

# Rules

## 1. Safety

- 1.1. All persons (including spectators) must wear eye and ear protection at all times.
- 1.2. The match functions on a cold range. Firearms may only be loaded under the supervision of an RO.
- 1.3. Unloaded firearms may be handled in designated areas only.
  - 1.3.1. Exception: Carrying around an unloaded, flagged rifle with the muzzle up does not count as “handling”
- 1.4. The start condition for all loaded and chambered firearms shall be with the safety on or the hammer decocked, as appropriate for the firearm. Firearms that have both a decocker and a manual safety may start in the competitor’s choice of decocked or safe.
- 1.5. Unsafe actions will result in a match disqualification and possibly removal from the range. Unsafe actions include:
  - 1.5.1. Loading or unloading a firearm while not under the supervision of an RO.
  - 1.5.2. Allowing the muzzle of a firearm to break the 180.
    - 1.5.2.1. Exception: Holstered pistols are considered not to break the 180. During a draw, the pistol must be in compliance with the 180 by the time the muzzle clears the holster.
    - 1.5.2.2. Exception: Unloaded, slung rifles that have been verified clear by an RO do not break the 180. The 180 applies again once the unslinging process is complete.
  - 1.5.3. Sweeping oneself or another person with the muzzle of a firearm.
  - 1.5.4. Discharges of a firearm that are negligent, accidental, uncontrolled, unaimed, or in a direction deemed unsafe.
  - 1.5.5. Using prohibited ammunition
  - 1.5.6. Any other action the RO deems unsafe.

- 1.6. Disruptive, abusive, or unsportsmanlike behavior is grounds for a match disqualification.
- 1.7. Spectators must remain uprange of the most uprange shooting position after the Make Ready command.

## **2. Commands**

- 2.1. “Make Ready” Issued by the RO. When the shooter receives this command, he may load his firearms as appropriate for the stage.
- 2.2. “Are you ready?” Issued by the RO when the shooter has finished loading and has assumed the start position.
- 2.3. “Stand By” Issued by the RO just before the start signal
- 2.4. Start Signal - an audible beep from the timer. At this point the shooter may begin the stage.
- 2.5. “Stop” - may be issued by anyone. The shooter must immediately stop and point his firearm at the ground. This is to be used for some sort of safety issue.
- 2.6. “Unload and show clear” Issued by the RO. The shooter will remove the magazine from his firearm, clear the chamber, and show the RO.
- 2.7. “Range is Clear” Issued by the RO when all firearms have been cleared and flagged or holstered (as appropriate). Once this command has been issued, scoring may begin.

## **3. Equipment**

- 3.1. Firearms used must be serviceable and safe. If, in the opinion of the MD, a firearm is unserviceable or unsafe, it must be withdrawn from use until the MD is satisfied the condition has been rectified.
- 3.2. Required Equipment
  - 3.2.1. Rifle. The rifle must fire a lead-core bullet from metallic cased ammunition, but may be manually operated, semi automatic, or when legally owned, fully automatic. Rifles may be chambered in either intermediate or full-power rifle cartridges. No magnum rifle cartridges.
  - 3.2.2. Rifle case or chamber flag is required. Rifles and PCCs may be transported between stages either flagged or

bagged. Transport within a stage with the action locked open and the muzzle up is permitted.

3.2.3. Pistol. Each shooter must have a pistol of some sort and a holster that completely covers the trigger.

3.2.3.1. Shoulder holsters, cross-draw holsters, or any other holsters with a draw stroke that breaks the 180 are prohibited.

### 3.3. Ammunition

3.3.1. Armor piercing, steel core, tracer, green tip, and incendiary ammunition is prohibited. All ammunition must have a wholly lead core. Steel-alloy jackets with lead cores are permitted.

3.3.2. Rifle ammunition must be assault rifle, battle rifle, or marksman's rifle cartridges in common use, such as 5.45x39, 7.62x39, 5.56x45, 7.62 NATO, etc. No magnum rifle cartridges. If you are not sure, email the MD and ask.

