

# NRA ACTION PISTOL SHOOTING RULES

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## NATIONAL RIFLE ASSOCIATION Official Rules for NRA Action Pistol Shooting Matches

These rules establish uniform standards for NRA sanctioned Action Pistol competition. Where alternatives are shown, the least restrictive conditions apply unless the tournament program sets forth limitations. They apply only to Action Pistol Shooting type competition. They supersede all earlier editions and remain in effect until specifically superseded.

Tournament sponsors may not alter these rules. If sponsors require additional rules for special conditions, the additions must be fully set forth in the program for the competition concerned.

The arrangement and rule numbering systems are such that corresponding rules for other types of NRA competition are correspondingly located and numbered in the Rule Books for those competitions. Gaps in the sequence of rule numbers result from there being a rule in one or more of the other Rule Books that does not apply in this book.

Recommendations for rule changes may be forwarded to the Action Shooting Committee in care of the National Rifle Association.

*NOTE Rules in which major changes have been made since publication of the previous Rule Book are marked thus: ●(1.1).*

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## 1. NRA COMPETITION

**1.0 NRA Competition** - Competition which is authorized in advance of firing by the National Rifle Association. The program, range facilities and officials must comply with standards established by the NRA. The types of tournaments which are Sanctioned are listed in Rule 1.6.

**1.1 Sanctioned Tournament** - A series of matches covered by an Official Program. Such matches may be all individual matches, all team matches, or a combination of both, which must be conducted by an NRA Affiliated Club or organization. They may be all fired matches or a combination of fired and aggregate matches. A tournament may be conducted on one day, or successive days, or may provide for intervening days between portions of the tournament, such as tournaments programmed to be conducted over more than one weekend.

**1.2 Authorization** - Before being publicized in programs or otherwise, the sponsoring organization of each type of competition mentioned in Rule 1.7 shall have agreed to comply with the current regulations for such competition and shall have received notice from the NRA that the competition applied for has been authorized.

**1.3 Rules** - The local sponsor of each type of competition must agree to conduct the authorized competition according to NRA Rules, except as these Rules have been modified by the NRA in the General Regulations for that type of competition.

**1.4 General Regulations** - The local sponsor of each type of competition must agree to comply with the General Regulations published by the NRA for the competition concerned. See Appendix in back of this Rule Book.

**1.5 Refusal or Withdrawal of NRA Authorization** - The NRA may refuse to authorize or may withdraw its authorization for any competition which cannot, or does not, comply with the requirements for that competition.

**1.6 Types of Tournaments** - The types of tournaments listed below are those which are Sanctioned by NRA in its Competitive shooting program.

- (a) *International Matches* - Arranged by the NRA with the recognized national shooting organization(s) of the countries concerned. The officials thereof are appointed by the NRA.
- (b) *International Team Tryouts* - Are U.S. tournaments conducted under NRA Rules organized or authorized by the NRA as preliminary or final tryouts for the selection of International Team members. The officials thereof are appointed by the NRA.
- (c) *National Championships* - Organized by the NRA, and in some cases in conjunction with the Civilian Marksmanship Program, to form the National Matches. The officials thereof are appointed by the NRA, in some circumstances in cooperation with the CMP. These tournaments will be Registered.
- (d) *Regional and Sectional Championships* - Arranged between the NRA and a local sponsoring organization. These tournaments will be Registered.
- (e) *State Championships* - Annual tournaments authorized and/or conducted by State Rifle and/or Pistol Associations, affiliated with the NRA. Such State Associations may, if desired, authorize local organizations to sponsor and conduct State Championships. In states where there is no NRA affiliated State Association the NRA may authorize a local organization to sponsor and conduct the State Championship. State Championships will be Registered Tournaments.
- (f) *Registered Tournaments* - May be authorized by the NRA after application has been filed by the local NRA affiliated member organization which will act as the sponsor. 2 Application forms are available from NRA on request. National Records may only be established in Registered Tournaments. (See Rule 17.1) All competitors in Registered Tournaments must be individual members of NRA, except for Juniors (Rules 2.3, 2.3.1, and 2.3.2), who may be either members of NRA Affiliated Junior Clubs or individual members of NRA. Match Sponsors may require all competitors to be NRA members if specified in the program.
- (g) *Approved Tournaments* - May be authorized by the NRA after application has been filed by the

local NRA affiliated member organization which will act as the sponsor. Application forms are available from NRA on request.

- (h) *Sanctioned Leagues* - (shoulder-to-shoulder or postal) May be authorized by the NRA after application has been filed by the local group or organization. Application forms are available from NRA on request. Sanctioned League scores are used for classification. A League need not be operated by an Affiliated Club or Organization.
- (i) *Postal Matches* - Organized by the NRA and publicized to groups concerned through Shooting Sports USA announcements and special mailings.
- (j) *Special Tournaments* - May be Sanctioned by NRA for types of shooting not otherwise a part of the NRA Program.
- (k) *State and Senior Games* - Tournaments which are part of the State and Senior Games program. Such tournaments are not charged fees, nor will any scores fired be used for classification. A simplified sanctioning procedure may be used, and they will be listed in Coming Events with the only contact being the State Coordinator.

### **1.7 Types of Matches**

- (a) Match - A complete event as indicated in the program for the awarding of certain specific prizes. A match may consist of one or several stages. It may, in the case of aggregate matches, include the scores fired in several subsidiary matches.
- (b) Stage - A portion of a match which consists of one or more strings fired in one position, time allowance (slow or rapid fire, for example), or target.
- (c) Open Match - A match open to anyone, except that if so stated in the program an open match may be limited to one or any combination of the following: (a) United States citizens; (b) members of the National Rifle Association; and/or (c) with respect to non-U.S. citizens, persons who are members in good standing of their respective National Shooting Federations or Associations.
- (d) Blank
- (e) Restricted Match - A match in which competition is limited to specified groups, i.e., juniors, women, police, civilians, veterans, etc.; or to specified classes, i.e., Masters, Experts, Sharpshooters, Marksmen, etc.
- (f) Classified Match - A match in which awards are given to the winners and the highest competitors in several specified classes, such as Masters, Experts, Sharpshooters, and Marksmen. The classification of competitors may be accomplished by the National Classification System (Sec. 19) or by other means. The program for classified matches must specify the groups or classes in which awards will be made.
- (g) Invitational Match - A match in which participation is limited to those who have been invited to compete.
- (h) Squaddled Individual Match - A match in which each competitor is assigned a definite relay and target, or shooting position(s), by the Statistical Office. Failure to report on the 3 proper relay or firing point forfeits the right to fire. All entries must be made before firing commences in that match, except when otherwise stated in the tournament program.
- (i) Unsquaddled Individual Match - A match in which the competitor is not assigned a definite relay or target, or shooting position(s), by the Statistical Office. The competitor reports to the Range Officer within the time limits specified in the program and is then assigned to a target and a relay in which to fire.
- (j) Re-entry Match - A match in which the competitor is permitted to fire more than one score for record: one or more of the highest scores being considered to determine the relative rank of

competitors. The number of scores which may be fired, and the number of high scores to be considered in deciding the relative rank of competitors must be specified in the program. Scores fired in these matches shall not be used for classification purposes.

- (k) Squaddered Team Match - A match in which the teams are assigned a definite time to fire. Teams may be assigned one or more adjacent targets or shooting position(s). All entries must be made before firing commences in that match. The entire team must report and fire as a unit.
- (l) Unsquaddered Team Match - A match in which the teams may report at the firing line at any time within the limits specified in the program, targets or shooting position(s) being assigned by the Range Officer. The entire team must report and fire as a unit, unless the program provides otherwise.
- (m) Aggregate Match - An aggregate of the scores from two or more matches. This may be an aggregate of match stages, individual matches, team matches, or any combination, provided the tournament program clearly states the matches which will comprise the aggregate. Entries in aggregate matches must be made before the competitor commences firing in any of the matches making up the aggregate match.

**1.8 Course of Fire** - Course of fire shall be determined by the Match Director and announced in the tournament program. Matches may be described in the program or described solely in a match bulletin distributed at the match. Any safe course of fire may be used and the Match Director is responsible for course design. At least two classification matches must be included at each tournament.

## PUBLIC AFFAIRS

All tournament sponsors are urged to give special consideration to the needs of news media personnel in order to achieve maximum publicity for the competition. Public news media personnel representing print and/or broadcast should be given every consideration and cooperation in keeping with the proper conduct of the competition.

## 2. ELIGIBILITY OF COMPETITORS

**Eligibility of Competitors** - The conditions of a match shall prescribe the eligibility of competitors, in accordance with Rule 1.7 and/or the definition contained in Section 2. Limitation of eligibility to compete must be stated in the match program.

### INDIVIDUALS

**2.1 Members of the National Rifle Association** - Any individual member, including Benefactors, Patrons, Endowment, Life, Annual, Associate, Non-Resident and Junior Members.

**2.1.1 Non-U.S. Citizens** - Non-U.S. Citizens who are also nonresidents, who are not members of the National Rifle Association, but who are members in good standing of their own National Association, and have adequate proof of such membership in hand, may compete in any NRA Sanctioned Tournament, unless further restrictions are imposed by conditions stated in the program.

