**Movember Scoring Rules**

Movember is IDPA scoring. Also known as “time plus” scoring.

Hits on target

-0, no time added

-1, one second added

-3, three seconds added

each complete miss, five seconds added per miss

There are NO OVERLAYS. If you stare at a target longer than 2 seconds the score goes in favor of the shooter. Unwitnessed perfect doubles will be scored 1 hit, 1 miss.

Pass thru shots are scored on any scorable target

Every shot on a no shoot is scored

No cover garment is required

Reloading can be done at any time during the course of fire, magazines do not need to be empty and do not need to be retained.

All-steel stage: Full hit on steel that doesn’t fall is considered a hit. Adjust the steel for the next shooter and keep an eye on it.

Loading magazines,

SSP/Production is limited to 10 rounds in each magazine plus 1 in the chamber to start.

ESP/Limited can load to full magazine capacity.

Penalties,

Procedural Penalties, 3 seconds, given for not following the rules

Foot faults, 1 procedural per position unless otherwise noted

Remember this is a charity match. The goal is to raise money for cancer awareness and to have fun while doing so.