3.3.2.1. Retro division may use out-of-service or rare cartridges appropriate to the firearm: 8mm Mauser, .30-06, etc.

3.3.3. Pistol ammunition shall be 9mm or larger.

3.3.3.1. Retro division may use smaller-than-9mm cartridges appropriate to foreign pistols if the velocity is not significantly higher. Email and ask the MD if you're not sure.

3.4. Competitors should have allied equipment to carry enough ammunition and magazines for up to 50 rifle rounds per stage and up to 30 pistol rounds per stage.

## 4. Divisions

4.1. Competitors must declare one of the six valid divisions (Open, Tactical, Limited, Armored, Heavy Metal, or Retro) before the match begins.

4.1.1. Competitors failing to declare a division will be placed at the Match Director's discretion.

- 4.1.2. Competitors whose equipment does not fit in any division may still shoot, but for zero score, as long as the equipment is safe.
- 4.2. Limited Division
  - 4.2.1. Equipment of competitors in Limited Division must comply with the requirements in Appendix B.
- 4.3. Tactical Division
  - 4.3.1. Equipment of competitors in Tactical Division must comply with the requirements of Appendix C
- 4.4. Open Division.
  - 4.4.1. Equipment of competitors in the Open Division must comply with the requirements in Appendix D.
  - 4.4.2. Bipods on rifles must be collapsed at the start signal. Unless in Trooper Division, bipods must stay on the rifle for all stages if used for any stage.
- 4.5. Armored Division
  - 4.5.1. Equipment of competitors in the Armored Division must comply with the requirements in Appendix E.
  - 4.5.2. Competitors must wear front and rear rifle-rated plates, or training plates weighing at least 6 lbs each.
  - 4.5.3. Bipods must be collapsed on start signal, but may be added or removed throughout the match.
- 4.6. Heavy Metal
  - 4.6.1. Equipment of competitors in the Heavy Metal Division must comply with the requirements in Appendix F.
- 4.7. Retro Division
  - 4.7.1. Equipment of competitors in the Retro Division must comply with the requirements of Appendix G.
  - 4.7.2. Period-correct allied equipment and attire are encouraged but not required.
  - 4.7.3. Post-1992 functional equivalents of pre-1992 equipment are permitted.
    - 4.7.3.1. Example: an AR-15 with a picatinny-mounted carry handle and clamshell handguards is an acceptable

substitute for an M16A2, even if it's technically a later flat-top.

- 4.7.3.2. Second example: A later-generation Glock 17 with iron sights is an acceptable substitute for an earlier generation.
- 4.7.4. Manually operated rifles are permitted. See scoring section for alternate paper target neutralization rules.
- 4.7.5. Exceptions and allowances may be made at the discretion of the Match Director, in keeping with the spirit of the division.
- 4.7.6. Period-correct allied equipment and attire are encouraged but not required.

## **5. Categories**

### **5.1. Trooper Category**

- 5.1.1. The Trooper Category may be added to any Division
- 5.1.2. Troopers must carry all magazines, ammunition, and non-firearm gear on their person throughout the entire match.
  - 5.1.2.1. Firearms not being used in a course of fire do not have to be carried during a course of fire, however, if it does not start on the Trooper's person or staged in accordance with the Written Stage Briefing, it may not be used.
  - 5.1.2.2. Rifle bags may be used to carry firearms between stages. Carts may not be used.
  - 5.1.2.3. Troopers must start the match with a minimum of 200 combined rounds. These rounds may be allocated among rifle and pistol calibers as the competitor sees fit, and more than 200 rounds of ammunition may be carried.
- 5.1.3. Troopers must walk everywhere during the match. Food and drinks do not have to be carried.
- 5.1.4. Troopers may use a pistol caliber carbine to engage pistol targets or rifle targets on any course of fire.