**2.1.2 In addition to Rules 2.1 through 2.4** - Individuals must successfully complete the tyro course (see Rule 10.17), or demonstrate equivalent proficiency to the satisfaction of the tournament match officials.

**2.2 Civilian** - Any civilian including all members of the Reserve Officers Training Corps (ROTC, NROTC and AFROTC), personnel of the State Security Forces (e.g. State Guard organization having no federal recognition), retired members of each of the several services comprising the Armed Forces of the United States, and members and former members entitled to receive pay, retirement pay, retainer pay or equivalent pay, are classified as civilians except as noted in the example below. All competitors who are enrolled undergraduates of any of the service academies will be considered as civilians, and may compete in collegiate and ROTC categories.

Individuals of any Reserve or National Guard component who, during the present calendar year, have not competed as National Guard (2.5) or Regular Service (2.6) or Reserve component (2.7) and have not been provided Service support for competition in the form of firearms, ammunition, payment of travel or other expenses, wholly or in part, may fire as civilians. The provision of firearms and ammunition for a specific competition (i.e., National Matches of CMP Regional Leg Matches, when such is available to both military and civilian competitors, it is not considered Service support under this rule.

Unless specifically authorized to do so by the tournament program, members of the regular Army, Navy, Air Force, Marine Corps, Coast Guard; members of the reserve components on active duty; retired personnel of the reserve services comprising the Armed Forces of the United States on active duty; or police (2.4) are not permitted to compete as civilians.

**2.2.1 Senior** - A person may compete as a Senior beginning on January 1 of the calendar year in which the 60th birthday occurs.

**2.3 Junior** - A person may compete as a Junior through December 31 of the calendar year in which his or her twentieth birthday occurs. Individuals who have National Guard, Reserve, or Active Duty status and receive support (as defined in Rule 2.2) may not compete as juniors.

**2.3.1 Intermediate Junior** - A Junior may also compete as an Intermediate Junior from January 1 of the calendar year in which his or her 15th birthday occurs through December 31 of the calendar year in which his or her seventeenth birthday occurs.

**2.3.2 Sub-Junior** - A Junior may also compete as a Sub-Junior through December 31 of the calendar year in which his or her fourteenth birthday occurs.

## **2.4 Police** -

- (a) Regular full time law enforcement officers of a regularly constituted law enforcement agency of a municipal, county, state, or federal government. "Full Time" Police Firearms Instructors in Law Enforcement or Police Academies are eligible to compete in the respective Police category. Official current identification from the agency employing a civilian full-time police firearms instructor will be required.
- (b) Full time salaried Railroad Police; Penal Institution guards; Industrial Police, including Bank Guards; and Armored and Express Company Guards.
- (c) Officers of a regularly organized Reserve or Auxiliary named in (a) above, provided that when on duty they are required to perform the same law enforcement functions and/or duties as the Agency to which they are in reserve and are authorized to be armed by the appointing authority.
- (d) Officers who qualify under sections (a) and (b) may, after 5 retirement and if receiving retirement benefits, enter competition covered by these rules. Such retirees who are employed after retirement in any agency which qualifies for entry in NRA Sanctioned competition as a Police Agency may not compete as a retired officer, but may compete as a member of the organization in which he is at present serving.
- (e) Military Police; Members of the Armed Forces of the United States, Regular or Reserve Component; private detectives; private bodyguards; honorary police or sheriffs; consultants; or any persons who are members of a body organized for ceremonial purposes may not compete in NRA Sanctioned Tournaments in the Police Category regardless of the name given to such a body and regardless of the titles given such members.
- (f) Persons employed as Industrial Police by private industry on a part-time basis, or where such employment is not the sole occupation of such persons, may not compete in NRA Sanctioned Tournaments in the Police Category.

**2.4.1 Eligibility Authentication** - It is the competitor's responsibility to have a Police Identification card in his possession when entering and competing in the Police Category in any NRA Sanctioned Tournament.

**2.5 National Guard** - Federally recognized officers or enlisted members of the Army National Guard, Air National Guard, or the Naval Militia of the several states, territories, the District of Columbia, or the Commonwealth of Puerto Rico, who are not on extended active duty, are eligible to compete as Juniors and/or Collegiate, if otherwise qualified.

**2.6 Regular Service** - Officers or enlisted members of the Regular United States Army, Navy, Air Force, Marine Corps, Coast Guard, and members of Reserve Components thereof, who are on extended active duty: provided the term "Reserve Components" shall include Army National Guard and Air National Guard called into federal service and while in such status, are eligible to compete as Juniors and/or Collegiate, if otherwise qualified.

**2.7 Reserve Components** - Officers and enlisted members of any Reserve Component of the Armed Forces, exclusive of the Army National Guard and the Air National Guard of the United States, not on extended active duty, are eligible to compete as Juniors and/or Collegiate, if otherwise qualified.

**2.8 College** - Regularly enrolled undergraduate students who carry 12 or more semester hours or the equivalent in an accredited two or four year collegiate level institution and who have not received a Bachelor's Degree. Eligibility to compete shall extend for a maximum of four years within a five year period beginning when a student first attends any class as a full-time (12 or more credit hours) student. The five year period may only be interrupted by extended military service (60 consecutive days or more), service with a recognized foreign aid agency of the U.S. Government or certified missionary service.

**2.9 School** - Regularly enrolled undergraduate students of any primary or secondary school, who comply with the eligibility rules of their institutions.

**2.9.1 Military Scholastic** - A junior who is an active member of a High School JROTC unit or is enrolled in a

military high school.

**2.10 - 2.17** - Blank

**2.17.1 Military Scholastic Team** - Firing and alternate members of such teams must comply with Rules 2.1 and 2.9.1.

**2.18 - 2.19** - Blank

**2.20 Residence** - In those matches which are limited to residents of any specified geographical area a "resident" is defined as:

- (a) A person who presents a photo identification issued by a government entity, which shows a residential address within the specified geographical area.
- (b) Military Personnel: The place of residence of members of the Military on active duty is defined as the place at which they are stationed by means of official orders, provided they have been so stationed within the specified area for a period of at least 31 days immediately prior to the day of the match. In the case of retired, Reserve, or National Guard personnel not on active duty, the provisions of paragraph (a) will apply. Naval personnel assigned on sea duty qualify for a residence in the area which is the usual base or home port of the unit to which attached.
- (c) Federal and State Law Enforcement Officers: The provisions of paragraph (b) will apply.

### 3. FIREARMS, EQUIPMENT AND AMMUNITION

**3.1 Open Firearms** - Any semi-automatic handgun or revolver used in competition shall be serviceable and safe. If any pistol is observed to be unserviceable or unsafe, it shall be withdrawn at the request of the tournament director. The term "firearm" as used in these rules includes anything attached, permanently or temporarily, to the pistol. All standard safety features of the guns must operate properly

**3.1.1 Open Rimfire Firearm** - Any semi-automatic handgun or revolver chambered for .22 Rimfire ammunition, which is serviceable and safe. If any pistol is observed to be unserviceable and unsafe, it shall be withdrawn at the request of the Tournament Director. The term "firearm" as used in these rules includes anything attached, permanently or temporarily, to the pistol. All standard safety features of the guns must operate properly.

**3.1.2 Open Modified Firearm** - A semi-automatic handgun or revolver used in competition shall be serviceable and safe. All standard safety features of the guns must operate properly. If any pistol is observed to be unserviceable or unsafe, it shall be withdrawn at the request of the tournament director. The term "firearm" as used in these rules includes anything attached, permanently or temporarily to the pistol. Wings are prohibited.

**3.2 Metallic Sight Firearm** - Minimum caliber is 9 x 19mm (9mm): a semi-automatic firearm with no more than a 6 1/4-inch barrel length. The front sight not to extend past the front of the slide and the rear sight not past the rear of the slide by a 1/4-inch. A Revolver's barrel will not exceed 8 5/8 inches in length; the front sight not to extend past the front of the barrel and the rear sight will not extend past the rear of the frame. All standard safety features of the guns must operate properly. The following items are prohibited:

- (a) Wings.
- (b) Peep, ghost, optical or electronic sights.
- (c) Orthopedic grips - no part of the grip may encircle the hand.
- (d) Thumb rests.
- (e) Compensators or ported barrels.

**3.2.1 Production Firearm** - A semi-automatic handgun or revolver which is or has been a catalogue item readily available to the general public equipped with metallic sights. Custom-shop pistols are not allowed. All standard safety features of the guns must operate properly. The firearm shall have no visible external modifications except as follows:

- (a) Replacement or modification of grips to fit a competitors hand or facilitate loading. No part of the grip may encircle the hand. Thumb rests are prohibited.
- (b) Wide "target" style hammers and triggers.
- (c) Checkering and stippling are allowed.
- (d) Replacement of factory metallic sights with those of another manufacturer.
- (e) External finishes, either protective or decorative, or other non-functional embellishments such as engraving, inlays, or inscriptions.

