

KALASHBASH TX

GENERAL RULEBOOK

VER. CURRENT 2025.11.04

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Range Safety & Procedures

1.1. Follow the four rules of firearms safety at all times

- 1.1.1. Rule 1: Know and be able to justify the condition of your firearms at all times.
- 1.1.2. Rule 2: Keep your firearm pointed in a safe direction.
- 1.1.3. Rule 3: Keep your finger out of the trigger guard when not actively engaging targets.
- 1.1.4. Rule 4: Know your target, its background, and its foreground before engagement.

1.2. Cold Range - KlashBash and associated matches operate as **cold range events**. This means that all firearms must remain free of all live ammunition in their chambers, actions, and inserted or attached magazines or cylinders unless under the direct supervision of an RO, or safely handled while at a designated function fire area (1.7). Violations shall result in a Match DQ (15.6).

1.3. Handling of firearms while on the range

- 1.3.1. Any direct handling of firearms outside of their respective bags, scabbards that completely cover the muzzle, barrel, action, and trigger (for long guns), carts that hold long guns with their muzzles in a safe direction as to not flag any competitor, or slinging/unslinging a clear rifle with chamber flag inserted must occur under one of the following conditions:
 - 1.3.1.1. On a course of fire under direct supervision of an RO being issued the "Make Ready" command and before the "Range Is Clear" command.
 - 1.3.1.2. Within 6 feet of a side berm or at a designated safe area, only while pointing the firearms directly at the **berm or designated backstop**, and as long as the competitor remains reasonably uprange of the rearmost section of the active course of fire on that bay, if any exists.
 - 1.3.1.2.1. **Berms and designated backstops** refer to impenetrable terrain or constructs that are designed to terminate projectiles safely, typically surrounding three sides of a shooting bay. Any non-standard backstop (such as in a natural terrain area, or irregularly shaped bays) to be used by the host range shall be clearly communicated to the competitors by match officials.
 - 1.3.1.3. For a long gun: carried with the muzzle vertically up or down, to or from a course of fire.
 - 1.3.1.4. A long gun may be carried slung by a competitor throughout the match only if it is unloaded as defined by (1.4), and the competitor maintains proper muzzle discipline at all times, such as when sitting or bending over.
 - 1.3.1.5. At a designated function fire area, following the safety procedures outlined in (1.7).

- 1.3.2. See section 13.2 for consequences of unsafe handling of firearms. If the offending individual is a spectator or other non-competitor, they may be warned or ejected from the range property by match officials.
- 1.3.3. Long guns must be transported with a chamber flag inserted. Chamber flags may not be removed by a shooter except under the direct supervision of an RO.

1.4. Loaded, Unloaded, and Inert Firearms

- 1.4.1. **Loaded firearms** meet any of these conditions:
 - 1.4.1.1. A cartridge is chambered, or otherwise inside the magwell or action of the gun in any condition (such as after a malfunction).
 - 1.4.1.2. A brass casing, whether fired or unfired, is inside the magwell or action of the gun in any condition (such as after a malfunction).
 - 1.4.1.3. A magazine or other ammunition feeding device is inserted, even partially, into the firearm, even if the ammunition feeding device is free of ammunition. A shotgun with a shell held in the matchesaver is not considered a loaded firearm.
 - 1.4.1.3.1. Does not apply to shotguns with fixed magazine tubes.
- 1.4.2. **Inert Firearms** must meet one of the following two conditions:
 - 1.4.2.1. The firearm starts unloaded and held or slung as specifically required by the stage's WSB **and** the RO has verified the firearm's unloaded condition as part of the make ready process.
 - 1.4.2.2. The firearm has been unloaded via the proper DMT process as specifically required by the stage's WSB.
- 1.4.3. **Any firearm outside of the scope of 1.4.1 is considered Unloaded.** "Completely Unloaded" and "Unloaded" may be used interchangeably. No distinction is made between these terms.
 - 1.4.3.1. Inert firearms are unloaded by definition.

1.5. Empty Chamber Indicators (ECIs)/Chamber Flags are required to be inserted to prove that a firearm is unloaded at all times while not under the direct supervision of an RO. This applies at all times whether or not the firearm is transported carried openly, slung, stored in a bag, case, scabbard, or transported via a cart.

- 1.5.1. Live rounds or spent casings/shells shall **never** be permitted as an acceptable ECI.

1.6. Eye & Ear Protection

- 1.6.1. **Eye protection** must be worn by every individual (even non-competitors) at all times while on the range during shooting hours.
- 1.6.2. **Ear protection** must be worn by each competitor as they are shooting, and is highly recommended to be worn by any individual on the range during shooting hours.
- 1.6.3. **Unintentionally losing eye or ear protection mid-stage** - See Section 8.7

1.7. Function Fire, Zeroing, and Practice Areas

- 1.7.1. A function fire, zeroing, or practice area may be designated for competitor use throughout the operating hours of the match.
- 1.7.2. These areas may have dedicated range officers appointed to them - this is up to the match director and range specific procedures.
- 1.7.3. The only acceptable firing positions will be along a firing line designated by markers or tables.
- 1.7.4. While handling firearms on the firing line, the only safe direction is considered squarely downrange with 30 degrees of tolerance to both the left and right.
- 1.7.5. Any competitor may ask for a ceasefire in order to set or repair targets, or to move past the firing line for another reason (such as to retrieve an item).
 - 1.7.5.1. Before a ceasefire commences, and until the range is cleared hot again, on the designated firing line no firearms may be handled, remain loaded in any condition, or left pointing down range or in any other unsafe direction. Instead they must be bagged, repositioned safely muzzle-up such as on a stand or carefully leaned against a stable prop, or repositioned to face into and be within 6ft of a side berm or backstop.

1.8. Minimum Target Engagement Distance for Steel Targets

- 1.8.1. For rifle calibers, no steel target shall be engaged within 50 yards or 40 yards for targets with a minimum 15 degree forward cant toward the shooting position.
- 1.8.2. For pistol calibers no steel target shall be engaged within 7 yards.

1.9. Failure to adhere to the Range Safety rules outlined in Section 1 by any person (competitor, spectator, or otherwise) shall result in appropriate consequences as outlined in Sections 13 (Strikes), 14 (Stage DQs), and 15 (Match DQs). The RM must be called to directly handle these cases.

1.10. Safe Staging Areas - Tables and/or rifle racks allowing for the staging of competitor firearms will be clearly marked and present at each stage.

- 1.10.1. Safe staging tables must be oriented in such a way that they sit alongside a berm and so that all firearms placed upon them can have their muzzles oriented directly at the berm.
 - 1.10.1.1. Firearms should be placed ejection-port up so that the chamber flag is plainly visible.
- 1.10.2. Ammunition and magazines are **prohibited** from being placed on or handled at the safe staging table. **Violation of 1.10.1 will result in occurrence of a Strike.**
- 1.10.3. Competitors may check the physical status of or conduct repairs to their firearms and equipment at the safe staging area, but may not remove chamber flags unless under the direct supervision of a Range Officer or other official.

- 1.10.3.1. Magazine repairs, modifications, and loading and unloading is **not** permitted at the safe staging table.

1.11. On-Deck Staging Zone (ODZ)

- 1.11.1. Ensuring competitors are present and ready for their turn to shoot is critical for match flow and ensuring adherence to the predetermined match schedule. Accordingly, the on-deck competitor is expected to be ready and waiting for their turn to shoot a stage when scoring has been completed for the prior competitor.
- 1.11.2. A clearly defined area will be present at each stage for the on-deck competitor to make final equipment preparations and stage their rifle while they await their turn to shoot.
 - 1.11.2.1. The ODZ will consist of a clearly marked area where the shooter may sit or stand along with an appropriate staging area for their firearm, such as a dump barrel, sled, or rifle stand.

1.12. Match/Location-Specific Considerations

- 1.12.1. Additional rulings may be issued at any time by the RM and MD team that modify the ruleset contained herein provided it is:
 - 1.12.1.1. Necessary to conduct safe match and range operations, or
 - 1.12.1.2. Necessary to ensure competitor equity, and
 - 1.12.1.3. Must be clearly and deliberately communicated to all registered competitors and staff members via in-person or electronic communication, and
 - 1.12.1.4. Apply no disadvantage to any competitor that has completed any portion of a course of fire or match.
 - 1.12.1.5. Any additional rulings or decisions made would apply to the specific match and do not act as official changes to this rulebook.

2. Competitor Equipment

2.1. Magazines and Magazine Carriers

- 2.1.1. Competitors may elect to carry magazines on their person (such as in a pocket) or in alternative carriers such as belt-mounted pouches, chest rigs, drop-leg rigs, bandoliers, or any other suitable device.
- 2.1.2. At the start of a stage, all magazines to be used other than the initial magazine loaded in the firearm per the WSB must be secured somewhere on the competitor's person, and NOT held in any way (unless otherwise specified by the WSB).
- 2.1.3. No spare magazines may start directly mounted to competitor's firearms in any way such as in stocks, chassis, or attachments that hold a spare magazine on the gun (e.g. RediMag, Flux Rider, etc.). Coupled (side by side, or end-to-end)

magazines are not considered to be mounted to the firearm and are expressly permitted.

2.2. Sling - Some stages may require the use of a sling.

- 2.2.1. Slings are not required to stay on the firearm(s) for the duration of the match.
- 2.2.2. If the WSB requires a sling as part of a start condition, the competitor may elect to remove and abandon the sling mid-stage as long as all other rules and procedures outlined in the WSB are followed.

2.3. Types of firearms and their definitions

2.3.1. Pistol Caliber Carbine/Handgun-based Pistol Caliber Carbine

- 2.3.1.1. Must have a stock, brace, or stabilizing device that may be used to fire the firearm from the shoulder. A buffer tube is not considered to be a shoulderable stabilizing device.
- 2.3.1.2. Must be chambered in an acceptable pistol caliber per the divisional rules.

2.3.2. Rifle/Carbine

- 2.3.2.1. Must have a stock, brace, or stabilizing device that may be used to fire the firearm from the shoulder. A buffer tube is not considered to be a shoulderable stabilizing device.
- 2.3.2.2. Must be chambered in an acceptable rifle caliber per the divisional rules.

2.3.3. Kalashbash and associated matches stipulate that firearms must be of specific design or origin or be expressly named as allowed via an official addendum, or Match Director permission being granted on a case-by-case basis. Addendums to the rulebook will be issued for each match stipulating the specific firearms and divisions for a given match prior to the release of tickets. This may be updated at any point prior to the beginning of the match.