- 5.1.4.1. Troopers must still have a holstered pistol when electing to use a PCC.
- 5.1.4.2. PCCs carried slung at the start of the stage shall be unloaded, and the 180 does not apply to slung, unloaded PCCs until made hot.
- 5.1.5. PCC used by a trooper must comply with the requirements of the division. (No MPX in Retro, for example)

## **6. Course of Fire**

### **6.1. Pistol Ready Conditions**

#### **6.1.1. "Unloaded"**

## **7. Scoring**

- 7.1. Stages shall be scored, unless otherwise specified in the stage briefing, as "Time Plus" - raw time, plus penalties, minus bonuses.
- 7.2. The Match Director is the final arbiter of scoring disputes.
- 7.3. In case of failure of a steel target, firing a round near the failed target shall count as a hit unless otherwise specified in the Written Stage Briefing. Reshoots will only be granted in exceptional cases.
- 7.4. Stages shall be combined to create a match score on a "Match Points" basis. Match points = (fastest time / shooter's time) x stage points. Stages will typically have 100 points.
- 7.5. Penalties shall add time to the shooter's raw score. Unless otherwise listed in the tablet or stage briefing, penalties shall be valued as follows:
  - 7.5.1. Spinner: Failing to rotate a required spinner. +60 seconds.
  - 7.5.2. Failure to Neutralize: A paper target that is hit, but not enough to be neutralized. +10 seconds.
  - 7.5.3. Miss: Failing to acquire a required hit on a steel target or failing to hit a paper target, +20 seconds per instance. (If there are two required hits on steel, it's 40 seconds for no hits. A paper target can only generate one miss).

7.5.3.1. Targets specified as “Long” in the WSB, typically beyond 150y, instead will incur an enhanced miss of 30s.

7.5.4. No-shoot: any shot hitting a no-shoot target is +15 seconds.

7.5.5. Other penalties and bonuses may be specified in the written stage briefing.

7.6. Paper target neutralization is as described in the following table, unless otherwise specified in the WSB.

	USPSA/IPSC	USPSA Mini	IDPA
Pistol	1 A Zone Or 2 hits anywhere	1 A zone Or 2 hits anywhere	1 -0 hit Or 2 hits anywhere
Self-loading Rifle	1 A Zone Or 2 hits C-zone	1 A zone Or 2 hits anywhere	1 -0 hit Or 2 hits -1
Manually Operated Rifle	1 hit C-zone or better Or 2 hits anywhere	1 hit anywhere	1 hits -1 or better

7.7. Hits on steel targets shall generally be called by the audible hit. For targets that require multiple sequential hits, the RSO will call the number of the hit (“one!”, “two!”) instead of just hit.

## **Appendix A - Retro Equivalents**

This appendix lists some acceptable post-1991 equivalents of pre-1992 equipment. This list is not exhaustive, and you should email the match director if you have an equivalent in spirit that isn't listed - it'll probably be approved.

- **Aimpoint 2000:** Valid substitutes are the Aimpoint 5000, 9000, 9000L, or a 30mm tube red dot sight mounted in **dual rings**
- **Fixed-Power Mil-Dot Scopes:** Any variable power scope mounted in a pre-1992 style scope mount with a mil-dot reticle, if the scope is set to the same power as the fixed-power equivalent and not adjusted.



## Appendix B - Limited Division

Table of restrictions for Limited division:

	<b>Handgun</b>	<b>Rifle</b>	<b>PCC (Trooper)</b>
Type Restrictions	USPSA Limited	None	None
Min Caliber	.354" (9mm family)	5.45mm	9mm
Max Magazine Capacity	N/A	30	30
Max Magazine Length	141.25mm	N/A	N/A
Optics	No	Unmagnified only	No
Compensators	No	Yes: 3" max len, 1" max radius	No
Suppressors	No	Yes	Yes
Flashlights	Yes	Yes	Yes
Lasers	May not use	May not use	May not use
Bipods	No	No	No

## Appendix C - Tactical Division

Table of restrictions for Tactical division:

	<b>Handgun</b>	<b>Rifle</b>	<b>PCC (Trooper)</b>
Type Restrictions	USPSA Limited or Carry Optics	None	None
Min Caliber	.354" (9mm family)	5.45mm	9mm
Max Magazine Capacity	N/A	30	30
Max Magazine Length	141.25mm	N/A	N/A
Optics	Yes, on Carry Optics legal pistols. Must be slide-mounted	One aiming reticle only, may be magnified. No offset iron sights	Single unmagnified optic
Compensators	No	Yes: 3" max len, 1" max radius	No
Suppressors	No	Yes	Yes
Flashlights	Yes	Yes	Yes
Lasers	May not use	May not use	May not use
Bipods	No	No	No

## Appendix D - Open Division

Table of restrictions for Open division:

	<b>Handgun</b>	<b>Rifle</b>	<b>PCC (Trooper)</b>
Type Restrictions	None	None	None
Min Caliber	.354" (9mm family)	5.45mm	9mm
Max Magazine Capacity	N/A	N/A	30
Max Magazine Length	N/A	N/A	N/A
Optics	Any kind, any number	Any kind, any number	Any kind, any number
Compensators	Yes	Yes	Yes
Suppressors	No	Yes	Yes
Flashlights	Yes	Yes	Yes
Lasers	Yes	Yes	Yes
Bipods	No	Yes, must be collapsed on start signal	Yes, must be collapsed on start signal

## Appendix E - Armored Division

Table of restrictions for Armored division:

	<b>Handgun</b>	<b>Rifle</b>	<b>PCC (Trooper)</b>
Type Restrictions	None	None	None
Min Caliber	.354" (9mm family)	5.45mm	9mm
Max Magazine Capacity	N/A	N/A	N/A
Max Magazine Length	N/A	N/A	N/A
Optics	Any kind, any number	Any kind, any number	Any kind, any number
Compensators	Yes	Yes	Yes
Suppressors	No	Yes	Yes
Flashlights	Yes	Yes	Yes
Lasers	Yes	Yes	Yes
Bipods	No	Yes, must be collapsed on start signal	Yes, must be collapsed on start signal

## Appendix F - Heavy Metal Division

Table of restrictions for Heavy Metal division:

	<b>Handgun</b>	<b>Rifle</b>	<b>PCC (Trooper)</b>
Type Restrictions	None	None	None
Min Caliber	10mm, 41mag, 45ACP	308	10mm, 45 ACP
Max Magazine Capacity	N/A	N/A	N/A
Max Magazine Length	N/A	N/A	N/A
Optics	Any kind, any number	Any kind, any number	Any kind, any number
Compensators	Yes	Yes	Yes
Suppressors	No	Yes	Yes
Flashlights	Yes	Yes	Yes
Lasers	Yes	Yes	Yes
Bipods	No	Yes, must be collapsed on start signal	Yes, must be collapsed on start signal

## Appendix G - Retro Division

Table of restrictions for Retro division:

	<b>Handgun</b>	<b>Rifle</b>	<b>PCC (Trooper)</b>
Type Restrictions	None	None	None
Min Caliber	.354" (9mm family)	5.45mm	9mm
Max Magazine Capacity	Limited to the capacity of magazines available for the handgun before 1992.	Limited to the capacity of magazines available for the handgun before 1992.	Limited to the capacity of magazines available for the handgun before 1992.
Max Magazine Length	N/A	N/A	N/A
Optics	No	Pre-1992 optics mounted	No
Compensators	No	Pre-1992 styles	Pre-1992 styles
Suppressors	No	Yes, if pre 1992 design or modern reproduction thereof.	Yes, if pre 1992 design or modern reproduction thereof.
Flashlights	Yes	Yes	Yes
Lasers	No	No	No
Bipods	No	Yes, must be collapsed on start signal	Yes, must be collapsed on start signal

A summary of Appendix G: If it was adopted by police or military before 1992, or available for commercial sale before 1992, or it externally looks like something that was, you can use it. Email the Match Director ([kevin.bensema@gmail.com](mailto:kevin.bensema@gmail.com)) with any questions.

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