**3.2.2 Production Rimfirearm** - as described in 3.2.1 except chambered for .22 caliber Rimfire ammunition. All standard safety features of the guns must operate properly.

**3.3 All Types of Pistols Will Compete Together** - The same conditions of time, distance, or scoring shall apply to all firearm types equally. When Centerfire and Rimfire Firearms are allowed in the same tournament separate aggregate awards must be provided. A sponsor may recognize Rule 3.2 metallic Firearms and 3.2.1 Production Firearms by providing a separate award(s), or may restrict a tournament to only these firearms. Any such conditions must be stated in the Official Program.

**3.4 Weight Restrictions** - There shall be no restriction on overall weight of pistols. The trigger pull shall not be less than 2 pounds.

**3.5 Sight Restrictions** - Sponsor must state one of the options in the program:

- (a) There shall be no restrictions on sights, sight radius, or length of barrel.
- (b) Optical sights of any type are prohibited.

**3.5.1 Sights** - Any sighting device programmed to activate the firing mechanism is prohibited.

**3.6 More than One Pistol in a Tournament** - A competitor shall not be permitted to wear or use more than one pistol in a tournament. (Except as provided in Rule 9.9.)

**3.7 Pistol and Holster Position** - The pistol and holster must be carried in the same position throughout the entire match.

**3.9 Optical Devices** - The internal workings of optical sights may be changed during a match. However, no external modifications to the sight may be made. The same sight must be used throughout the match.

**3.11 Gloves** - Gloves may be worn which do not form an artificial support.

**3.12 Holsters** - (See Rules 3.12.1, 3.12.2, 3.12.3, 3.12.4, 3.12.5.)

**3.12.1 Holsters Must be Practical, Safe, Serviceable, and Suited to the Pistol Used** - Holsters in use must retain the pistol during any activity within a course of fire.

**3.12.2 Retention Device** - If a retention device is used to pass a holster test, then the retention device must be used throughout the match.

**3.12.3 Holster Eligibility** - No match shall require the use of a particular type of holster, nor shall any holster type which is permitted in any match be barred from any other match. However, in matches requiring a draw from a concealed condition, the degree of concealment may be specified and ruled upon by the Match Director, Deputy Match Director, or Official Referee.

**3.12.4 Unsafe Holsters** - Match officials are required to prohibit the unsafe use of any holster by any competitor. Therefore, in choosing a holster, and the position and manner in which it will be worn, a competitor should give due regard to the safety regulations in order to ensure that his choices are safely consistent with his personal shooting style and stance.

**3.12.5 Holster Wear** - Holsters must be worn in such a manner as not to violate safety considerations. It shall be the responsibility of the Match Director to enforce this Rule.

**3.16 Release Triggers** - Triggers which function on release are prohibited.

**3.16.1 Trigger Shoes** - Trigger shoes or extensions of any kind will not protrude beyond the dimensions of the trigger guard. Any pistol in violation of this Rule shall be withdrawn from competition until modified to comply.

**3.17 Ammunition** -

- (a) The lower limit of caliber shall be 9mm.
- (b) All ammunition fired in the Tournament must meet or exceed the power floor as described when checked by chronograph using the formula:

Bullet weight (grains) X muzzle velocity (feet per second) = not less than 120,000

*NOTE: Chronographs are mandatory in Registered Tournaments only.*

- (c) Handholds may be used.

- (d) Any ammunition used must be loaded within safe limitations for the handgun to be used.
- (e) Ammunition will be tested as follows:
  - (1) Muzzle velocity shall be determined by the use of a chronograph.
  - (2) Competitors' loads shall be tested by the sponsor by firing loads for revolvers through a six inch barrel revolver; loads for semi-automatics through a five-inch barrel semi-automatic. In the event that a test barrel for the caliber to be tested is not available, or the ammo fails to meet the power floor, then the loads will be tested through the competitor's pistol.
- (f) All ammunition fired by a competitor in a tournament must maintain identical bullet design, weight, and velocity.

*NOTE:* When chronographing ammunition use the following procedure:

1. Using test firearm, fire one (1) round over the chronograph; if it meets power floor, test is over.
2. If first round fails, fire second round. average the two and if average meets power floor, test is over.
3. If the two rounds fail, fire third round. average the three and if average meets the power floor, test is over.
4. If the three round average fails to meet power floor, notify competitor to report to chronograph with his/her firearm for testing.
5. Repeat steps 1-3, firing ammunition through competitor's firearm. If the ammunition still fails to meet power floor after this test, the competitor is disqualified from the tournament.

**3.17.1 Rimfire Ammunition** - Any .22 caliber Rimfire ammunition that may be fired without danger to competitors, range personnel or equipment is permitted. Tracer, incendiary, and similar ammunition is prohibited. Rule 3.17(f) applies.

**3.18 General** - All devices or equipment which may facilitate shooting and which are not mentioned in these Rules, or which are contrary to the spirit of these Rules and Regulations, are forbidden. The Match Director, Official Referee, Jury Chairman or Supervisor shall have the right to examine a shooter's equipment or apparel. The responsibility shall be upon the competitor to submit questionable equipment and apparel for official inspection and approval in sufficient time prior to the beginning of a match so that it will not inconvenience either the competitor or the official.

**3.18.1 All Equipment Must Be Safe and Serviceable** - All equipment used in the Tournament, including handguns, holsters and ammunition, must be safe and serviceable. No modified equipment may be used if it could compromise the safety and reliability of such equipment. Modified firearms, holsters and ammunition could be hazardous to the competitor, his fellow competitors and bystanders; equipment should be of proven reliability and safety.

**3.19 Eye Protection** - Safety eye glasses may be worn at the competitors' option. However, their use is highly recommended. Hosting clubs may require eye protection.

**3.20 Ear Protection** - All competitors and other personnel in the immediate vicinity of the firing lines are urged to wear ear plugs, ear muffs or similar ear protection. Match sponsors (and/or ranges) may require ear protection.

## 4. TARGETS

**4.1 Official Targets** - In NRA Sanctioned competition, only targets printed by NRA Licensed Manufacturers, bearing the Official Competition target seal will be used. Use of an additional aiming mark or marking is prohibited.

### OFFICIAL TARGET DIMENSIONS

**4.2 Precision Target Events** - NRA No. AP-1 (paper or cardboard). The target will be of the configuration and dimensions described in Fig. 1. Targets may be made of paper or cardboard. All scoring lines will be of low visibility. (Refer to Sec. 14 for scoring procedures) The cardboard target must have impressed on it the words "NRA AP-1 Official." Cardboard used must have no treating for weather or other purpose.

(See target dimensions in Illustrations)

**4.2.1 NRA AP-2 Target** - The AP-2 Target is a reduction of the AP-1 Target and is used for firing the precision target events (25 yard, 25 meter, 35 yard, and 50 yard stages) where there is a maximum shooting distance of 50 feet. The target will be of the configuration and dimensions described in Fig. 2 (Refer to Sec. 14 for scoring procedures)

**4.3 Falling Plate Target** - The target will be a series of 8" diameter round targets, made from .375 (3/8) inch-thick steel. The target must be knocked down to score as a hit. (Refer to Sec. 14 for scoring procedure).

**4.3.1 Alternate Falling Plate Target** - The target will be an 8" diameter round target, made from 3/8 or J 12 inch thick Elastimax or similar self-sealing plastic material. The target must be knocked down to score as a hit.

**4.4 Speed Target** - The target shall be made from .375 (3/8) inch-thick steel, painted white, and of the dimensions described in Fig. 3. (Refer to Sec. 14 for scoring procedures)

(See Fig. 3 - Speed Target in Illustrations.)

**4.5 Combat Target** - The NRA B-18 Target is used for the combat event. The top edge of the scoring area begins at the upper midpoint in the 6 ring and ends at the lower midpoint of the 6 ring at the bottom of the target. It is divided into 5 scoring zones, (hits outside the 6 ring are scored as misses). The 10 ring is formed by two vertical lines 5cm long, 10 cm apart and joined at the top and bottom by semicircles with 5 cm radius. The 10 ring is therefore 10 cm wide and 15 cm high. The 9 through 6rings are similarly shaped with their widths successively increased by 10 cm (5 cm on each side) and their heights by 15 cm (7.5 cm at the top and bottom). The center of the 10 ring must be 37.5 cm from the top of the target. The 10 ring is not numbered. The B-24 target is used for firing at 50 feet. (Refer to Sec. 14 for scoring procedures)

(See Fig. 4 - B-18 Target in Illustrations)

## 5. POSITIONS

**5.1 The Ground** - All references to "the ground" in the following position Rules are to be construed as applying to surface of the firing point, floor, and such shooting platforms as are customarily used on shooting ranges.

**5.2 Artificial Support** - Artificial support is defined as follows:

- (a) Any supporting surfaces, except the ground, not specifically authorized for use in the rules for the position prescribed.
- (b) Any garment, including gloves, which can be interpreted as providing artificial support.
- (c) Other devices which can be interpreted as artificial support. (See Rule 3.18).

Use of artificial support is prohibited except as individually authorized for a physically handicapped shooter. (See Rule 5.5).