2.4. Firearm, caliber, and equipment changes throughout the match

- 2.4.1. Competitors may **not** swap out or reconfigure their firearms in between stages, but competitors **may** swap out or reconfigure their worn or supporting equipment between stages, provided that at all times during a course of fire all the competitor's equipment meets the criteria for the competitor's declared division.
- 2.4.2. If any firearms or equipment that a competitor uses on a course of fire no longer meets the criteria of their division, they will either be moved to Open Light/Heavy division in the instance that a sighting system was changed, or in the case that the firearms or equipment used are not legal within any available division, the competitor's scores shall be removed from the match results.
- 2.4.3. In the event that a competitor's firearm encounters a catastrophic malfunction rendering it inoperable, unsafe, or otherwise unable to be used for the remainder of the match, a substitute firearm may be used by the competitor. This change in equipment **may not** be conducted without prior approval from the RM on a case-by-case basis.

- 2.4.3.1. Changes in caliber is permitted only so long as the firearms fall within the same division of Light or Heavy
- 2.4.3.2. Changes in division would apply only to moving from an Iron/Traditional division to an Optic/Open division. No changes are permitted moving from an Optic/Open division to an Iron/Traditional division due to equipment malfunction or replacement.
- 2.4.4. "Stage Guns" that may be integrated into the course of fire are considered separate from the competitor's firearms for the stage.

2.5. Safe Conditions Defined by Firearm Type

- 2.5.1. **Long guns:** This encompasses rifles, carbines, traditional PCCs. The firearm is unloaded, or the manual safety is applied, or the external hammer is decocked.
- 2.5.2. **Handgun-Based PCC's:** The firearm is unloaded or one of the following:
 - 2.5.2.1. A SAO or DA/SA firearm with the manual safety applied or hammer decocked.
 - 2.5.2.2. A Striker-Fired/Safe Action firearm.
 - 2.5.2.2.1. Firearms with internal safe action mechanisms that also have an external manual safety **do not** need to have the manual safety applied to be in a safe condition.
 - 2.5.2.2.2. "Safe Action" refers to firearms with a system of internal safeties to prevent accidental firing, rather than an external manual safety lever. These safeties disengage automatically with the trigger pull, such as a trigger safety lever (a small lever on the trigger face that is depressed as the trigger is being pulled) or other internal mechanisms.

2.6. Prohibited Firearms and Modifications (if used, see 14.10)

- 2.6.1. **Any long gun that lacks a manual safety**, unless the long gun has an external hammer that can be manually decocked.
- 2.6.2. **Any firearm which has a broken or disabled manual safety** that allows the trigger to be pulled even while applied.
- 2.6.3. Any carbine or handgun with more than one barrel, regardless of each barrel's caliber.
- 2.6.4. Any fully automatic or burst-capable firearm used in full-auto or burst mode
 - 2.6.4.1. **MDs may elect to allow fully automatic or burst-capable firearms on a per-match basis**
- 2.6.5. Any accessory that allows the firearm to simulate full-auto fire or provides a mechanically enhanced fire rate such as:
 - 2.6.5.1. Any forced reset type device used in forced reset mode (such as a forced reset trigger, Hoffman Super Safety, etc)
 - 2.6.5.2. All binary type triggers, regardless of mode used
 - 2.6.5.3. Bump stocks
 - 2.6.5.4. **MDs may elect to allow firearms capable of simulating fully automatic fire or mechanically enhanced rates of fire on a per-match basis**

2.6.6. **Any firearm lacking a shoulderable stock or brace.**

2.7. Prohibited Accessories and Equipment Limitations

2.7.1. Usage of monopods, bipods, or tripods on competitor firearms is **prohibited**.

2.7.1.1. Firearms designed for use with and originally issued or supplied with an attached bipod are granted an exception to 2.7.1 The RPD would be an example of this exception.

2.7.2. A maximum of one shooting bag may be used per stage

2.7.3. No supporting equipment, such as a shooting bag, may be placed anywhere on a stage or be anywhere other than held within a competitor's hand(s) or securely attached to their person at the start signal

2.8. Ammunition Restrictions (if used, see 15.11)

2.8.1. Steel core and penetrating ammo is **prohibited** from use

2.8.1.1. Exception: MDs may allow M855 (Green Tip), 7n6, and similar ammunition to be used on a per-match basis.

2.8.2. Tracer, specialty incendiary, and other non-ball types of ammunition are **prohibited** from use.

2.8.3. Any rifle or pistol ammunition that allows the firing of more than one projectile per shot is **prohibited** from use

2.8.4. MDs may, upon taking careful risk decisions, allow specialty ammo prohibited herein for Stage Guns

2.9. Firearms with magazine disconnects that do not fire without a magazine inserted may present issues during the unload and show clear process (5.5-5.6) or the engagement of DMT targets (7.5). Reference the following procedures for these scenarios with this type of firearm:

2.9.1. Show Clear process for firearms with a magazine disconnect:

2.9.1.1. Clear firearm of all live ammunition

2.9.1.2. Insert an empty magazine, if not already inserted

2.9.1.3. Lock action back to allow RO to visually inspect a clear action

2.9.1.4. Close action on top of empty magazine

2.9.1.5. Pull the trigger with firearm pointed in a safe direction

2.9.1.6. Remove magazine, then resume standard procedures

2.9.2. DMT process for firearms with a magazine disconnect:

2.9.2.1. Drop magazine and insert an empty magazine

2.9.2.2. Engage DMT with remaining chambered round, resulting in slide/bolt lock

2.9.2.3. Close action on top of empty magazine

2.9.2.4. Pull the trigger with firearm pointed in a safe direction

2.9.2.5. Remove magazine, then resume standard procedures

3. Match Types, Divisions, and Levels

KalashBash Match Types:

- 3.1. **KalashBash Divisions will be laid out on a match-by-match basis in the specific Match Addendum, as divisions and specific equipment requirements are unique to each match.**

KalashBash Division Types

- 3.2. **KalashBash Divisions will be laid out on a match-by-match basis in the specific Match Addendum, as divisions and specific equipment requirements are unique to each match. The Match Director reserves the right to determine the appropriate division for a competitor based on his/her equipment entered into the match regardless of the Match Addendum due to the nuanced and varied nature of the firearms common to Kalashbash matches.**

4. Match Procedures

- 4.1. **The match will be conducted according to a posted schedule released prior to the match.**
- 4.2. **Fixed Squadding Matches:** Every competitor will be on a squad, except in the case of RM approved situations (such as a competitor needing to “shoot through” due to scheduling conflicts).
 - 4.2.1. Every competitor must shoot each stage with their assigned squad at the designated time as outlined by the schedule. If a competitor fails to show up to shoot a stage at their squad’s designated time, they will receive a DNF for the stage and a 0 score. The RM may approve a secondary shoot time on a case-by-case basis.
 - 4.2.2. **Participation in Stage Reset:** Unless the match is staff-only reset, all squadmates are required to stay with their squad at their designated stage and time. All competitors are expected to assist with stage reset to the extent that they are physically able. If a competitor abandons their squad, they may be subject to a Procedural Penalty for unsportsmanlike conduct per 12.11, a Strike per 13.1.3, or Match DQ for unsportsmanlike conduct per 15.7 based on the severity and

recurrence of the incident. Doing so is disrespectful to fellow squadmates and match staff. Taking a break as needed whether to use the restroom, take a breather, repair equipment, or other reasonable actions is not considered abandoning a squad.

- 4.2.2.1. If a competitor or group of competitors finishes a stage with no other competitors available to help reset, they are expected to reset the stage entirely before moving on to the next.

- 4.3. Matches are deemed to start when the first “Make Ready” command is issued and end when the MD declares the scores and results final (see 4.6.2).

4.4. Stage Inspection/Walkthroughs

- 4.4.1. During the specified open hours of the event, and only if there is not a competitor or squad currently shooting on a stage, competitors may freely walk through and inspect the stage.
- 4.4.2. Activating or manipulating moving targets or altering/marking the course of fire to gain an unfair advantage is not allowed and shall result in either a Strike per Section 13.1 or Match DQ for unsportsmanlike conduct per Section 15.7. In these situations, the RM must be called.
 - 4.4.2.1. Falling steel targets that are down may be reset by competitors to get an accurate view of the target presentation. However, activated or moving targets that are set in place or at rest must be left untouched.

- 4.5. **Suspending shooting activities:** If the Range Master and/or Match Director deem that climatic or other conditions have, or are likely to, seriously affect the safety and/or conduct of a match, they may order that all shooting activities be suspended until a “resume shooting” directive is issued.

4.6. Final Results

- 4.6.1. When all scores have been collected and posted, the MD will announce the beginning of the arbitration period. This arbitration period will last no more than 1 hour and may be waived by majority vote of competitors present provided there are no outstanding requests to arbitrate.
- 4.6.2. Upon completion of the arbitration period, the MD will declare the scores and results final. No further editing may occur.

5. Range Commands

5.1. "Make ready."

- 5.1.1. When it is time for a competitor to begin the stage and the ROs have determined the stage is clear, the Timer RO will issue the "Make Ready" command.
- 5.1.2. While on the stage waiting for the make ready command, prior to the make ready command being issued by an RO, the competitor may not take any action to load, point downrange, or handle their firearms in any way aside from carrying long guns vertically.
 - 5.1.2.1. Should a competitor violate 5.1.2 see Section 13.2 .
- 5.1.3. During the make ready period, the RO team should make every effort to guide the competitor through the proper start condition per the WSB such as reminding them to chamber a round if necessary. However, it is ultimately the competitor's responsibility to make sure they, their firearms, and their equipment are in the proper start conditions as listed by the WSB.

5.2. "Are you ready?"

- 5.2.1. When the competitor appears ready to start the stage, or gives a verbal confirmation, the Timer RO will issue this command. There is no requirement of the competitor to respond. Silence will be taken as confirmation that the competitor is ready. If the competitor is not ready, it is their responsibility to speak up and notify the RO.

5.3. "Standby."

- 5.3.1. After the "standby" command, the competitor will maintain the proper start position until the start signal is issued.

5.4. Start Signal

- 5.4.1. The indicator to the competitor to begin the stage. The RO will activate the Start Signal in a 1-4 second window after issuing the "standby" command.
- 5.4.2. The Start Signal by default is the timer's beep, but may be defined by the WSB as a different signal such as a visual indicator.
 - 5.4.2.1. An additional start signal, such as a tap on the competitor's back or shoulder, or visual signal, may be given by an RO if requested by the shooter due to a medical condition such as hearing loss.

5.5. "If you are finished, unload and show clear."

- 5.5.1. When the competitor appears to have completed the stage, the RO will issue this command. It is the competitor's responsibility to unload their firearm and present the cleared firearm to the Timer RO for visual inspection.
 - 5.5.1.1. If the Timer RO is unsure of the state of the firearm they may ask the competitor to show clear again or take steps to resolve the issue as needed.

- 5.5.1.2. Despite the practice of the Timer RO visually inspecting the competitor's firearm, **it is solely the responsibility of the competitor** to make sure that their firearm is completely unloaded in compliance with 1.4.

