDUCT

4.1 CODE OF CONDUCT AND SPORTSMANSHIP

4.1.1 Unsportsmanlike conduct by any participant will not be tolerated.

4.1.2 Unsportsmanlike conduct includes but is not limited to: arguing with other competitors or match officials, throwing of equipment or any other temper tantrum-like behavior, heckling other shooters while they are shooting, use of vulgar/offensive language, habitual whining, and any other action that may be outside the norm of what is considered to be professional behavior.

4.1.3 Penalties for Unsportsmanlike infractions is left to the discretion of the MD.

The general guidelines for MD's are first time offenders are given a warning and their second offense will result in a Match DQ and they will be asked to leave the premises. If, however, the MD determines the infraction to be of a serious nature, he/she may have the offender removed immediately.

4.1.4 Please pick up your trash and use the trash cans that are provided. Anyone caught littering will be asked to leave the range.

4.2 CHEATING DEFINITIONS AND PENALTIES

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

4.2.2 EXAMPLES: Examples of cheating include but aren't limited to: shooting a stage for score the shooter had a hand in setting up in any way, changing anything on a fellow competitor's equipment, altering or falsifying score sheets or data in electronic scoring devices or deliberately altering targets or props prior to the target being scored or engaged to gain advantage.

4.2.3 MATCH DQ: Any person discovered cheating will receive an immediate Match DQ.

CHAPTER 5

ARBITRATION RULES & GENERAL PRINCIPLES

5.1 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.

5.2 ARBITRATION ACCESS

Protests may be submitted for arbitration except the actual scoring of targets. Protests arising from a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe.

5.3 APPEALS

Decisions are made initially by the Range Officer for the stage or area. His decision is final.

Appendix A-1 OFFICIAL SAFETY BRIEF

GENERAL SAFETY RULES

Keep muzzles pointed in a safe direction at all times regardless of the status of the weapon.

Do not point any weapon at anything you do not wish to destroy. This is considered “flagging” and will not be tolerated.

Keep your finger off the trigger and outside the trigger guard until you are ready to shoot. Be aware of your target, background, foreground, left and right.

This event will be run on a cold range. A cold range is defined as keeping firearms unloaded until it is the competitor’s turn to shoot.

SAFETY SOP FOR THE CONDUCT OF THE MATCH

The following rules apply to all participants. (They do not apply to a shooter who is actively shooting a COF):

While conducting any movement with a firearm, the participant will ensure all of their weapons are pointed in a safe direction at all times.

Chamber flags or other Empty Chamber Indicator (ECI) will be utilized at all times.

Upon completion of a stage and prior to movement to the next stage, bolts are to be open and to the rear. For gas guns, magazines are to be out, bolt open and locked to the rear. All participants will ensure all of their weapons are cleared with the magazine out, bolt locked to the rear when not actively engaged at a stage.

Upon arrival at a stage, shooter may either hold onto his rifle or, if placed on the ground, it must be placed in the Rifle Corral. If shooter holds onto his rifle or retains it slung, it must remain muzzle pointed straight down.

“RIFLE CORRAL” Upon arrival at each stage, participants will place their rifles in the designated “Rifle Corral Entrance”, rifle pointed downrange with magazine out and bolt to the rear. Rifle is to remain there until time for the participant to move to the firing line or as directed by Stage RO. Upon completion by participant of COF, the rifle is to then be placed in the designated “Rifle Corral Exit” area until such time as the squad has completed the stage and is ready to move to the next stage.

Rifles, whether slung or carried by hand, must be carried with the muzzle straight down. No person shall consume or be under the influence of alcohol or drugs during the match. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

SOP FOR THE CONDUCT OF A COF

The following rules apply to shooters who are actively participating in a COF:

If there is no movement involved to the first firing point, upon MD’s stage design and discretion, rifles may be in a “Hot” status meaning a round in the chamber, magazine inserted, bolt closed, and weapon on “Safe”. It is the shooter’s and RO’s responsibility to fully understand the COF and how to prepare their rifle prior to starting.

All transitions and movements during a course of fire must be done with open bolts and an empty chamber.

The 180 degree rule must be adhered to at all times. No shooter will point their muzzle any more than 90 degrees off of the direction of fire in either direction.

Negligent Discharges (ND's) are taken very seriously. A ND is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a cease fire period.

Accidental Discharges (AD's) are also taken seriously. An AD is defined as any round unintentionally discharged from a firearm due to a mechanical failure. The participant will be removed from the event until he or she can repair the firearm to safe working order.