**5.3 Ready (Starting) Position** - "Poised Ready" designates a position in which the pistol is holstered and safe, and neither hand touches the pistol, holster, belt, spare magazine, or spare ammunition. The firing hand must be sufficiently far from the pistol to permit a plane to be passed between gun and hand without touching either. Other ready positions must be designated in the match description or program. Once the ready position is assumed, it may not be changed before the firing signal. Any such change, including the gradual motion of the hand toward the pistol (termed "creeping"), is considered a procedural error, and is to be penalized accordingly.

It is the responsibility of the competitor to assume the correct ready position.

**5.4 - 5.11** Blank

**5.12 Firing Position** - Generally, there shall be no restrictions placed upon the stance, position, or technique adopted by any competitor, unless a sponsor wishes to use a given position(s) and specifically states so in the tournament program. Simulation of a shooting situation for a course of fire is not considered to be such a restriction. When firing from the prone position, the competitor's arms and pistol may be supported by the ground, or by a cover placed upon the ground, but no rearrangement of the ground for support will be allowed. No portion of the shooter's body may rest upon or touch the ground in advance of the firing line.

## 6. RANGE STANDARDS

**6.1 Firing Line** - The range for pistol competitions shall have a firing line. The shooting distances shall be measured from the face of the competition target to the firing line (that point beyond which no part of the competitor's body may touch the ground). Such line will be clearly marked.

**6.2 Firing Point** - That part of the range provided for the competitor from which firing takes place. The firing points shall be so constructed that they do not obstruct or disturb the competitor's shooting or obstruct the activities of the Range Officers.

### 6.3 Blank

**6.4 Distance** - The shooting distances must be strictly adhered to. At Registered competitions outdoors the distances required are 7, 10, 15, 25, 35, and 50 yards or meters. Competition fired indoors requiring the D-1 target will be fired at distances of 7, 10, and 15 yards. Indoor competition requiring the D-2 target will be fired at distances of 25, 35, and 50 feet. (See Section 10)

**6.5 Illumination** - Artificial Illumination of ranges is authorized.

### 6.6 - 6.8 Blank

**6.6.1 Multiple Target Set-Up Procedure** - Multiple set-ups for allowing more than one competitor at a time to fire a match must, if the range exceeds twenty-seven and one-half yards, have each competitor's target or target group distinguished by a unique number clearly visible from the firing line.

**6.8.2 Target Equipment** - Any target system is permitted so long as it guarantees the:

- (a) Necessary degree of safety and the accurate and rapid scoring of the shot-holes on the competition targets.
- (b) In case of automatic target carriers or changers being used, the competitor may control the changing of his own targets, or the competitor may leave this to the scorer.

### 6.9 - 6.11 Blank

**6.12 Spectator Area** - There may be space provided for the spectators. The spectator area must be separated from the competitors and officials by a suitable barrier.

## 7. COURSES OF FIRE

**7.1 Los Alamitos Pistol Match** - This course is divided into five stages for a total of 42 shots fired at 7, 10, and 25 yards:

- (a) 7 yards - 2 1/2 seconds for each of three strings 2 shots per string, on one each of three targets per string.
- (b) 7 yards - 5 seconds 6 shots, 2 shots at each of 3 targets.
- (c) 7 yards - 6 seconds, 6 shots, 2 shots at each of three targets using strong hand only.
- (d) 10 yards - 18 seconds, 12 shots, 2 shots at each of three targets-reload-2 shots on same three targets using weak hand only.
- (e) 25 yards - 2 x 10 second strings, 2 x 6 shots, 2 shots at each of three targets from right side of barricade-reload and on signal repeat procedure from left side of barricade.

**7.2 The Flying "M"** - This course is a man against man:

- (a) Targets will be placed at 7, 10, and 15 yards, the 7 yard target will be a metal plate. 4 strings with a minimum of 3 shots per string. 2 strings to the right and 2 strings to the left. No time limit 7 yard target will stop the time.

**7.3 The Moving Target** - This course will be shot in three stages, 24 shots:

- (a) 7 yards - 12 shots, 2 strings of 6 shots as target moves right to left, 50 feet in 5 seconds.
- (b) 15 yards - 6 shots, 2 strings of 3 shots as target moves right to left, 50 feet in 5 seconds.
- (c) 25 yards - 6 shots, 3 strings of 2 shots as target moves right to left, 50 feet in 5 seconds.

**7.4 International Rapid Fire Modified** - This course will be 30 shots at 25 meters. The course is subdivided into 6 strings of 5 shots each, two in 8 seconds, two in 6 seconds, and two in 4 seconds.

**7.5 Advanced Military Pistol Match** - This course is divided into 6 stages:

- (a) 50 yards - 5 shots NRA fifty yard slow fire target (pistol). Time Limit: 30 seconds.
- (b) 50 yards - 5 shots 15 seconds.
- (c) 25 yards - 10 shots, 10 strings, 1 shot per 2 1/2 second string.
- (d) 10 yards - 10 shots, 5 shots at one target reload, and 5 more shots at same target.
- (e) 10 yards - 12 shots, 2 strings of 6 shots, 2 shots on each of 3 targets, then repeat 4 seconds per string.
- (f) 10 yards-8 shots, 8 strings of one shot each, on one target, one and one half seconds per string.

**7.6 Practical Event** - Competitors must fire the 10 yard line segment in the standing position. Competitors may fire the 15, 25, and 50 yard segments in the prone position at their option. This course is divided into four stages. Each stage has three strings and 12 shots per stage. 48 shots:

- (a) 10 yards - one shot each target within three seconds, two shots each target within four seconds, and three shots each target eight seconds.
- (b) 15 yards - one shot each target within four seconds, two shots each within 5 seconds, and three shots each target within six seconds.
- (c) 25 yards - one shot each target five seconds, two shots each target six seconds, and three shots each target seven seconds.

- (d) 50 yards - one shot each target seven seconds, two shots each target ten seconds, and three shots each target fifteen seconds.

**7.7 Barricade Event** - All competitors must fire all stages in the standing position. All competitors may use the Barricade for support. No portion of the firearm to rest against the Barricade for Open Modified, Metallic or Production Firearm categories. This course will be divided into four stages, two strings per stage, 6 shots per string, 48 shots; all shots will be fired from behind a barricade:

- (a) 10 yards - 6 shots in 5 seconds, 2 strings.
- (b) 15 yards - 6 shots in 6 seconds, 2 strings.
- (c) 25 yards - 6 shots in 7 seconds, 2 strings.
- (d) 35 yards - 6 shots in 8 seconds, 2 strings.

**7.8 Moving Target Event (Modified)** - Competitors must fire all stages in the standing position. This course will be divided into four stages of 12 shots each, target will travel 60 feet in six seconds. 48 shots:

- (a) 10 yards - 6 shots in 6 seconds, 2 strings.
- (b) 15 yards - 6 shots in 6 seconds, 2 strings.
- (c) 20 yards - 3 shots in 6 seconds, 4 strings.
- (d) 25 yards - 3 shots in 6 seconds, 4 strings.

**7.9 Falling Plate Event** - Competitors must fire the 10 yard line segment in the standing position. Competitors may fire the 15, 20, and 25 yard line segments in the prone position at their option. This course will be divided into four stages; each stage will have two strings, 6 shots per string. 48 shots; targets will be 8" round metal plates:

- (a) 10 yards - 6 shots in 6 seconds, 2 strings.
- (b) 15 yards - 6 shots in 7 seconds, 2 strings. 13
- (c) 20 yards - 6 shots in 8 seconds, 2 strings.
- (d) 25 yards - 6 shots in 9 seconds, 2 strings.

**7.10 Tyro Course** - This course will be divided into three stages: all firing will be at 10 yards, 24 shots 3 targets at each stage:

- (a) 3 strings of 2 shots in 5 seconds each target.
- (b) 6 shots in 8 seconds 2 shots on each target.
- (c) 6 shots reload 6 shots, 20 seconds 4 shots each target.

**7.11 Speed Event** - This course will be "man-against-man" competition, utilizing Speed Plate (steel) targets (See Rule 4.4), with firing done at 10 yards:

- (a) There will be a stationary timer stop-plate and four (4) knockdown plates placed three (3) feet apart edge-to-edge. All five targets positioned in a fan to the left and right of two 3- foot square firing areas which are 6- feet apart edge-to-edge. Targets may be placed at varying heights at sponsor's discretion.
- (b) Phase One - qualification: Competitor may fire a maximum of 6 shots at the targets, three times in left side and three times in right side portion. No time limit, stop plate stops the clock. Total of fastest five times out of six counted for competitor's score. Six fastest competitors continue to Phase two.
- (c) Phase Two - finals: Same course as phase one, but repeated until one competitor wins 3 times,

alternating between right and left sides each time. This constitutes one (1) bout. Each competitor shall complete one bout with every other competitor, with the competitor winning the most bouts being the winner.

**7.12 Crawford Barricade Event** - This course will be divided into four stages, two strings per stage, six shots per string. 48 shots; all shots will be fired from behind a barricade:

- (a) 10 yards - 6 shots in 8 seconds, 2 strings.
- (b) 15 yards - 6 shots in 9 seconds, 2 strings.
- (c) 25 yards - 6 shots in 10 seconds, 2 strings.
- (d) 35 yards - 6 shots in 11 seconds, 2 strings.