5.6. "If clear, hammer down, flag. Muzzle up or down"

- 5.6.1. Once this command has been issued in full, the competitor may not fire any more rounds. If they do, this is a Match DQ for unsafe gun handling.
- 5.6.2. "Hammer Down" requires the competitor to dry fire their firearm in a safe direction through a pull of the trigger. The competitor may not use decocking mechanisms or manually decock the hammer to achieve this.
- 5.6.3. An acceptable substitution for "Hammer Down" is "Pull The Trigger"
- 5.6.4. "Muzzle" is an acceptable substitution for "Muzzle up or down" and implied to mean "orient the muzzle vertically" (up or down).
 - 5.6.4.1. Host ranges may stipulate that only muzzling up or down is acceptable. Range commands should conform to this stipulation to prevent shooter confusion.

5.7. "Show clear."

- 5.7.1. On multigun stages where there are still abandoned firearms to be cleared and/or retrieved by the competitor somewhere on the course of fire, the Timer RO shall issue this range command to instruct the competitor to begin following a repeated process of 5.5-5.6 with the other firearm(s).
- 5.7.2. If other ROs have already cleared and retrieved the competitor's abandoned firearms on the course of fire, this command can be omitted and 5.8 can be issued.

5.8. "Range is clear."

- 5.8.1. The Timer RO will wait to issue this command until they are certain of the status of the stage, including the status of any abandoned firearms yet to be unloaded or retrieved.
- 5.8.2. Once this command is issued, all firearm handling for the stage (outside of carrying long guns vertically) has finished. After "Range is Clear", competitors, resetters, and others may make their way downrange to score and reset.

5.9. "Stop!"

- 5.9.1. Any RO may issue the "Stop" command at any point during the stage. This should occur if the competitor makes a safety violation, if certain targets or props on the stage are seen to be set up incorrectly or broken, or if a range officer sees a potentially dangerous situation occurring or about to develop (e.g. unexpected persons or animals enter the course of fire, competitor moves uprange of the RO or other persons during the course of fire, etc).

- 5.9.2. If this command is issued, the competitor must cease what they are doing and safely stop, awaiting further instruction from the Timer RO.
- 5.9.3. The Timer RO will proceed with commands 5.5 - 5.8 to ensure the range is clear, then necessary corrective actions will be taken.

5.10. "Hit!"

- 5.10.1. Used to confirm competitor hits on targets that require hit calls, such as long range steel.

5.11. "Time!"

- 5.11.1. Used to inform the competitor that the Par Time has elapsed and that the competitor must stop shooting the stage.

5.12. Supplemental Range Commands: The following are words or phrases that may be used by an RO Team during a course of fire to facilitate competitor safety or procedural tasks. ROs will use their best judgement on when to issue these situational commands and they are considered neither aid nor interference.

- 5.12.1. "Muzzle!"
- 5.12.2. "Finger!"/"Trigger!"
- 5.12.3. "Good!"
- 5.12.4. "Move on!"
- 5.12.5. **DMT Procedure Specific Supplemental Range Commands:**
 - 5.12.5.1. "Mag!/Magazine!"
 - 5.12.5.2. "Show clear!" (if applicable)
 - 5.12.5.3. "Good!"/"Clear!"

6. Coaching

- 6.1. **Coaching is allowed by an RO in some circumstances.** It is the competitor's responsibility to understand the course of fire, prepare their equipment for the stage, and keep track of their progress on the stage in real time. However, due to the dynamic nature of Klashbash and associated matches, it may be necessary to provide guidance to a shooter to ensure safe navigation of the stage.
 - 6.1.1. Coaching may only be provided by an RO or designated person and must be minimal in nature to ensure safe navigation or completion of the stage, with the exception of static steel engagement.
- 6.2. **RO/Competitor interaction during static rifle steel engagement:** On certain long range targets requiring hit calls, the RO and competitor may interact, and the RO may inform the competitor if they are unclear on which targets have been neutralized.

- 6.2.1. **Proper Coaching Example:** There are three long range targets. The competitor accidentally begins on the center target, then engages the right target, then is confused as to where the third one is. They come back to the middle target and re-engage it but don't receive a hit call and are clearly wondering why. The RO should inform the competitor that the target is already hit and may then provide minimal information as to the location of the remaining target, such as "to the left of your last target," but should not walk a competitor onto the target.
- 6.3. Poor coaching is not a valid reason for reshoot. However, if an RO suspects unfair interference by another competitor or RO, the RM shall be called to determine a fair course of action.

7. Stage Procedures

- 7.1. **Written Stage Brief (WSB)** - Each stage shall have a written stage brief published and posted at the stage. The WSB shall contain all pertinent information required for a competitor to fairly and correctly shoot the stage including:
 - 7.1.1. The total scored round count for each firearm.
 - 7.1.2. Types and number of targets for each firearm.
 - 7.1.3. Par time
 - 7.1.4. The start position of the competitor (and the competitor's equipment, if starting somewhere other than on the competitor's person).
 - 7.1.5. The start condition(s) of the competitor's firearm(s).
 - 7.1.6. The full stage procedure.
 - 7.1.6.1. It is understood that fault lines indicate the acceptable shooting areas on a stage. A WSB does not need to specifically state that "targets must be engaged from within the shooting area".
 - 7.1.7. If applicable, notes regarding uncommon stage elements like props or physical obstacles, along with a specified penalty for failing to interact with these elements as described by the stage procedure.
 - 7.1.8. If applicable, safety notes related to the specific stage (such as safe-angle modifications on non-standard bay layouts or natural terrain areas).
 - 7.1.9. The WSB may not supersede any rule in the general rulebook unless the rule specifically allows for it.
 - 7.1.10. The WSB will be read word-for-word to the squad at the scheduled stage time, or when all competitors are known to be present and ready to begin, and will remain available for the competitors to review throughout their time on the stage.
 - 7.1.11. When a competitor is not present for the WSB reading for any reason, they should make themselves known to the ROs as soon as they return to the stage. The ROs should, but are not required to, make reasonable efforts to read the WSB to the returning competitor. A competitor being unaware of crucial stage information due to missing the WSB being read is not grounds for a reshoot.

7.2. On-Deck Competitor Procedures

- 7.2.1. The on-deck competitor must report to the On-Deck Staging Zone (ODZ) when they are next in queue to shoot
 - 7.2.1.1. Once at the ODZ, the competitor will place their rifle in the cleared condition in the staging barrel
 - 7.2.1.1.1. The shooter may make last minute adjustments to their equipment, check optics, etc., while in the ODZ, but may not remove their chamber flag, insert a magazine or otherwise load ammunition in their firearm, or take a sight picture at any area other than inside of the barrel
 - 7.2.1.1.2. Loading a firearm prior to the "Make Ready!" command as the current shooter will result in a Match DQ per 15.6
 - 7.2.1.2. Once the current shooter's run is finished and scored, and at the RO's direction, the On-Deck Competitor may retrieve their firearm from the staging barrel and will report to the starting position.

7.3. Competitor & Firearm Start Conditions

- 7.3.1. The WSB may dictate any **competitor** or **firearm** start conditions that can be safely and equitably achieved by competitors of all sizes and strengths. Any aspect of these start conditions not covered by the WSB has no restrictions.
- 7.3.2. **The competitor always has the option to start with an unloaded firearm** by choice, even if the WSB specifies that the firearm starts loaded, unless this option is specifically disallowed by the WSB.

7.4. Drop-Mag Target (DMT) Procedure: A stage design tool to safely and fairly require unloading firearms on the clock as part of a stage procedure.

- 7.4.1. The correct and safe way to implement this mechanic into a stage is the following:
 - 7.4.1.1. Competitor completely removes magazine/source of feed from the firearm with a round chambered.
 - 7.4.1.2. Competitor engages the specified DMT with the single remaining chambered round.
 - 7.4.1.3. At this point, the firearm is considered to have been officially cleared by the RO, and the competitor can proceed with the next portion of the stage.
- 7.4.2. If the RO notices a competitor moves to engage a DMT without first removing their magazine, they should verbally issue a "Mag!/Magazine!" warning to remind the competitor to remove their magazine before engagement. This is not considered coaching or interference.
- 7.4.3. If the RO is unable to make an absolute determination that the firearm is clear, such as in the case where the competitor does not exactly adhere to the correct DMT procedure, the RO must issue a "Show clear!" command on the clock, visually inspect an empty chamber, then issue the "If clear, hammer down"

command. The time it takes for the RO to be confident that the firearm is clear before allowing the competitor to continue is considered the competitor's inherent penalty for failing to follow instructions. The RO will then issue the "Clear!" or "Good!" command to let the competitor know they may continue with the stage.

- 7.4.4. In the case of a rifle fed from an internal magazine, such as an SKS or Mosin Nagant, the shooter may simply engage the DMT but then must manually empty the rifle's action and show the RO that the firearm has been cleared before continuing the course of fire.

7.5. Abandoning/Dumping of Firearms

- 7.5.1. Stages may require competitors to abandon firearms in specific abandonment locations per the WSB.
- 7.5.2. **Proper Abandonment of Firearms:**
 - 7.5.2.1. The firearm must be completely contained in the intended orientation that the abandonment position was designed to safely contain the firearm (e.g. muzzle down into a slant box or barrel), or, for non-standard variants, abandoned in a specific way outlined by the WSB.
 - 7.5.2.2. Competitors may correct a botched attempt at abandoning a firearm (such as the muzzle of a long gun missing the base of a slant box and sliding forward into the ground) **provided that 15.3 and 15.4 are not applicable**, and the competitor does not leave the vicinity of the improperly abandoned firearm, or fire rounds with another firearm, before correcting its position.
 - 7.1.1.1.1. An improperly abandoned firearm that the competitor fails to correct shall result in either a Stage DQ (14.8) or Match DQ (15.8) depending on its condition.
- 7.5.3. Firearms must be abandoned in their defined Safe Conditions per Section 2.6, else one procedural will be assigned per occurrence (12.7)
- 7.5.4. Competitors may **not** retreat to a previously abandoned firearm.
- 7.5.5. Competitors may **not** advance in front of an abandoned firearm which has not been deemed to be cleared. Advancing in front of a firearm not in the clear condition will result in a Stage DQ (14.8) or Match DQ (15.8). This determination will be made by the Match Director and stipulated within the WSB.

7.6. Grounding of Firearms

- 7.6.1. A competitor is allowed to place their firearm on the ground, provided that the 15.3 and 15.4 are not violated (including inert firearms) and the firearms are in a safe condition per Section 2.6.
- 7.6.2. A competitor must stay within reaching distance of a grounded firearm. Leaving the vicinity of a grounded firearm will result in a Stage DQ (14.7).
- 7.6.3. While a firearm is grounded, a competitor may NOT engage any target with any other firearm. Doing so will result in a Stage DQ (14.7).