PENALTIES FOR SAFETY INFRACTIONS

FLAGGING: First offense flagging will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

COLD RANGE: Anyone found violating the Cold Range rule will result in an immediate Match DQ.

INTOXICATION: Any shooter deemed to be intoxicated will receive an immediate Match DQ but the shooter will not be permitted to drive from the event while still intoxicated.

MOVEMENT: Movement or transition during a COF with a round in the chamber or a bolt closed will result in the shooter being made to move back to the last shooting position while still on the clock for a first offense. Once the shooter has returned to the last firing point, he or she will continue with the rest of the COF. A second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

180 DEGREE RULE: First offense of violating the 180 degree rule will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

“Sky Bolting” – Sky bolting is not allowed and will result in a stage DQ. Sky bolting is defined as attempting to run the bolt in any position other than when the rifle is pointed directly downrange at designated target, i.e. when the rifle muzzle is pointed upwards.

NEGLIGENT DISCHARGE: A ND will result in an immediate Match DQ

ACCIDENTAL DISCHARGE: An AD will result in a zero for the stage on which the incident occurred. Shooters will have an opportunity to repair their rifles and continue on with the competition but will receive no points for any stages they did not complete as mechanical failures are not grounds for a reshoot.

UNSAFE HANDLING: A participant shall be disqualified for unsafe gun handling. This includes, but is not limited to: handling a gun while people are down range, handling a gun on a stage without permission of the range officer, abandoning a gun in an unsafe manner or direction.

UNAUTHORIZED AMMO: Use of prohibited types of ammunition WILL result in a stage or match DQ **as well as the competitor being financially responsible for any damaged steel targets.**

Any malfunction issue whether firearm, ammo, etc., **MUST** be taken immediately to a RO and handled **ONLY** in the presence and at the direction of the RO. A violation of this will result in a match DQ.

MEDICAL EMERGENCY PROTOCOL

We are 40 miles from 'whole blood'. If there is a medical emergency, CareFlight will be deployed and landed on our 100 yard range. Due to time involved in all of this, it's of the UTMOST IMPORTANCE that everyone maintain strict adherence to our range and COF safety protocols.

Appendix A-2

TARGETRY AND STAGE INDICATORS

TARGETRY

TARGETS – Targets will be steel and paper of various types. All steel targets will be painted gray and marked with colored flagging tape.

PAPER TARGETS – Paper targets will be signed by shooter prior to start of match. Shooter will also place squad number on the target. Upon completion of a paper stage, shooter will again sign their target acknowledging their hits.

STAGE INDICATORS

STAGE MARKERS – Assigned colored flagging tape will mark each stage. Each stage will be marked with its designated color flagging tape at the firing line area. That color will also be posted downrange at the targets.

Appendix A-3 EQUIPMENT

- Rifle in 6mm to 30cal (30cal being max) at a velocity not to exceed 3200 fps.
- Optics: Magnifying optic capable of achieving hits out to 1,050 yards.
- Ammo – Minimum 240 rounds minimum of match ammunition. (Safe match quality ammunition reloads are acceptable for this competition.) NO Full Metal Jacket, Steel Core, Tracer or Armor Piercing rounds allowed.
- Minimum 2 10 round magazines or, 3 5 round mags. (Those with internal magazines may have to reload on the clock depending on the course of fire.)
- Rifle sling.
- Hearing protection (Electronic amplifying models strongly suggested).
- Eye Protection
- Tools to run your gun and optics (We want to minimize delays as much as possible).
- Note taking gear.
- Some sort of pack to carry all your equipment/gear in as all movement between stages will be on foot.
- Shooters may use any other accessory as long as it is carried through the duration of the match.
- Shooters must complete the match with the same rifle he or she started with.
- Pack wisely since all gear will need to be with you on the firing line at all times, but will not be required to be carried during a course of fire.
- Elbow pads, knee pads, and good foot wear strongly suggested.
- Water, lunch and snacks.
- Allowed firearm supporting devices: Bipods, Monopods, shooting sticks, front & rear bags. (Certain firearm supporting devices may be prohibited by the Match Director.)

All gear must be on the shooter at the start of a stage (no pre-staging equipment) and be compliant with the web posted equipment recommendations/restrictions. Supporting devices that risk excess damage to props or pose a risk to shooters are prohibited. (i.e. the Hedgehog and like products are not allowed).