**7.13 Combat Event** - An aggregate of the following stages:

Stage 1 - 7 Yards - 12 shots from the standing without support position. Eighteen seconds, time starts with loaded gun in holster and includes reloading for second 6 shot string.

Stage 2 - 25 Yards - 6 shots kneeling, 6 shots standing left side from behind the barricade, 6 shots standing right side from behind the barricade. Sixty seconds, time starts with loaded gun in holster and includes reloading for subsequent 6 shot strings.

Stage 3 - 50 Yards - 6 shots sitting, 6 shots prone, 6 shots standing left side from behind the barricade, and 6 shots standing right side from behind the barricade. Two minutes, time starts with loaded gun in holster and includes reloading for subsequent 6 shot strings

Stage 4 - 25 Yards - 6 shots standing without support. Ten seconds, time starts with loaded gun in holster.

*NOTE: Indoor firing will be done at 25 ft. for 25 yd. stages and 50 ft. for 50 yd. stages.*

**7.14 Indoor Courses** - Using the AP-1 and AP-2 targets, the following courses can be fired indoors in Sanctioned Competition:

- (a) Los Alamitos Pistol Match
- (b) International Rapid Fire Modified
- (c) Advanced Military Pistol Match
- (d) Practical Event
- (e) Barricade Event
- (f) Crawford Barricade Event
- (g) Combat Event (B24 target)
- (h) Unsupported Standard Match
- (i) Speedload Challenge Event
- (j) Tyro Course

(See Section 10)

**7.15 Ambidextrous Match** - This course will be divided into three stages, 48 shots; targets will be 8" round metal plates.

- (a) 10 yard stage 6 shots, freestyle; 6 shots strong hand only unsupported; 6 shots weak hand only unsupported. Time Limit-6 seconds per string
- (b) 15 yard stage - Same as 10 yard, but time limit 7 seconds per string
- (c) 20 yard stage - Two 6 shot strings, freestyle; 8 seconds per string.

**7.16 Unsupported Standard Match** - This course will be divided into four stages, two strings per stage, six shots per string. Three D1 targets.

- (a) 10 yards - 6 shots strong hand only, unsupported, 6 shots weak hand only, unsupported. 6 seconds time limit per string.
- (b) 15 yards - Same as 10 yards, 7 seconds per string.
- (c) 20 yards - Same as 10 yards, 8 seconds per string.
- (d) 25 yards - Same as 10 yards, 9 seconds per string.

**7.17 The Speedload Challenge Event** - This course will be divided into four stages, two strings per stage with a reload, six shots per string. Three D-I targets.

- (a) 10 yards- 6 shots freestyle, reload, 6 shots weak hand only. 14 seconds total time.
- (b) 15 yards- 6 shots freestyle, reload, 6 shots strong hand only. 16 seconds total time.
- (c) 25 yards- 6 shots freestyle, reload, 6 shots freestyle. 18 seconds total time.
- (d) 50 yards- 6 shots freestyle, reload, 6 shots freestyle. 23 seconds total time.

## 9. COMPETITION REGULATIONS

**9.1 Changing Equipment** - The same equipment, including firearm, optical or electrical sights, holster and ammunition will be used to fire all matches in the same tournament. Magazines used must be the same capacity, dimension and design in all stages of all matches in the same tournament. Should a handgun become unserviceable, it may be exchanged for another of similar make, model, barrel length, and caliber. and with similar make and model of optical or electronic sights as on the original, with the approval of the Match Director. The same restrictions on exchanges will apply to holsters and ammunition. If the substitution is approved, the competitor will accept the score fired up to the point of breakage; no refires will be made.

### 9.2 - 9.4 (Blank)

**9.5 Disabled Handgun** - Any handgun which cannot be safely aimed or fired, or has suffered the loss of a sight or damage to the sights rendering it impossible to properly aim at target or cannot be fired because of mechanical failure. There must be evidence of physical damage to sights, the fact that sights are improperly adjusted does not constitute disablement. Optical sight failure will not be accepted as an excuse for a retire. A handgun once declared disabled shall not again be used for competitive firing until the defect has been corrected and until the handgun has been ruled as safe by the Jury/Referee. (See Rule 9.1 for procedure.)

### 9.6 - 9.7 (Blank)

**9.8 Equipment Inspection** - Novice competitors must submit to a mandatory equipment and match procedure check by the hosting club. It is the responsibility of the Match Director to carry out this requirement. (Refer to Section 3 for definitions of authorized equipment.)

**9.9 Weighing Triggers** - Triggers may be weighed with official NRA trigger test weights at the discretion of the Match Director, Official Referee, Jury or Supervisor. Triggers of pistols used in establishing National Records shall be weighed by a tournament official immediately after the firing of such record score and must meet the specifications of Section 3 for the pistol prescribed by the tournament program. Failure of the trigger to meet the trigger pull requirements shall disqualify the competitor in matches previously fired.

While trigger pull is being weighed, the pistol shall be held with the barrel perpendicular to the horizontal surface on which test weight is supported. The rod or hook of test weight shall rest on lowest point of the curve in curved triggers, or on a point approximately one quarter of an inch from lower end of straight triggers. To pass the weight test, a weight of the correct number of pounds shall be lifted by the pistol trigger while in the cocked position and while all safety devices are in firing position from the horizontal surface on which it is resting, until the weight hangs free and without releasing the trigger. Magazine must be removed and pistols unloaded while trigger is being weighed. Pistols equipped with a device to prevent firing while magazine is out must be closely inspected to see that no cartridges are in a magazine or chamber. Magazine will then be inserted and trigger pull weighed. Competitors will be permitted to adjust triggers which have failed to pass the weight test provided they do not occasion any delay. Failure of trigger to pass the weight test is the competitor's responsibility.

(See Fig. 5 in Illustrations)

**9.10 Coaching Prohibited in Individual Matches** - Coaching is prohibited in all individual matches of an NRA Approved or Registered Tournament.

**9.11 Matches Not Complete** - When a match or stage is not completed by all competitors in accordance with the tournament schedule, the match or stage may be rescheduled or canceled. Any match or stage which has been completed by all competitors will not be refired. Only scores of a match or stage which has been completed will be included in an aggregate event or for National record purposes, and a match or stage is not completed unless all competitors have tired.

### 9.12 (Blank)

**9.13 Interference** - With the exception of competitors actually firing and such range personnel as may be necessary, the firing points and line will be kept clear at all times. Loud or disturbing noise or talk is not permitted near the shooting stations. Range officials, jury members, team officials, and competitors shall limit their conversation to official business when they are near the competitors. The Range Officer shall also ensure that the noise of the spectators is kept at a minimum level.

**9.14 Refiring** - No refires will be allowed for defective guns or ammunition or for other malfunction of the shooter's equipment. A competitor may clear jams or malfunctions and replace the necessary cartridge(s) that have misfired or have been dropped, provided all safety requirements are met. Completing a string of fire in this manner will not constitute a refire. No additional time will be allowed,

(a) When the firing of a string is interrupted by some occurrence which renders it impossible for one or more competitors to complete the string under the conditions of the match, the Chief Range Officer will proceed as follows: Without being permitted to examine their targets, competitors in the relay who have been so prevented from completing their strings will be asked if they wish to refire or to accept their score as fired. Targets will then be scored in the usual manner for all competitors except those who have elected to refire. Without being scored, the targets of such competitors who have elected to refire will be pasted or new targets substituted and a complete string will be fired and scored. Reasons authorizing this procedure are:

(1) failure to allow full time, (2) failure of targets to operate properly or uniformly for the entire string, (3) failure of paper target to remain in position on frame, (4) damage to target rendering impossible proper aiming or scoring, (5) the appearance of some object in line of fire constituting a hazard, (6) some accident involving a Range Officer or competitor on the firing line, (7) if due to faulty target operation or error in timing, one or more competitors are allowed more time to complete the string than provided by conditions of the match. The Chief Range Officer will immediately order all such targets required pasted, or new targets installed. The fired targets will not be scored. A complete new string will then be fired by the competitors who were allowed extra time. If in the same relay some targets operate properly in accordance with the legal time limit, such targets will be scored in the usual manner and competitors firing on those targets will not be required or permitted to refire.

(b) In the case of some accident involving a competitor on the firing line, such as being hit by lead or powder residue, that competitor must stop firing immediately. Any shots fired will be counted. The entire stage in which the incident occurred must be refired on the same target. The highest scoring shots, which constitute the complete string, will determine the competitor's score for that stage.

**9.15 Standard Safety Rules Shall be Strictly Enforced** - Hosting organizations will be expected to devise and enforce safety rules to cover unusual situations. Any safety rules devised for a particular match shall be clearly explained to all competitors, along with any penalty, before the match begins. These rules shall also appear in the match descriptions as printed in the program.