7.7. Bracing on stage props, walls, and other equipment

- 7.7.1. Bracing is defined as using a physical structure to gain support or stability while taking a shot, and does NOT include touching or “brushing against” the physical structure while taking an unsupported shot.
- 7.7.2. Unless otherwise specified by the WSB, competitors may not brace on or use for support any prop, wall, or other equipment that is not inside the marked shooting areas.
- 7.7.3. It is never acceptable to push against a wall or other stage prop in a way that changes its position to reveal a new shooting position or opportunity that was otherwise not available. This is considered **cheating** and shall result in a “Stop!” call, a Strike, and a Stage DQ (14.11).
- 7.7.4. Walls are divided into three recognized “pieces” consisting of the two end posts and the midsection or “field” (9.1.1). The following situations address when it is acceptable to use a wall for support:
 - 7.7.4.1. The entire wall is inside or acts as a boundary of the shooting area: competitors may brace on any portion of the wall.
 - 7.7.4.2. One post and any part of the field is inside or act as a boundary of the shooting area: competitors may not brace on the post outside the shooting area, but may brace on the post inside the shooting area or the wall’s **entire field**.
 - 7.7.4.3. Only one post touches the shooting area: competitors may only use that post for support.
 - 7.7.4.4. The entire wall is outside the shooting area: competitors may not use the wall for support unless otherwise specified by the WSB.
- 7.7.5. Bracing on barrels, dump boxes, and other props:
 - 7.7.5.1. The entire prop is inside or acts as a boundary of the shooting area: competitors may brace on any portion of the prop with their body or equipment.
 - 7.7.5.2. In the case that the prop is partially inside the shooting area, or tangent to it, (for example, a single leg of a dump box resting on the ground inside the fault lines), the entire prop shall be available for support, provided the competitor does not touch the ground outside the shooting area with their body or equipment.
 - 7.7.5.3. If a prop is completely outside the shooting area, it may never be used for support unless otherwise specified by the WSB.
- 7.7.6. Any shot fired while bracing in a way not permitted in this section will earn a per-shot procedural penalty (12.2).

7.8. Malfunctions

- 7.8.1. **During make ready**, a competitor may safely correct any malfunction they notice with no penalty. If the firearm needs to be worked on off the stage, the RO will

guide the competitor through safely unloading all firearms, and then the competitor will be given the opportunity to correct the problem or change equipment followed by shooting the stage further down in the squad order (or at a later time with RM permission should the schedule permit).

7.8.2. **During the execution of a stage** (i.e. after the start signal), a competitor may reasonably attempt to correct malfunctions while always adhering to safe gun handling principles.

7.8.2.1. If a competitor experiences a malfunction that cannot be safely cleared, the RO team may issue the "Stop!" command. No reshoot is warranted due to failure of competitor equipment during a course of fire.

7.8.2.2. If a competitor experiences a malfunction during a course of fire and is unable to complete the course of fire, the stage time will be recorded as the last shot fired and all targets scored as shot.

7.9. Squibs

7.9.1. It is recognized that squibs stuck in the barrel can result in catastrophic malfunctions and potential injury to the competitor or other nearby persons if additional rounds are attempted to be fired out of the firearm. As a result, any time an RO suspects a squib, they should issue the "Stop!" command and terminate the course of fire.

7.9.1.1. If the competitor suspects a squib and does not receive a "Stop!" command, they must stop themselves and inform the RO of a possible squib. Eligibility for a re-shoot follows the same criteria as if an RO made the "Stop!" command.

7.9.1.1.1. **Abusing this rule in order to get a re-shoot** is considered cheating, and the RM must be called if suspected. After discussing the situation with the RO Team, the RM will make a decision on any necessary action to take, which may include a Strike or Match DQ as covered in 13.1 or 15.7.

7.9.2. Eligibility for re-shoots after a potential squib:

7.9.2.1. If the suspect firearm is found to have a true squib, the course will be scored as shot and any penalties will be assessed. No re-shoot will be granted.

7.9.2.2. If the competitor was stopped due to a suspected squib but the firearm is found to be clear, the competitor must re-shoot the course of fire.

7.10. Disallowed Actions

7.10.1. A Range Master or Match Director may at any time declare a specific action on a stage as Disallowed.

7.10.2. A Disallowed Action will typically relate to safety or maintaining stage integrity, and may include things like restricting a problematic movement path or engagement angle.

- 7.10.3. If an action is committed by a competitor during their stage which results in the Range Master or Match Director declaring the action as Disallowed, a reshoot is mandatory.
- 7.10.4. Committing a Disallowed Action after being declared by the RM or MD as such shall result in a Stage DQ .

7.11. False Starts and Creeping

- 7.11.1. In the event where a competitor begins moving out of the start position between the “Standby” command and the Start Signal, the RO Team will stop the competitor (regardless of whether the start signal is subsequently issued) and restart the Range Commands at either “Make Ready” or “Are You Ready?”.
- 7.11.1.1. As such, no procedural penalties for false starts should ever be issued.

8. Re-Shoots

- 8.1. A re-shoot must be issued if a competitor’s accurate score cannot be determined for a stage, or if certain circumstances prevent the competitor from getting the same fair opportunity to shoot the stage as the other competitors (such as interference, range equipment malfunction, altered target presentation, loss of ear protection, etc).
- 8.2. **If a competitor is awarded a re-shoot, the new score must stand the moment the start signal for the re-shoot is issued** even in the case where the re-shoot is later found out to have been awarded in error.
- 8.3. **Environmental Factors:** Unfavorable conditions throughout the day, such as changing lighting conditions, dust, rain, wind, or similar, are not automatically grounds for re-shoots. In the face of extremely unfavorable environmental factors, the RM and MD team should work toward solutions that offer competitors reasonably fair opportunities to complete the shooting challenges while ensuring that the match may still be completed as scheduled.

The following are common situations where re-shoots will likely be issued:

- 8.4. **Prematurely reset targets:** If a target is reset before an RO can score it, all reasonable efforts will be made to accurately score the target before a reshoot is issued. Video evidence may be used (if volunteered by the competitor), deductive reasoning may be used, etc. If an accurate score cannot be determined beyond reasonable doubt, the competitor **must** complete a re-shoot.
- 8.4.1. **Intentionally resetting targets before they are scored** is considered cheating, and the RM must be called if suspected. After discussing the situation with the RO

Team, the RM will make a decision on any necessary action to take, which may include a Strike or Match DQ as covered in 13.1 or 15.7.

- 8.5. **RO Interference:** If a competitor has been physically interfered with by an RO between the start signal and the end of the course of fire, the RO Team must ask the competitor if they wish to re-shoot. The competitor must accept or forfeit the re-shoot opportunity **before the targets are scored**, else the score will stand.
- 8.6. **Range Equipment Failure (REF):** If a competitor is not presented with an equitable shooting challenge due to the malfunction of any target, prop, or other piece of range equipment on the stage, the competitor **must** complete a re-shoot.
- 8.7. **Loss of eye/ear protection:** If a competitor accidentally loses their eye/ear protection mid stage and does not recover their eye/ear protection quickly with minimal effort (such as over-ears being slightly bumped out of position), or does not notice their eye/ear protection has been lost, the RO should issue the "Stop!" command as soon as possible and issue a re-shoot.
 - 8.7.1. A competitor must never risk hearing or eye damage for the sake of continuing a stage. If ROs have not noticed the loss of protective equipment, the competitor must notify an RO immediately.
 - 8.7.2. **Intentionally losing eye or ear protection mid-stage to be awarded a re-shoot** is considered cheating, and the RM must be called if suspected. After discussing the situation with the RO Team, the RM will make a decision on any necessary action to take, which may include a Strike or Match DQ as covered in 13.1 or 15.7.
- 8.8. **Altered Presentation of a Stage:** If for any reason a stage is presented differently to a competitor than to the rest of the match participants, a mandatory re-shoot must be issued with the corrected presentation of the stage.
 - 8.8.1. **Competitive Equivalence** Exceptions:
 - 8.8.1.1. Equivalent Presentations: While all reasonable efforts should be made to have each target present the same to each competitor, an RM may make a judgement that minute differences in the presentation of a moving target are considered **competitively equivalent** (for example, the exact resting position of a Texas Star or Polish Plate Rack) and do not constitute grounds for a re-shoot.
 - 8.8.1.2. Equivalent Substitutions: If, for any reason, a stage prop or target becomes unserviceable **and no exact replacement is available**, the RM may approve a close replacement that shares nearly identical properties to the original like target area and shape (such as replacing an 8" circular plate with an 8" hexagonal plate). Such replacements are considered **competitively equivalent** and do not constitute grounds for a re-shoot.

- 8.8.2. In the special case where the RM determines that an incorrect (or original in the case of course modification per 9.13.2) presentation of the stage is *objectively more difficult* than the corrected or modified presentation, competitors that have completed the stage in its incorrect or original form have the option to forfeit their re-shoot opportunity and remain with their current score.

- 8.9. **Suspected squib resulting in a “Stop!” call, where no obstruction is found:** See Section 7.9.

9. Stage Design & Construction

Stage Equipment

- 9.1. **Walls** are structures that simulate impenetrable barriers on the stage.
- 9.1.1. Individual walls are defined as having three sections - the two outer “posts” and the central midsection or “field”.
 - 9.1.2. Walls are always considered to extend to the ground, even if the physical field does not, unless specified otherwise by the WSB
 - 9.1.3. Walls 69” tall or taller (as measured from the base of both posts to the top of the field) are considered to extend upward to infinity.
 - 9.1.4. Wall posts that share the same base or mount, or which are clearly intended to be connected as a joint or corner, are considered to be fully and solidly connected along that corner, even if there are slight gaps in between the posts.
 - 9.1.5. Walls may be constructed of many different materials. The field section of the walls may have coarse plastic mesh or wire that allows competitors to see through the wall, or wood/coroplast which completely blocks lines of sight. Whether or not the wall is a visual barrier or just a physical barrier, it is never permissible to engage targets through a wall. In cases where ROs suspect competitors of cheating by shooting through the near-edge of a wall, the RM must be called and, after consideration, a Strike or Match DQ *may* be issued for unsportsmanlike conduct (13.1 or 15.7).
 - 9.1.6. Walls may have **ports** constructed in their fields as shooting positions. These ports should be open or blocked in an obvious manner so that competitors easily recognize them as available or unavailable shooting positions. Ports do **not** need to be specifically defined in the WSB.
 - 9.1.7. Wall **supports** are defined as lumber or non-metallic materials used to brace a wall are considered to be fully situated outside of the shooting area. Wall supports are not wall legs. And may never be used as a shooting brace or support, and are considered to be soft cover.

9.2. Barrels may also be used as props that simulate impenetrable barriers on the stage. Barrels are considered impenetrable hard cover objects in all situations except:

9.2.1. When the barrel is positioned next to a steel target that is visible from a legal shooting position. In this case, bullet strikes that originate from the legal shooting position and go completely through the edge of the barrel to hit the steel target shall score normally.

9.2.1.1. Note that if the steel target is completely obscured by the barrel from the specific shooting position, competitors may never shoot through the barrel to hit the steel target. In such cases, the RM must be called to make a judgement. At a minimum, no engagement shall be awarded per 12.4, and a Strike or Match DQ for unsportsmanlike conduct *may* be assessed per 13.1 or 15.7.

9.3. Fault Lines are physical indicators of the limits of the shooting areas on the stage. Fault lines should be slightly raised off the ground to allow competitors to feel when they are touching or across the boundary even while visually focused on the process of shooting.

9.3.1. For sections of stages where the surface is uniformly flat (such as concrete or asphalt), fault lines used must have a minimum thickness of 0.5".

9.3.2. For sections of stages with uneven surfaces (grass, dirt, sand, gravel) fault lines used must have a minimum thickness of .75".

9.3.3. Thick rope secured to the ground or rope strung between posts may be used as fault line as long as the slight change in competitive presentation of the shooting area due to small shifts in the rope segments between anchor points or posts poses no significant difference to competitors' ability to execute the stage.

9.3.4. Rope fault lines strung between posts must be arranged so that no trip hazards are present on any reasonable path competitors or ROs may take during the course of fire.

9.3.5. Incomplete or open rear sections of fault line boundaries are allowed. In these presentations, the last piece of fault line on either side of the open section is considered to extend rearward along the same angle. This may only be allowed by the RM if there is no competitive advantage for a shooter to take a position further back than where the physical fault line ends given the specific target presentation on the stage.

9.3.5.1. In these situations, competitors may not proceed any further back to engage targets than is safe considering the position of ROs and other observers in the vicinity of the stage. Doing so shall result in a "Stop!" call, a Stage DQ, and a Strike.

9.4. Target Sticks and Wall Supports are always considered to be penetrable soft cover. Hits on target which completely pass through target sticks or wall supports should

always be scored normally. Neither target sticks nor wall supports can be used as support by competitors.

- 9.5. Abandonment Positions (Dump Boxes/Dump Barrels)** - Dump boxes (or barrels) are considered standard abandonment positions. Additionally, a variety of safe and structurally sound abandonment positions may be used. Abandonment positions may always be defined as staging positions per the WSB.

- 9.5.1. Acceptable abandonment positions must adhere to the following conditions:
- 9.5.1.1. The firearms must be able to be contained in a non-precarious way so that the muzzle of a correctly abandoned firearm maintains a safe direction at all times, *even if the firearm or abandonment position is accidentally bumped with a reasonable amount of force.*
 - 9.5.1.2. Abandonment positions must be oriented so that the muzzle direction of a correctly abandoned firearm cannot flag the shooter or ROs as they complete the course of fire.
 - 9.5.1.3. If any personnel may be expected in front of the dump position before the range is completely cleared, the muzzle of the correctly abandoned firearm is held at a sufficient downward angle such that no personnel are flagged by the abandoned firearm at any time. If the muzzle is not held in such a way, ROs must inform competitors and other personnel that they are not to proceed past the abandonment position until the abandoned firearm has been cleared.
- 9.5.2. Abandonment locations may double as firearm staging areas, provided that the competitor can both abandon their current firearm and pick up their other firearm safely.
- 9.5.3. Non-standard abandonment positions may be defined by stage designers as long as they adhere to the same conditions listed above.

Stage Design & Construction Criteria:

- 9.6. Usage of different styles of paper target types in the same match:**

- 9.6.1. A variety of different styles of paper targets may be utilized within not only the match but also individual stages.
- 9.6.1.1. Usage of different targets within the same stage should only be done to ensure or stipulate engagement from a specific firearm or from a specific location.
 - 9.6.1.1.1. Example #1: A WSB may stipulate that all available USPSA targets on a stage are to be engaged with the competitor's firearm, and all available ICORE targets are engaged with a provided stage gun
 - 9.6.1.1.2. Example #2: A WSB may stipulate that all available USPSA targets are engaged from designated shooting position #1, and all available ICORE targets are engaged from designated shooting position #2

- 9.6.2. Illustration of expressly authorized paper and alternative targets are included within the Appendix, along with authorized scoring procedures.

9.7. Fixing Props in Place: All props that are not intended to move over the course of the match (i.e. walls, fault lines, target stands, barrels, etc) should be fixed in place by some method that can resist inclement weather, strong winds, and competitors bumping into them.

- 9.7.1. In cases where the weight of the prop is solely relied on for fixing the prop in place (such as heavy/wide steel target bases that do not fall in the wind), it is highly recommended that marking paint is used at the base of the prop to ensure proper return to its position in case it gets dislodged for any reason.

9.8. Steel Target and Prop Placement Requirements

- 9.8.1. See 1.8 for minimum allowable shooting position distances.
- 9.8.2. All steel props that are placed with the intention to potentially take bullet strikes on the stage (such as hardcover plates, no-shoot plates, static or falling, or similar) have the same minimum distances. As such, they must be placed such that they are at or beyond these minimum safe distances from every reasonable engagement angle on the stage (per the WSB).
- 9.8.3. If sections of a shooting area make it possible to engage steel at less than minimum safe distances, the stage must contain clear visual indicators (like specified props, extra fault lines, or ground markers) that designate the safe minimum distances. Such visual indicators must be specifically noted in the WSB.

9.9. Safety of Shooting Challenges and Stage Design:

- 9.9.1. Targets must be placed with consideration given to the safe impact of rounds into the desired berms and backstops from any legal shooting position on the stage by competitors of all sizes. Angles of potential ricochets should always be taken into account, and target presentation must be adjusted accordingly.
- 9.9.2. Targets may never be placed in a way that entices a competitor to engage them in a potentially dangerous manner. This includes placing targets in a way where they are not easily visible past the 180 limit if the specific stage design lends itself to such enticement (180 traps).
- 9.9.3. The match team must ensure that stages and stage props are reasonably free of hazards to competitors both participating in the shooting challenges as well as traversing the stage to score and reset targets. These types of hazards include but are not limited to:
 - 9.9.3.1. Sharp metal objects like screw tips protruding from walls or barrels, bullet strikes through steel barrels or wall frames, or extremely sharp edges on steel targets or props
 - 9.9.3.2. Unsecured fault lines that have lifted off the ground creating a trip hazard

9.9.3.3. Large rocks or debris inside the shooting areas.

9.10. Stage Design Requirements:

- 9.10.1. Any stage prop or obstacle must be consistent for each competitor and be constructed so that it withstands use for all competitors throughout the event.
- 9.10.2. All stage constructions and special prop implementation must be done in a way that allows at least one RO to stay safely within line of sight of the competitor at all times.
- 9.10.3. Stages requiring competitors to go prone shall provide at least a 4' x 8' shooting area oriented in the direction of the target array to be engaged from the prone position.
 - 9.10.3.1. For prone positions on raised platforms at least 12" off the ground: 30" x 6'
- 9.10.4. All stages requiring the use of more than one firearm must have at least one designated abandonment location suitable for every type of firearm used on the stage.
 - 9.10.4.1. Re-slinging a long gun is never a valid abandonment location
- 9.10.5. **When implementing a DMT procedure on a stage**, the following must apply:
 - 9.10.5.1. The DMT must be clearly marked **or** obvious to the competitor (such as being the only available target from the specified engagement position).
 - 9.10.5.2. The competitor must be able to score full points on the specified DMT with a single hit.

9.11. Special or Obscure Physical Challenges:

- 9.11.1. No stage may require competitors to complete any obscure physical challenge that may not be safely executable without specialized experience.
 - 9.11.1.1. **Exception:** Matches with a specialized prerequisite for participation (like a SWAT competition) may contain obscure physical challenges that require specialized skills related to the competitor demographic. These challenges must be documented in the distributed match information and the MD/RM must make reasonable efforts to provide circumvention (with fair penalties) or education on these obstacles. A simple example is a rope rappel.
- 9.11.2. Reasonable effort should be made regarding shooting positions and obstacles to ensure competitive equity between competitors of varied sizes and physical ability.
- 9.11.3. Unique physical challenges or obstacles may be included as long as they are paired with a corresponding fair penalty value for skipping the obstacle.
 - 9.11.3.1. These physical challenges or obstacles and corresponding optional penalty values must be outlined in the stage's WSB.

9.12. Course Modification:

- 9.12.1. In the event of inclement weather, the Range Master or Match Director may mandate the use of transparent protective covers (target bags), waterproof or treated targets, and/or overhead shelters for cardboard targets.
 - 9.12.1.1. This directive is final and cannot be contested by competitors.
 - 9.12.1.2. Once implemented, these measures must be uniformly applied to all affected targets and remain in place for the duration of the order, until officially lifted by the Range Master or Match Director.
- 9.12.2. The RM or MD may approve the modification of a stage at any time during or before the event for the purposes of maintaining safety or competitive equity, preserving stage integrity, or related reasons.
- 9.12.3. If a stage has been altered after the match has commenced:
 - 9.12.3.1. If possible, all competitors shall be required to complete the revised course of fire with all previous attempts removed from the match scores **unless** 8.8.2 applies.
 - 9.12.3.2. If the Range Master (in consultation with the Match Director) determines that the physical or procedural change results in a loss of competitive equity or it is impossible for all competitors to attempt the revised stage, or if the stage has been rendered unsuitable or unworkable for any reason, that stage and all associated competitor scores must be removed from the match results.

10. Targets

Nearly any target that can be engaged safely and consistently by all competitors in the match can be used at the MD's discretion. The following is a general outline of pre-approved targetry.

10.1. Paper Targets:

- 10.1.1. PCSL "Practical" Target
- 10.1.2. PCSL "Mini Practical" Target
- 10.1.3. PCSL "Competition" Target
- 10.1.4. PCSL "K-Zone" Target
- 10.1.5. USPSA "Metric" Target
- 10.1.6. USPSA "½ Metric" Target
- 10.1.7. IPSC "Classic" Target
- 10.1.8. IPSC Mini Target
- 10.1.9. IDPA Target
- 10.1.10. NRA "D-1" Target

10.2. The standard and recommended color of all shootable paper targets is brown, but match directors or stage designers are encouraged to use their best judgement and are allowed to use other colors in order to indicate engagement order, specialty scoring, for compliance with themed matches, etc.

10.2.1. Any shootable target used that is of non-standard color must be stipulated as being the shootable target within the WSB.

10.3. Any target may be modified to be partial “Hard cover” targets by occluding a portion of the target with black ink, cloth, or paint.

10.3.1. If such modification are made to a target, no less than ½ of the highest scoring area of the target, and/or the entirety of the “head box” if a silhouette-style target, must still be presented as a shootable and scorable area.

10.4. Paper Penalty Targets (No-Shoots)

10.4.1. A “no-shoot” or paper penalty target will always be designated by being solid white in color, or by having a special marking designated within the WSB.

10.4.1.1. Example: The WSB states that a brown paper target with a painted indicator or attached piece of clothing is considered a “no-shoot”

10.4.1.2. “No-shoot” targets may be placed ovetop of any scorable target, but no less than ½ of the highest scoring area of the shootable target, and/or the entirety of the “head box” if a silhouette-style target, must still be presented as an shootable and scorable target.