**9.16 Unsafe and Incompetent Gun Handling** - Unsafe and incompetent gun handling during a course of fire will result in immediate disqualification. The match official may stop the competitor during a string of fire,

**9.17 Safety Violations** - An accumulation of two safety violations in any single match requires automatic disqualification. Safety violations will include, but not necessarily be limited to, the following:

(a) Pointing an unloaded handgun uprange.

(b) Dropping of an unloaded handgun.

(c) Leaving the firing area with a loaded handgun.

(d) Moving on a course of fire in breach of Regulation.

(e) Picking up a dropped handgun, except under the direction of a Tournament Official.

(t) Any accidental discharge. This does not include rounds fired overtime, but does include discharges while loading or clearing a handgun.

**9.17.1 Disqualification Violations** - The commission of a disqualification violation in any match requires automatic disqualification. Disqualification violations will include, but not necessarily be limited to, the following:

(a) Pointing a loaded pistol uprange.

(b) Dropping of a loaded pistol.

(c) Any shot in the holster, or into the ground less than six feet down-range from the firing line. into the air, or which strikes a wall or ceiling.

(d) The consumption of alcohol or drugs while competing in a match.

**9.17.2 Disqualified from Entire Tournament** - A competitor disqualified under Rules 9.17 and 9.17.1 shall be disqualified from that entire tournament, and not merely from the sub-match or stage in which the violation occurred. He shall be considered as having completed that tournament, but shall be placed at the bottom of the list of finishing competitors for purposes of ranking.

**9.18 Electric Timing Device** - Officials may not override the reading of an electric timing device. If such a device becomes manifestly unreliable in the opinion of the Match Director, its use shall cease at that point. If this occurs, the match shall be continued using back-up timing. but the scores or positions obtained prior to withdrawal of the timer shall stand.

**9.19 Detachable Shoulder Stocks** - Detachable shoulder stocks are not permitted.

**9.20 - 9.22 (Blank)**

**9.23 Aliases** - No competitor may fire under an assumed name nor substitute for another in a match; register. enter or fire in the name of another.

**9.24 Score and Classification Falsification** - No competitor will falsify his score. or classification, nor that of any other competitor, nor be an accessory thereto.

**9.25 Cross Fire and Excessive Hits** - No competitor will deliberately fire on the wrong target nor fire more than the required number of shots, including hits on some other competitor's targets and misses. (See Rules 14.7 and 14.10.)

**9.26 Bribery** - No person will offer a bribe of any kind to any of the range or statistical personnel or others nor be an accessory thereto.

**9.27 Disorderly Conduct** - Disorderly conduct or intoxication is not permitted on the range and anyone guilty of same will be expelled from the range.

**9.27.1 Willful Destruction of Range Equipment** - No competitor shall cause any range equipment to become damaged through a deliberate act, and anyone guilty of same will be expelled without a warning from the range. Expelled competitors will be disqualified from the competition with no return of entry fees.

**9.28 Refusal to Obey** - No person will refuse to obey instructions of the Match Director, Official Referee, Jury, Supervisor, Range Officer or any other officer of the tournament. if instructions are given in the proper conduct of the office.

**9.29 Evasion of Rules** - No competitor will evade nor attempt to evade nor be an accessory to the evasion of any of the conditions of a match as prescribed in the program or in these Rules. Refusal of a competitor or tournament official to give testimony regarding facts known to him concerning violations or attempted violations of these Rules will constitute being an accessory to the violation or attempted violations.

**9.30 Disqualifications** - The Match Director, Official Referee, Jury, or Supervisor upon proper presentation of evidence may disqualify any competitor or order the expulsion from the range for violations of rules or for other conduct considered discreditable or unsafe. In the event of a disagreement between Match Officials, the Official Referee or Jury shall prevail at the match with recourse only to the Protest Committee.

**9.31 Suspension** - For violations of these Rules deemed so to justify, any member may be suspended or expelled from the National Rifle Association upon presentation of evidence and conduct of a hearing as prescribed in the Bylaws.

## 10. RANGE COMMANDS, CONTROL AND OPERATIONS

**10.1 Discipline** - The safety of competitors, range personnel and spectators requires continuous attention by all to the careful handling of firearms and caution in moving about the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking it is the duty of the range personnel to enforce discipline and the duty of competitors to assist in such enforcement. ***Under no circumstances shall firing commence or continue on a range where an unsafe condition exists,***

**10.1.3 Loaded Pistols** - Pistols will not be loaded except as directed by Tournament Officials. "Loaded" indicates a firearm with a cartridge in the cylinder or chamber or with a magazine in place,

**10.1.4 Cease Firing** - Is the command given at the end of the time limit for each string, or stage, or at any other time all firing is to cease. **Firing must cease immediately.** Even if a competitor is about to let off a carefully aimed shot the competitor must not fire and open the action of the gun. Failure to immediately obey this command is one of the worst infractions of range discipline. "Cease firing" may be signaled verbally, by a short sharp blast on a whistle, or by moving the targets out of view. When the command to cease firing is given at the end of a string or stage the command is "**CEASE FIRING-UNLOAD AND SHOW CLEAR.**" On this command all Range Officers check their competitors to make sure each one obeys the command before signaling the person giving the commands that their portion of the firing line is clear. When all Range Officers have given the signal that the range is safe, the necessary commands to move from the line or to score and properly handle targets are given.

**10.1.8 Pistol Muzzle Direction** - During loading and unloading, and during remedial action in the event of a malfunction, the muzzle of the pistol must be directed downrange.

**10.1.9 Pistol Malfunction Procedure** - In the event a pistol cannot be unloaded due to a broken or failed mechanism, the competitor will notify a Tournament Official who will take such action as he thinks best and safest. In no case will a competitor leave the firing area with a loaded pistol in his possession.

**10.1.10 Handling Handguns** - During a match, competitors not firing will refrain from handling their pistols except in designated areas, The normal condition of pistols not actually engaged is holstered and unloaded, with hammer fully down and, for auto pistols, with magazine removed.

**10.1.11 Safe Handgun Condition** - A competitor must begin each string of fire with his handgun in a safe condition, specified as:

- (a) Single-action revolvers must have the hammer fully down on an empty chamber, unless equipped with a transfer bar.
- (b) Double-action revolvers must have the hammer fully down, and not in the half-cock position.
- (c) Auto pistols must have the hammer fully down or fully cocked with the thumb safety on safe, never on half-cock. Double-action autos may not be fully cocked if their safety mechanism drops the hammer when actuated.

**10.1.12 Position of Handguns When Moving Between Firing Positions** - On courses requiring the competitor to move between firing positions, handguns must be in a safe condition during movement. Fingers must be outside the trigger guard. The handgun shall be pointed downrange at all times.

**10.1.13 Clearing of Jams and Reloading** - For the purpose of safety, when firing stages which require that firing be done with the strong hand only or weak hand only, clearing of jams and reloading of the handgun may be done freestyle without penalty to score. However, care should be taken to handle the handgun safely when clearing or reloading.

**10.1.14 Dropped Handgun** - A competitor may not pick up a dropped handgun except under the direction of a Tournament Official.

**10.2 Loud Language** - Loud or abusive language will not be permitted.

**10.3 Delaying a Match** - No competitor may delay the start of a match through tardiness in reporting or undue

delay in preparing to fire. (See Rule 18.7.)

**10.4 Policing Range** - It is the duty of competitors to police the firing points when directed by the Range Officer.

**10.5 Competitors Will Score** - Competitors will act as scorers when requested to do so by the Match Director or Chief Range Officer, except that no competitor will score his/her own target.

**10.6 Repeating Commands** - A Range Officer will repeat the Chief Range Officer's commands only when those commands cannot be clearly heard by competitors under their supervision.

**10.7 Firing Line Procedures and Commands** - When the competitor takes position at the firing line, the Range Officer gives the command "**Load and Make Ready**", upon which the competitor loads his/her firearm and prepares his/her equipment for the match. When ready to start the firing of the match, the Range Officer commands, "**Ready**". On affirmative indication by the shooter, usually signalled by placing the hands in the position required, the Range Officer says, "**Stand By**"; then the official renders the "**Fire**" command via audio, visual, or other means as called for in the stage outline. Upon completion of firing, the Range Officer commands, "**Cease Firing - Unload and Show Clear**", and follows the procedures outlined in rule 10.1.4.

**10.7.1 Match Equipment Failure Procedure** - At any time, should the match equipment fail, thus not giving the competitor a fair opportunity to obtain his/her due score, then the competitor shall be given the opportunity to re-fire that string in which the equipment failed. If a back-up time is available, the competitor, before being notified of his/her score or back-up time shall be given the option of either accepting his/her current score with the back-up time, or re-running the string.

**10.7.2 Failure of Match Equipment or Administration** - In the case of failure of match equipment or administration, the competitor may choose to re-fire the stage, but he/she must not be allowed to check his/her score before making his/her decision. The match officials are responsible for carrying out this procedure.

**10.7.3 Improper Range Commands** - If the Range Officer's commands and/or actions have been made incorrectly, or if there has been a misunderstanding so that the competitor is not ready to fire when the command or signal to fire is given or when the targets appear, he/she may elect not to fire and immediately after the series report the matter to the Range Officer or Jury member.

- (a) If the claim is considered justified, the competitor will be allowed to fire the series.
- (b) If the claim is considered not justified, the competitor may not fire the series and will receive a "Did not finish" designation as his/her score.
- (c) If the competitor has fired the first shot in the series, a protest of this nature will not be accepted as justified.

## **10.8 - 10.16 (Blank)**

### **10.17 Specific Rules for the Conduct of the Los Alamitos Pistol Match -**

*Type:* Scored: Possible 420 points and 42 X' s.

*Targets:* NRA AP-1. Three targets spaced not more than one foot apart edge-to-edge.

*Rounds:* 42

*Range:* 7, 10, and 25 yards.

*Procedure .*

#### **STAGE I:**

*Range:* 7 yards. Time: 2 1/2 seconds for each of three strings.

*Action Shooting*

*Rounds: 2 each string.*

Competitor stands facing 3 targets and upon signal to fire, draws and fires 2 rounds at the center target. Upon second signal to fire, draws and fires 2 rounds at the right target. On third signal to fire, draws and fires 2 rounds at the left target.

**STAGE II:**

*Range: 7 yards. Time: 5 seconds. Rounds: 6.*

Competitor stands facing 3 targets and upon signal to fire, draws and fires 2 rounds at each target.

**STAGE III:**

*Range: 7 yards. Time: 6 seconds. Rounds: 6.*

Competitor stands facing 3 targets and upon signal to fire, draws and fires 2 rounds at each target using strong hand only.

**STAGE IV:**

*Range: 10 yards. Time: 18 seconds. Rounds: 12.*

Competitor stands facing three targets and upon signal to fire, draws and fires 2 rounds at each target-reloads-transfers pistol to weak hand and fires 2 rounds at each target using weak hand only.

**STAGE V:**

*Range: 25 yards. Time: 10 seconds for each of two strings.*

*Rounds: 6 each string - for a total of 12.*

Competitor stands concealed behind a barricade and upon signal to fire, draws and fires 2 rounds at each of three targets from right side of barricade. Competitor then reloads and upon second signal to fire, repeats procedure, except that firing is done from left side of barricade. Barricade will be 6 feet high, 2 feet wide and have a firing area two feet wide and three feet long. The 2x3 firing area will be marked and the competitor may not support any weight outside the area, except that, this being a standard match from another source, the rules allow the competitor to use the barricade as a support.

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number. and for each round fired overtime.

*NOTE: To fire this match indoors STAGE V is ,fired at 25 feet using AP-2 target.*

**10.18 Specific Rules for Conduct of the Flying M" Match**

*Type: Timed-Man-against-Man.*

*Targets: NRA AP-1 Targets and 8" round impacts.*

**NOTES:**

1. Barricade should be six feet high.
2. Can rests shall be three feet high.
3. All dimensions to center of targets.
4. Left side of range is symmetrical.

*Procedure:*

*Qualifications:*

Competitor starts with at least one foot touching the center marker of the sixteen-foot barricade. At the signal to commence, the competitor moves toward the end of the barricade. The competitor must remove a can from a rest three feet above the ground with the drawing hand before touching the pistol. After removing the can the competitor turns down range and places at least one hit on 3 targets. Two silhouettes and 1 round impact. The silhouettes are placed at 10 and 15 yards and the round impact at 7 yards. The silhouettes may be hit in any sequence but the round impact target must be the last one hit. Competitor must hit the impact target to stop the timer. If competitor fails to hit the impact target on any string, the string must be repeated and a 5-second penalty added to the time. A 5 second penalty will also be charged for each of the silhouettes not hit on each string, for a premature start, and for touching the handgun before removing the can from the rest. Each competitor will run the course 4 times. Twice to the right and twice to the left. Total time for the 4 runs, plus any penalties, will be the competitor's qualifying time.

### **10.19 Specific Rules for Conduct of the Moving Target Match**

*Type:* Scored: Possible is 240 points and 24 X's.

*Targets:* NRA AP-1 targets (moves 50 ft. right to left).

*Range:* 7, 15, and 25 yards.

*Time:* 5 seconds for each run of the target.

*Procedure:*

#### **STAGE I:**

Fired from 7 yards. Competitor stands in a 3-foot square box at the center of the range, The signal to commence fire will be the appearance of the target from behind the right barricade. The competitor fires 6 rounds at the target as it moves the 50 feet between the barricades. The competitor then repeats for a total of 12 rounds.

#### **STAGE II:**

Fired from 15 yards. Same procedure as stage one except that 3 rounds are fired on each of 2 runs of the target.

#### **STAGE III:**

Fired from 25 yards. Same procedure as stage one except that 2 rounds are fired on each of 3 runs of the target.

A penalty of 10 points and X will be charged for a premature start, and for each round fired over the designated number on any run of the target. A penalty of 20 points and 2 X's will be charged for hitting a barricade.

### **10.20 Specific Rules for Conduct of the International Rapid Fire Match**

*Type:* Scored: Possible 300 points.

*Targets:* 5 International Rapid Fire or NRA AP-1 targets.

*Rounds:* 30 (10 per stage).

*Range:* 25 meters (82 feet).

*Procedure:*

#### **STAGE I:**

*Action Shooting*

The competitor stands at a firing line. Twenty-five meters downrange, there will be 5 targets. The targets will be placed directly in front of the competitor, 6 feet high, and one width apart (edge-to-edge),

The signal to commence fire will be an audible type (whistle, horn, etc.) unless turning targets are used. Upon the signal to commence fire, the competitor fires one round at each of the 5 targets. Time allowed will be 8 seconds. The competitor then repeats the procedure for a total of 10 rounds.

**STAGE II:**

The procedure will be the same as Stage I except that the time allowed will be 6 seconds.

**STAGE III:**

The procedure will be the same as Stage I except that the time allowed will be 4 seconds.

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

*NOTE: To fire this match indoors all stages are fired at 25 feet using the AP-2 target.*

**10.21 Specific Rules for Conduct of the Advanced Military Pistol Course**

*Type:* Scored: Possible 500 points; 45 X's (no X's to be scored on Stage I).

*Targets:* NRA AP-1 target and NRA 50 yd. pistol.

*Range:* 10, 25, and 50 yards.

*Rounds:* 50.

*Procedure:*

**STAGE I:**

Competitor fires 5 rounds at an NRA 50-yard slow fire pistol target from 50 yards. Hits inside the 8 ring (in the black) count 10. Hits outside the 8 ring but inside the 5 ring count 5. Hits outside the 5 ring are zero. Time limit: 30 seconds. No spotting. Possible 50 points (no X-count used).

**STAGE II:**

Competitor fires 5 rounds at an NRA AP-1 target from 50 yards. Fifteen seconds time limit. Possible 50 points.

**STAGE III:**

Competitor fires one round at an NRA AP-1 target from 25 yards. Competitor then repeats for a total of 10 rounds. The limit is 2 1/2 seconds for each round. Possible 100 points.

**STAGE IV:**

Competitor fires 5 rounds at an NRA AP-1 target from 10 yards, reloads, and fires 5 more rounds at the same target. Fourteen seconds time limit. Possible 100 points.

**STAGE V:**

Competitor fires 2 rounds at each of 3 NRA 0-1 targets placed 3 yards apart (edge-to-edge) from 10 yards. Competitor stands in front of the center target facing 90 degrees to the right or left and may not look at the targets until the commence fire signal is given. Upon signal to commence fire, the competitor must turn to face the targets, then draw and fire. Competitor then repeats for a total of 12 rounds. Four second time limit for each string. Possible 120 points.

## **STAGE VI:**

Competitor fires one round at an NRA AP-1 target from 10 yards. Competitor then repeats for a total of 8 rounds. Time limit 1 1/2 seconds for each round. Possible 80 points.

A penalty of 10 points will be charged for each premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

*NOTE: To fire this match indoors Stage I is fired at an NRA 50-ft slow fire pistol target (B-2) from 50 feet, Stage II is fired at 50 feet using the AP-2 target, and Stage III is fired at 25 feet using the AP-2 target.*

### **10.22 Specific Rules for Conduct of the Practical Event**

*Rounds:* 48

*Targets:* NRA AP-1 targets.

*Range:* 10, 15, 25 and 50 Yards.

*Procedure:*

Competitor stands facing 2 targets downrange. Tops of targets will be approximately 6 feet above ground level and 3 feet apart, edge-to-edge. The starting position will be with the handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used, preceded by the verbal commands "READY" and "STANDBY."

10 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 3 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 4 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target with weak hand only within 8 seconds; competitor may use the strong hand to produce and exchange the handgun for this third segment, but all 6 rounds must be fired with the weak hand without support for the hand or arm of any kind.

15 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 4 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 5 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 6 seconds.

25 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 5 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 6 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 7 seconds.

50 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 7 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 10 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 15 seconds.

Penalties:

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, for each round fired overtime, and for each round fired while supporting the weak hand or arm during the third segment at the 10 yard stage.

*NOTE: To fire this match indoors the 25 yard stage is fired on the AP-2 target at 25 feet and the 50 yard stage is fired at 50 feet using the AP-2 target.*

*Action Shooting*

### **10.23 Specific Rules for Conduct of the Barricade Event**

*Rounds:* 48

*Targets:* NRA AP-1 target.