10.5. Falling & Reactive Steel

10.5.1. The MD is encouraged to use their best judgment when determining what type of falling steel targets to use on the stages. Targets that are minimally affected by wind and fall easily when hit are recommended.

10.5.2. Most reactive types of steel fall when hit, but some (like a spinner) are neutralized in other ways. In general, a falling steel target is always worth one steel hit unless otherwise specified by the WSB.

10.5.3. A non-falling reactive steel target (such as a spinner) does not have any standard scoring and its value is left up to the MD or stage designer to determine. This must be specified in the WSB.

10.6. Static Steel

10.6.1. Unless otherwise defined in the WSB, static steel targets need to be hit once to be neutralized and are worth one steel hit each.

10.7. Color of Steel Targets

10.7.1. Steel targets are recommended to always be painted white for maximum visibility, but match directors or stage designers are encouraged to use their best

judgement and are allowed to use other colors in order to indicate engagement order, specialty scoring, a DMT, etc.

10.8. Frangible Targets

- 10.8.1. Typically seen as clay pigeons, frangible targets may be used in matches and are generally worth one steel hit unless otherwise specified by the WSB.

10.9. Steel or Frangible Penalty Targets (No-Shoots)

- 10.9.1. Steel or fragile targets may not be used “no-shoot” or penalty targets.

10.10. Maximum Target Distances, and Minimum Target Sizes

- 10.10.1. No maximum target size, maximum distance, or minimum target size is stipulated. However, match directors and stage designers should be mindful of the expected capabilities of the shooters and equipment at a given match when determining appropriate target sizing and distance.

10.11. Non-standard target types: For non-standard targets, it’s important for the WSB (or match book, if the target is used repeatedly throughout the entire match) to clearly communicate exactly how the target shall be engaged and scored in the particular course of fire.

- 10.11.1. MDs are encouraged to use their best judgment on types of targets used, and keep the following questions in mind:
 - 10.11.1.1. Can the target be engaged safely?
 - 10.11.1.2. Can the target be consistently presented to every shooter in the match?
 - 10.11.1.3. Can the target be scored efficiently and accurately by match staff?

11. Scoring Types & Procedures

11.1. Time-Plus Points Scoring Type

- 11.1.1. All targets are checked for neutralization as laid out in this section and the stage’s WSB.
- 11.1.2. All stages will have a pre-determined number of Match Points available. By default, all stages are worth 100 points, but MDs may set the number of Match Points available on a per-stage basis.
- 11.1.3. The competitor’s total time is the time they took to shoot the stage plus any penalties or bonuses earned, rounded to 4 decimal places.
- 11.1.4. The competitor’s Stage Percentage is the lowest total time in their division divided by the competitor’s total time, multiplied by 100, and rounded to 4 decimal places.

- 11.1.5. The competitor's Match Points earned on the stage is their Stage Percentage multiplied by the available Match Points on the stage.
- 11.1.6. Match finish is determined by every competitor's total Match Points earned sorted from highest to lowest.
- 11.1.7. Example Time-Plus Points Scoring for a Stage:
- An example stage has 100 match points available.
 - An example competitor completes the stage in 34.87 seconds with 1 FTN penalty (+5s). The competitor's total time is 39.87 seconds.
 - The lowest total time in the competitor's division is 32.11 seconds.
 - $32.11/39.87 = 80.5367\%$ Stage Percentage
 - The example competitor earns $80.5367\% * 100 = \mathbf{80.5367}$ Match Points on this stage

11.2. Time-Plus Points Neutralization Criteria and Penalties:

- 11.2.1. Unless otherwise specified by the WSB, all paper targets require **two hits anywhere on paper** within the outer scoring perforation, **or one hit in either the: highest scoring area** (Such as -0, X, A, K, or T zone), **or the entirety of the headbox** of humanoid silhouette-style targets, again within the outer scoring perforation. All steel or frangible targets require one hit to be neutralized.
- 11.2.1.1. The "headbox" of a paper target is defined as the B-Zone of the now-outdated USPSA "Metric" Target, or comparable scorable area if a line is drawn across the perforated area of what would comprise the shoulders on the modern "Metric" target, "½ Metric" Target, or PCSL "Practical" or "Mini Practical" Targets.
- 11.2.2. Failure to Neutralize (**FTN**) penalties are worth +5 seconds each, and are awarded for every paper target that is hit, but not neutralized.
- 11.2.3. Complete Misses on Paper (**CMP**) are worth +10 seconds each, and are awarded for each target engaged with no hits.
- 11.2.4. Failure to Engage (**FTE**) penalties are worth +5 seconds each, and are awarded for each target that the competitor failed to fire a shot at.
- 11.2.5. **No-Shoots**, or penalty targets, of any type, are worth +5 seconds per hit.
- 11.2.5.1. The maximum number of no-shoot penalties that can be earned is **two** per penalty target.
- 11.2.6. **Procedural penalties** are worth +5 seconds per occurrence unless otherwise stipulated within a specific matchbook, Match Addendum, or WSB in the case of custom procedural penalties.

11.3. Scoring Procedure

- 11.3.1. The RO team will score every target and call every penalty noted so that the competitor can hear them.
- 11.3.1.1. Where the Timer RO is calling scores, the Scorekeeping RO must echo back the score after entering it on the scoring device.

- 11.3.2. The competitor should be given an opportunity to view each target and ask for the RO Team to re-score a target.
 - 11.3.2.1. Should a target be reset immediately after the RO team scores it, this is not grounds for a re-shoot and the score as determined by the RO team stands. (See Section 8)
- 11.3.3. If scoring can be safely accomplished while the competitor is still shooting a stage, it is recommended that the RO team scores for time efficiency. This is called “scoring as we go” or “pre-scoring”.
 - 11.3.3.1. The RO Team must call out this process when reading the WSB.
 - 11.3.3.2. A competitor can name a “delegate” who in their stead can challenge a target for the competitor.
 - 11.3.3.3. The RO Team must ensure the delegate has heard the score without causing interference to the competitor still shooting the stage.
 - 11.3.3.4. Delegates must make themselves known to the RO Team before the competitor begins a stage. Failure to do so waives challenge rights.
- 11.3.4. **Criteria for evidence of a hit by target type:**
 - 11.3.4.1. **Paper Targets:** The RO Team will use USPSA or PCSL-style overlays, if available, to determine if doubles or perforation breaks are unclear.
 - 11.3.4.2. **Falling Steel Targets:** If the target has a clear hit from the current shooter and the center of the projectile’s impact is determined to be on the front face of the target, it is scored as a hit.
 - 11.3.4.3. **Static Steel Targets:** If a target has any evidence of a partial bullet strike on its front face provable to be from the current shooter’s engagement of the target, it is scored as a hit.
 - 11.3.4.4. **Frangible Targets** (like clays): Edge hits, chips, or nicks count as hits as long as they are determined to be caused by direct projectile strikes and not frag from elsewhere on the stage.
- 11.3.5. **Scoring Challenges:** A Competitor or their Delegate may challenge any score call made by a scoring RO, asking for evidence of a hit to be reviewed.
 - 11.3.5.1. Where a Competitor or Delegate still disagrees after the initial scoring RO has affirmed a score, another RO from the team will determine the score.
 - 11.3.5.2. Should there still be disagreement on the correct score after 2 ROs have affirmed and determined a score, the Range Master will be called to determine a score. The Range Master’s determination is final and cannot be challenged.
- 11.3.6. **Bullet hits on paper targets:**
 - 11.3.6.1. If a bullet strike partially breaks or is tangent to the perforated line of a scoring zone within a single target, it will be counted in the competitors favor as a hit in the higher of the two scoring zones.

- 11.3.6.2. If a bullet strike is partially inside or tangent to the scoring zones of multiple overlapping targets, including penalty targets, it will count once for each target it came in contact with.

11.3.7. **Approval of Scores and Correction/Editing of scores:**

- 11.3.7.1. Competitors shall be given the opportunity at the conclusion of stage scoring to view and approve their score. This opportunity can be waived by the competitor either verbally or by default if the competitor does not make themselves available to view the scoring device in a timely manner.
- 11.3.7.2. Once a score has been approved on the scoring device, the RO team may not edit the scores without direct RM approval.
- 11.3.7.3. If a scoring error is discovered, the RM must be called to approve the appropriate corrective action.

11.4. Pass-throughs

- 11.4.1. Paper targets attached to the same set of target sticks, or paper targets that directly touch by sharing an edge or overlapping one another, are considered to be in the same plane.
- 11.4.2. Paper targets and non-paper targets are never considered to be in the same plane.
- 11.4.3. Shoot-throughs passing through two or more overlapping paper targets **in the same plane** shall only count for score on the visible portions of the target presentation and shall not count for score on any portion of a target completely obscured by the overlapping target(s) scoring zone.
- 11.4.4. Shoot-throughs passing through paper targets or no-shoots (excluding the hardcover portions, if any) to any target type **not in the same plane** shall score normally.

11.5. Hit Calls on Static Steel

- 11.5.1. Static steel targets **must either** be painted prior to every competitor's run (so that bullet impacts show clearly) **or** shall be required to have a "Hit!" call from an RO to be awarded the hit.
- 11.5.2. If a hit call is made in error, the competitor shall still receive the scored hit.
- 11.5.3. No hit will be awarded unless an RO has made the hit call, even if a competitor is sure of the hit.
- 11.5.4. Some static steel arrays may be shot more quickly than accurate hit calls can be verbally made by the ROs. In these cases, it's recommended to use the verbal indication "Good!" (5.12.4) at the completion of the entire array of static steel to let the competitor know that they have neutralized all targets in the array.
- 11.5.5. Some static steel targets may require multiple hits from the same shooting position. In these cases, the ROs may count up to the number of required hits

rather than simply saying "Hit!". For example, if two static steel targets require two hits each, the hit calls could be "One!", "Two!", "One!", "Two!".

11.6. Hit Calls on Frangible Targets (like clays)

- 11.6.1. By default, hit calls **shall not** be made on frangible targets.

11.7. Calibration of Steel/Calling Hits on Falling Steel

- 11.7.1. The RO Team will use their best efforts to maintain a properly calibrated set of targets on their stage and determine fair calls on a per-case basis. Part of these efforts include attempting to watch impacts on falling steel whenever safe and possible.
- 11.7.2. **Unpainted** falling steel targets must fall to score UNLESS:
 - 11.7.2.1. An RO directly observes a direct hit in real time and calls "Hit!", informing the competitor that the target will be scored as a hit and they can move on.
 - 11.7.2.2. An RO directly observes a direct hit in real time on a falling steel target that is used to activate another. This is a Range Equipment Malfunction and the RO should use the "Stop!" command, and a re-shoot must be issued.
- 11.7.3. If a competitor impacts a **freshly painted** falling steel target but the target does not fall, the hit shall be determined by 11.3.4.2.
- 11.7.4. A target that turns 45 degrees in place but does not fall is considered hit and ROs are encouraged to call "Hit!" on the clock to let the competitor know that the target is neutralized. If the RO does not call hit or can't determine if the angle turned is at least 45 degrees, the shooter must decide for themselves on whether or not to continue to engage the target.

11.8. Par Times & Overtime Shot Scoring Procedures - Stages may have par times assigned to ensure efficient match flow. If a Par Time is specified by the WSB, it is crucial that the Timer RO be ready to issue the "TIME!" command as soon as the timer indicates the Par Time has been reached. If neither the Timer RO nor competitor recognizes the par time has elapsed and the competitor continues engaging targets, it may be impossible to determine an accurate score and if so, a re-shoot must be issued. The following procedures address proper scoring if any overtime shots are made:

- 11.8.1. Any shot fired within 0.30s after the par time shall score normally.
- 11.8.2. The competitor's time recorded shall be the last shot fired on or before Par+0.30s
- 11.8.3. Any shot taken after Par+0.30s at a **previously unengaged target** shall **not** be scored as an engagement.
- 11.8.4. Any hit made on a **previously un-hit target** after Par+0.30s shall **not** be scored as a hit.
- 11.8.5. **If a paper target** is being engaged as the par time elapses, and an RO did not observe the exact order in which the hits were made on target, the number of overtime shots fired at the target will negate the equivalent number of hits on the

target to determine the final score. If an RO was able to distinguish which specific hits were made before and after Par+0.30s in real time, the hits made after Par+0.30s shall be ignored.

12. Procedural Penalties

Procedurals may be assigned for actions that disobey the instructions provided by these rules, the WSB, or Range Rules. Because stage procedures may be highly flexible, cases may arise where there is no clear ruling on exactly how many procedurals to assign for a certain infraction. In cases like these, it's recommended to assign the least amount of procedurals possible while still mathematically discouraging the course of fire from being shot in an anti-competitive or stage-breaking manner. Match Directors should carefully consider the stage for any one-off issues and enter these as Custom Procedurals. In cases where judgments have to be made during the ongoing match, the RM and RO Team should conclude on a fair application of penalties and do their best to inform all competitors of the decisions and enforce the ruling consistently throughout the match.

12.1. Foot Fault and Firing Shots While Outside A Shooting Area

Engaging a target *while part of the body, firearm, or worn equipment* touches the ground outside the shooting area:

- 12.1.1. If no significant competitive advantage is gained (i.e. engaging targets from the position does not become easier by faulting) and the competitor is still at least partially inside the shooting area, only one procedural should be awarded per target engaged while faulting.
- 12.1.2. If a significant competitive advantage is gained or the competitor is completely outside of the shooting area, one procedural will be assigned per shot fired.
- 12.1.3. After faulting, the competitor is only considered to be back inside the shooting area when they are touching inside the shooting area with some part of their body and no longer touching anywhere outside the shooting area.
 - 12.1.3.1. Example: This means that a competitor cannot originate from outside the shooting area, jump in the air, fire shots while in the air, and land completely inside the shooting area. In this case, because the jump originated from outside the shooting area, the competitor would not be considered to be back inside the shooting area until they landed. Therefore these shots would have originated from completely outside the shooting area, which is an automatic per-shot procedural penalty.

12.2. Bracing on an object outside the shooting area

Engaging a target *while part of the body, firearm, or worn equipment* makes contact with any object outside the shooting area that results in support or stabilization, whether intentional or unintentional:

12.2.1. One procedural will be assigned per shot fired.

12.3. Failure to Engage: failing to shoot at least one round at a target.

12.3.1. FTEs shall incur one procedural per occurrence, *in addition to* the miss penalties incurred for not hitting the target with the required number of rounds.

12.3.1.1. Example: A competitor does not engage a paper target that requires two hits will receive one CMP (Complete Miss on Paper) and one FTE procedural.

12.3.2. In order to not receive an FTE penalty on a target, the competitor must make a reasonable attempt to hit the target, rather than burning a round near the targets in the ground or backstop.

12.3.2.1. In general, "reasonable attempt to hit the target" means making the effort to align the firearm's point of aim in the general vicinity of the target before firing.

12.3.2.2. Example: Three paper targets are spaced a few yards apart from each other and only available from a difficult leaning position. The competitor barely gets an angle on the first visible target and quickly fires three rounds into the berm near the first target without making an effort to aim at each of the other two targets available. The competitor claims that they engaged each of the three targets and should not receive any FTE penalties, even though there are no hits on target. In this case, the competitor should be assigned the misses for all the targets, and two FTEs, since they clearly only made one "reasonable" attempt to engage the first visible target of the set.

12.3.2.3. Example: A competitor gets into a long range rifle position with four targets spread out at various distances. They fire four shots in rapid succession with minimal, if any, change in point of aim. They claim they engaged all four targets and should receive no FTE penalties. In this case, either three or four FTE penalties should be assigned depending on if the ROs believed there was a reasonable attempt to at least aim at the first target in the set.

12.3.3. The WSB may define an enhanced number of procedural penalties for not engaging certain targets that are determined to be of higher value or higher risk/reward.

12.4. Engaging targets with the wrong firearm

12.4.1. First, if any unsafe engagement as outlined in Section 1.8 is made due to the shooter's proximity to the target, the shooter must be immediately stopped and receive a Stage DQ .

12.4.2. Targets must be engaged and hit with the correct firearm in order to score. If they are not engaged with the correct firearm, an FTE penalty will be applied and the target will be scored as missed, *even if the shooter engages and hits the target with an incorrect firearm.*

12.4.3. Falling & reactive steel: if a competitor safely engages falling steel targets with the wrong firearm they will automatically receive a miss and FTE penalty for each

target engaged with the wrong firearm, because there is no way to engage the target correctly since it is no longer available to shoot at.

- 12.4.4. Static steel: if a competitor safely engages static steel targets with the wrong firearm, it is treated as if no hit occurred. The competitor will not receive a hit or engagement on the targets by hitting them with the wrong firearm, but since the steel is static, the competitor does have the opportunity to go back and re-engage the same targets with the correct firearm to score normally.

12.4.5. Paper Targets:

- 12.4.5.1. If engaging paper targets with the wrong firearm of a separate caliber (such as shooting a carbine paper with handgun, when using .223 and 9mm), where the holes made on target are obviously differentiated from one another, the incorrect engagements and hits are treated as if they never occurred, similar to the process for static steel listed above.

- 12.4.5.2. If engaging paper targets with the wrong firearm of the same caliber (such as shooting a handgun target with a 9mm PCC while also using a 9mm handgun - except in the rare case where hits can easily be determined by bullet type, e.g. large clean holes left by target hollow points out of a handgun and ragged holes left by round nose bullets out of the PCC):

- 12.4.5.2.1. If the competitor does not then engage the targets with the correct firearm, they will receive an FTE procedural and misses for the incorrectly engaged targets.

- 12.4.5.2.2. If the competitor originally engages one or more paper target(s) with the incorrect firearm, but then does go back and engage the same target(s) with the correct firearm, and the hits made with the correct firearm are indistinguishable from those made with the incorrect firearm, **the target(s) will be scored as shot and one procedural will be assigned per target.**

12.5. Engaging targets from the wrong position

- 12.5.1. First, if any unsafe engagement as outlined in Section 1.8 is made due to the shooter's proximity to the target, the shooter should be immediately stopped and receive a stage DQ.

- 12.5.2. Targets engaged from completely outside the shooting area are automatically considered to be engaged from the wrong position.

- 12.5.3. Unless otherwise specified, targets may be engaged from anywhere they are visible from within the shooting area. However, the WSB may require certain targets to only be engaged from a specific position. Targets must be engaged and hit from these specified positions in order to score. If they are not engaged from the defined position, an FTE penalty will be applied and the target will be scored as missed.

- 12.5.3.1. Example: The WSB states that the three steel targets must be engaged through a specific port. The competitor engages them from a separate

position on the stage. These three targets will be scored as misses and incur one FTE penalty each **unless** the shooter fixes the mistake and re-engages the targets from the correct port.

- 12.5.4. Falling & reactive steel: if a competitor safely engages falling steel targets from the wrong position, they will automatically receive a miss and FTE penalty for each target because there is no longer any way to engage the targets correctly since they are no longer available to shoot at.
- 12.5.5. Static steel: if a competitor safely engages static steel targets from the wrong position, it is treated as if nothing happened. The competitor will not receive a hit or engagement on the targets by hitting them from the wrong position, but since the steel is static, the competitor does have the opportunity to go back and re-engage the same targets from the correct position to score normally.
- 12.5.6. Paper Targets:
 - 12.5.6.1. If a competitor engages paper targets from the wrong position and then does not re-engage the targets from the correct position, each target will be scored as though it was never engaged, earning mikes and FTE penalties.
 - 12.5.6.2. If a competitor originally engages one or more paper target(s) from the wrong position, but then corrects their mistake and re-engages the same target(s) from the correct position, and the hits made from the correct position are indistinguishable from those made from the incorrect position, the target(s) will be scored as shot and one procedural will be assigned per target.
 - 12.5.6.2.1. In the case that the hits made from each position are clearly distinguishable (such as from angle of entry or direct observation), the target shall be scored as if no shots were taken at it from the wrong position, and no procedurals shall be assigned.
- 12.5.7. No-Shoots hits earn penalties regardless of engagement position.

12.6. Failing to activate a moving target before engaging

- 12.6.1. Engaging a moving target prior to activating it will automatically result in one procedural assigned per shot fired at that target unless the WSB specifically allows for the option to engage the moving target prior to activation.
- 12.6.2. In the case of a piece of falling steel activating the moving target, the target is considered to be "activated" the moment the bullet strikes the activator target as long as the activator then proceeds to fall and activate the moving target.
 - 12.6.2.1. Example 1: A competitor hits an activator popper which takes a long time to fall. Before it falls the competitor engages the moving target. Then the popper finishes falling and the moving target begins moving. No penalties are assessed.
 - 12.6.2.2. Example 2: A competitor nicks the edge of an activator popper thinking they successfully hit the target, but the popper does not fall and the moving target is not activated. If the competitor fires shots at the moving target before

successfully re-engaging the activator popper, these shots will earn one procedural each.

12.7. Abandoning a firearm not in its defined Safe Condition (2.6)

- 12.7.1. One procedural shall be assigned per occurrence

12.8. Using a magazine that has been loaded in excess of the divisional limit

- 12.8.1. One procedural shall be assigned for every round loaded in excess of the maximum load-to capacity imposed by the competitor's division per the specific match division addendum
- 12.8.2. Penalties shall only be assessed for magazines that were utilized on the course of fire (i.e. inserted while a round was fired)

12.9. Custom Penalties:

- 12.9.1. A WSB may specify a custom penalty to be applied for committing an action. These penalties should be proportional to the action committed..

12.10. Disobeying stage procedures specified by the WSB shall earn one general procedural per occurrence, unless the WSB has a Custom Penalty assigned to the specific action per 12.9.

12.11. Refusal to aid in the resetting of stages

- 12.11.1. A +60 second procedural penalty may be assessed by a range officer for unsportsmanlike conduct if a competitor blatantly refuses to assist in the resetting of the stage before or after shooting.
 - 12.11.1.1. The RO team must provide the competitor with a specific and directed warning prior to issuance of this penalty and any revision to a competitor's score must be made through RM approval. The RM may veto application of this penalty based on reasoning from the competitor on why they are unable to or have not assisted with resetting.
 - 12.11.1.2. Continued refusal to assist in resetting will result in issuance of a Strike per 13.1.3.

13. Two-Strike System

Certain serious infractions listed below that do not immediately put other persons in danger may be determined by the RM to warrant a severe warning rather than an immediate match disqualification. In the following cases, the RM may issue a "Strike" against the competitor in order to give them a second chance to complete the match without committing other serious infractions.

A “Strike” may only be issued by the RM. An RO may not issue a Strike themselves. The RM must be called to handle the situation. If issued, the first Strike must be personally noted by the RM, the offending competitor, and at least one other range official, typically an RO involved in the incident. **If a competitor receives two Strikes at any point during the event** (including cases where the competitor is shooting the match an additional time for a new score), **the competitor shall immediately receive a Match DQ (15.9).**

The Strike tool may also be used by the RM to handle unique situations not covered in the rulebook where a severe warning is warranted. The scenarios listed below are a non-exhaustive list of cases in which a first strike may be issued.

- 13.1. Suspected Cheating or Unsportsmanlike Conduct (in the case of blatant cheating/unsportsmanlike conduct, the competitor shall be disqualified per 15.7)**
 - 13.1.1. Removing ear/eye pro on the course of fire in order to be awarded a re-shoot.
 - 13.1.2. Intentionally backtracking in a way that doesn’t advance the competitor’s completion of the course of fire in order to create a situation of interference to be awarded a re-shoot.
 - 13.1.3. Egregious abandonment of squad or continual failure to reset without good reason.
- 13.2. Unapproved handling of firearms** (handling firearms outside of one of the situations listed in 1.3.1)
 - 13.2.1. A Match DQ shall be issued rather than a Strike if any conditions in Section 15 were met during the competitor’s specific actions.

14. Stage Disqualifications

In all situations involving Stage DQs, the Range Master must be called to confirm the punitive action with the RO Team.

Breaking certain safety rules may not result in an immediately dangerous situation, but may allow for a potentially dangerous situation to develop if the competitor is allowed to continue. Instead, the Stage DQ is a penalty that stops any potentially dangerous situation from arising in the moment but allows the competitor to review their actions and apply corrections to their behavior for the duration of the match.

If one of these situations arises, the “Stop!” command shall be issued by an RO and the competitor’s score for the stage will be removed. This offers a less punishing learning opportunity than a Match DQ, giving the competitor an opportunity to continue the match with higher standards. **If a competitor receives two Stage DQs at any point during the event**

(including cases where the competitor is shooting the match an additional time for a new score), **the competitor shall immediately receive a Match DQ (15.10).**

14.1. Engaging steel targets at unsafe distances per Section 1.8

14.2. Dropping an unloaded or inert firearm

14.2.1. If this occurs, an RO will issue the "Stop!" command, secure and check the firearm safely, and if the firearm is unloaded, the competitor will receive a Stage DQ.

14.2.2. Safely sitting down/placing a firearm on the ground is not considered to be "dropping"

14.3. Keeping a finger inside the trigger guard while clearly not engaging targets, such as while reloading, moving, etc. The RO shall clearly issue a "Finger!" warning when the incident is first noted and issue the "Stop!" command and Stage DQ on any further occurrence. ROs should only issue this warning if the trigger finger is **clearly** inside the trigger guard (not hovering around trigger guard).

14.3.1. Failure by the competitor to hear the "Finger!" warning the first time is not grounds for reversal of a Stage DQ.

14.4. Engaging targets while handling multiple firearms simultaneously

14.5. Leaving the vicinity of a grounded firearm per Section 7.6

14.6. Improper abandonment of an unloaded firearm per Section 7.5 and 7.6

14.7. Committing a disallowed action per Section 7.10.

14.8. Using a prohibited firearm or accessory per Section 2.6 and 2.7

14.9. Physically displacing stage props to reveal unintended or previously unavailable shooting opportunities per Section 7.7.3

14.10. Refusing to conduct a mandatory re-shoot.

14.10.1. A competitor who refuses to re-shoot a course of fire as ordered by a Range Official will receive a Stage DQ on that stage regardless of any previous attempt.

14.11. Firing a long gun while not shouldered and/or with a single hand, if determined to be done in an unsafe manner by a Range Officer. The competitor will be stopped and the Range Master notified by the RO to review the situation.

15. Match Disqualifications

In all situations involving Match DQs, the Range Master must be called to confirm the punitive action with the RO Team.

At events where competitors may be allowed multiple entries (such as shooting multiple divisions or multiple schedules), a Match DQ will apply **to all of the competitor's entries in the event**. The following major safety violations will result in a Match DQ.

15.1. Accidental Discharge (AD) or Negligent Discharge (ND):

- 15.1.1. Any round traveling directly over a backstop or berm.
- 15.1.2. Any round impacting the ground within 5 feet of the competitor, provided it is not at a legitimate target within 5 feet from the correct shooting area (such as with low targets through a port, etc)
- 15.1.3. Any round discharged while manipulating the firearm during reloading, unloading, taking corrective action of a malfunction or perceived malfunction
- 15.1.4. Any round discharged while clearly not engaging targets
 - 15.1.4.1. With the exception of safely "burning" the round. "Burning" the round means deliberately firing a shot into a safe backstop in order to unload the firearm or transition to the next round in the magazine (such as in the case of switching ammo types - short range to long range, etc.)
 - 15.1.4.2. If a competitor is planning a burned round on the stage, it is highly recommended that they inform the RO Team prior to the stage start to avoid confusion. In the case that the RO Team interprets a burned round as an AD and stops the shooter, the RM must be called to determine the proper resolution, and a reshoot may be issued.

15.2. Dropping a loaded firearm

- 15.2.1. If this occurs, the competitor shall not make any effort to retrieve the firearm.
- 15.2.2. The RO Team must issue the "Stop!" command, then proceed to safely handle and unload the dropped firearm before returning it to the competitor.

15.3. Flagging/Sweeping

- 15.3.1. If at any point the muzzle of an unholstered firearm (whether loaded or unloaded) points at any part of the competitor's person or other person, the competitor shall be disqualified from the match.

15.4. Breaking the 180 or other modified safety angle for the course of fire

- 15.4.1. If the competitor points any firearm uprange of the designated 180 plane for the bay (by default: perpendicular with the direction of the bay at the competitor's position), or other modified safety angle as defined by the WSB, they will receive a Match DQ.

- 15.5. **Intoxication or being under the influence of mentally or physically impairing substances** during a competitor's scheduled shooting
- 15.6. **Violation of the cold range policy** per Section 1.2
- 15.7. **Blatant unsportsmanlike conduct, attempts to cheat, or aggressive behavior whether physical or verbal, toward any person**
- 15.8. **Improper abandonment of a loaded firearm** per Section 7.5
- 15.9. **Receiving two Strikes** in a single event.
- 15.10. **Receiving two Stage DQs** in a single event.
- 15.11. **Using prohibited ammunition** per Section 2.8.

16. Arbitration of Rules

- 16.1. **Occasional disputes are inevitable.** If any issues arise, the RO team on a stage must first make an initial call on what they believe is the correct score or correct application of penalties based on competitor actions during the course of fire.
 - 16.1.1. In cases that are "too close to call", standard practice should be to make the call in the competitor's favor.
 - 16.1.2. If a competitor legitimately does not agree with the RO Team's call, they have the right to submit video evidence or request a final judgment from the RM.
 - 16.1.3. For extremely close scoring calls on paper, the competitor may ask the target to be pulled and replaced for review by the RM. The RM's ruling will be final. In cases where the target is pulled for review, a replacement target should be immediately affixed and the next competitor in the order should begin the stage.
 - 16.1.4. In order to preserve match flow and scheduling, the RO Team may approve the competitor's tentative score prior to the final decision and an edit can be made later if deemed necessary.
- 16.2. **Video Evidence**
 - 16.2.1. Video evidence may be submitted to the RO Team or RM in order to determine the proper outcome of a dispute.
 - 16.2.2. Video evidence that is submitted for judgment on a specific scoring, penalty, or disqualification dispute will never be used to implicate the shooter of an unrelated infraction, no matter how serious.

- 16.2.2.1. *Example: A competitor believes he hit a steel target, but the RO did not call a hit because he saw a splash of dirt next to the target. Reviewing the video shows that the shooter hit the steel target on the edge, and the dirt splash was caused by a bullet fragment. It is also noted that in the video, the competitor's foot is touching the ground outside the shooting area, but the ROs did not notice the foot fault during the stage. In this case, the competitor would receive the hit for the steel target, but not the penalty for the foot fault, because the video evidence was submitted only to resolve the scoring dispute over the steel target.*

16.3. Arbitration Committee

- 16.3.1. On a per-match basis, the Match Director in consultation with the Range Master may set up an Arbitration Committee and specific arbitration processes. If established, these processes shall be communicated to competitors before the start of the event, such as in a section of the matchbook.

- 16.4. Any situation not specifically addressed in the rulebook** shall be up to the RM and MD to issue a fair and thoughtful ruling, or the arbitration committee if one has been established for the event.

17. Glossary

1. Carbine/Rifle - these terms may be used interchangeably
2. COF - Course of Fire
3. DQ - Disqualification, either from the stage (resulting in a DNF) or entire match
4. DMT - Drop-mag target, see section 6.6
5. DNF - Did not finish, earning 0 points for the stage
6. Handgun-based PPC - This term refers to any PCCs which were designed as an adaptation of a handgun, where the magazine is inserted into the grip and a manual external safety may or may not be present.
7. HVT - High value target, interchangeable with DMT.
8. Long gun - This term refers to any rifle/carbine, or PCC which has been designed to be used or functionally operated as a rifle as opposed to adapted from a preexisting handgun.
9. MD - Match Director
10. ODZ - On-Deck Staging Zone
11. RM - Range Master
12. RO - Range Officer
13. RO Team - All of the individuals currently acting as ROs for the stage
14. Timer RO - The RO handling the timer while running a competitor
15. Scorekeeping RO - The RO handling the scorekeeping device while running a competitor
16. CRO - Chief Range Officer
17. WSB - Written Stage Brief
18. PCC - Pistol Caliber Carbine
19. Stage Gun - A firearm that is designed into a stage for a special purpose