*Range:* 10, 15,25, and 35 Yards.

*Procedure:*

At each stage there will be a 6 foot high, 2 foot wide barricade. They will be placed in a line, one directly behind another. Each barricade will have a clearly marked 2-foot wide by 3-foot long firing area on the up-range side, The competitor must be within the firing area at the "**COMMENCE FIRE**" signal and no portion of the competitor's body or equipment may touch outside the firing area until the competitor has finished firing the designated rounds. The barricade will be considered to be within the firing area and may be used as support. There will be 2 targets downrange. One will be placed 3 feet to the left of the center line and one 3 feet to the right.(6 feet apart, edge-to-edge). The starting position will be with the handgun holstered and the palms of both hands on the face of the barricade. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used. preceded by the verbal commands "**READY**" and "**STAND BY.**"

10 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; time limit is 5 seconds. At the second signal to commence fire. competitor fires 6 rounds at the remaining target from the matching side of the barricade; time limit is also 5 seconds.

15 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; time limit is 6 seconds. At the second signal to commence fire. competitor fires 6 rounds at the remaining target from the matching side of the barricade; time limit is also 6 seconds.

25 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; time limit is 7 seconds. At the second signal to commence fire, competitor fires 6 rounds at the remaining target from the matching side of the barricade; time limit is also 7 seconds.

35 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; time limit is 8 seconds At the second signal to commence fire, competitor fires 6 rounds at the remaining target from the matching side of the barricade; time limit is also 8 seconds.

Penalties:

A penalty of 10 points will be charged for a premature start. for each procedural error, for each round fired over the designated number, and for each round fired overtime.

*Note: To .fire this match indoors the 25 yard stage is fired at 25 feet on the AP-2 target and the 35 yard stage is fired at 35 feet on the AP-2 target.*

### **10.24 Specific Rules For Conduct of the Moving Target Event (Modified)**

*Rounds:* 48

*Targets:* NRA AP-1 target.

*Range:* 10, 15,20, and 25 Yards.

*Action Shooting*

*Procedure:*

The target will move from behind a barricade, travel 60 feet in 6 seconds, then disappear behind another barricade. There will be a clearly marked, 3 foot square tiring area at each stage. The tiring square will be at the center of the 60-foot run of the target. The competitor must remain within the firing square for the complete firing sequence. The starting position will be with the handgun holstered and both hands held shoulder high.

There will be no audible signals. When the competitor is ready to fire both hands must be raised to the starting position. The appearance of the target from behind the barricade will be the signal to commence fire.

A competitor has 7 1/2 minutes to complete tiring this course, starting from entry into the first shooting box until the start of the last string of fire. Time for changing targets shall not be counted against the competitor.

*10 Yard Stage:*

At the signal to commence fire, the competitor fires 6 rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires 6 rounds at the target, which moves from left to right.

*15 Yard Stage:*

At the signal to commence fire, the competitor fires 6 rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires 6 rounds at the target, which moves from left to right.

*20 Yard Stage:*

At the signal to commence fire, the competitor fires 3 rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires 3 rounds at the target, which moves from left to right. The procedure is then repeated one time.

*25 Yard Stage:*

At the signal to commence fire, the competitor fires 3 rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires 3 rounds at the target, which moves from left to right. The procedure is then repeated one additional time.

*Penalties:*

There will be a 10-point penalty for any premature start, for each procedural error, any round that strikes either barricade, and for any round fired over the designated amount.

*Lead:*

Calculations based on an average bullet velocity of 800 f.p.s. indicate the following leads:

10 yds.= 4 1/2 inches

15 yds.= 6 3/4 inches

20 yds.= 9 inches

25 yds.= 11 1/4 inches

**10.25 Specific Rules for Conduct of the Falling Plate Event**

*Rounds:* 48

*Targets:* 8" Round Steel or Plastic Plates.

*Range:* 10, 15, 20, and 25 Yards.

*Action Shooting*

*Procedure:*

There will be 6 target plates placed one foot apart, edge-to-edge. They will be 4 feet above ground level to the bottom edge. The starting position will be with handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) preceded by the verbal commands "**READY**" and "**STAND BY.**"

10 Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 6 seconds. Competitor then repeats procedure.

15 Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 7 seconds. Competitor then repeats procedure.

20 Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 8 seconds. Competitor then repeats procedure.

25 Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 9 seconds. Competitor then repeats procedure.

Penalties:

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime. (See Rule 14.3(h))

All distances, times and other information are approximate. The foregoing should be considered as guidelines only and are subject to change by the Tournament Sponsor if necessary in the interests of safety, sportsmanship or other consideration.

*NOTE: In the National Championship, the time limit may be reduced by not more than 2 seconds per string per stage at the option of the Match Director.*

**10.26 Specific Rules for Conduct of the Tyro Course Match**

All firing done at 10 yards, on NRA AP-1 targets:

Three targets spaced 3 yards apart edge-to-edge.

**STAGE I:**

6 Rounds.

Competitor draws and fires 2 rounds at center target in 5 seconds. On second signal, draws and fires 2 rounds at left target. On third signal, draws and fires 2 rounds at right target.

**STAGE II:**

6 Rounds.

Competitor draws and fires 2 rounds at each target in 8 seconds.

**STAGE III:**

*Action Shooting*

12 Rounds.

Competitor draws and fires 2 rounds at each target, reloads, and tires 2 more at each target in 20 seconds.

Competitor must have 70% of possible score (168 out of 240), and pass safety observation by Officials, to progress to next level of competition.

Equipment must be inspected by Officials for safety requirement.

### **10.27 The Speed Event -**

*Targets:* Speed Plates

Distance: 10 yards

- (a) The competitors shall occupy separate, 3-foot square firing areas, which shall be six-feet apart edge-to-edge. A stationary-timer stop-plate shall be positioned ten (10) yards down range of each competitor. Four knock-down plates shall be spaced three (3) feet apart edge-to-edge. All five targets shall be positioned in a fan to the left of the left-side competitor, and to the right of the right-side competitor. The targets may be placed at varying heights at the discretion of the Tournament.

The starting position shall be with each competitor standing upright, the pistol holstered, and both hands held shoulder high. The starting signal shall be an audible electronic signal preceded by the verbal commands "**READY**" and "**STAND BY.**" A maximum of twenty (20) seconds will be utilized per firing sequence.

- (b) Phase One - Qualification:

Each competitor may tire a maximum of six (6) shots at the targets, three times in the left-side position and three times in the right-side position. All targets except the stop-plate shall be knocked down to score. The total of the fastest five times out of six shall represent the competitor's score. The six fastest competitors from Phase One shall continue to Phase Two.

- (c) Phase Two - The Speed Event Finals

Each competitor may tire a maximum of six (6) shots at the targets. All targets except the stop-plate shall be knocked down to score. The fastest time shall win the sequence. The procedure shall be repeated until one competitor wins three (3) times, alternating between right and left sides each time. This shall constitute one (1) bout.

Each competitor shall complete one (1) bout with every other competitor in a round robin. The competitor winning the most bouts shall be the winner. In the event of a tie, it shall be broken by a shoot -off.

- (d) Penalties:

For any premature start. any shot fired over the designated amount, and for any plates still standing after the time is stopped:

- 1) Phase One:

A time of twenty (20) seconds shall be assigned for that sequence.

- 2) Phase Two:

The other competitor shall be declared the winner of that sequence.

### **10.28 The Crawford Barricade Event**

*Rounds:* 48

*Action Shooting*

*Targets:* NRA AP-1

*Range:* 10, 15, 25, and 35 yards

*Procedure:*

At each stage there will be a 6 foot high, 2 foot wide barricade. They will be placed in a line, one directly behind the other. Each barricade will have a 2 foot wide 3 foot long shooting box on the face side of the barricade. At the commence fire signal competitor must be standing in the shooting box with the palms of both hands centered on the face of the barricade directly in front of competitor's face, with handgun holstered. The barricade may be used as support but competitor's feet may not touch outside the shooting box until the designated number of rounds has been fired. There will be 2 targets downrange. One will be 3 feet to the left of the center line and one 3 feet to the right. (6 feet apart, edge-to-edge). The starting signal may be of an audible type or turning targets may be used, preceded by the verbal commands "**READY**" and "**STAND BY.**"

10 Yard Stage:

At the signal to commence fire, competitor fires 3 rounds at the right target, then fires 3 rounds at the left target from the matching sides of the barricade; time limit is 8 seconds. At the second signal to commence fire, competitor fires 3 rounds at the left target, then fires 3 rounds at the right target from the matching sides of the barricade; time limit is 8 seconds.

15 Yard Stage:

At the signal to commence fire, competitor fires 3 rounds at the right target, then fires 3 rounds at the left target from the matching sides of the barricade; time limit is 9 seconds. At the second signal to commence fire the competitor fires 3 rounds at the left target, then fires 3 rounds at the right target from the matching sides of the barricade; time limit is 9 seconds.

25 Yard Stage:

At the signal to commence fire, competitor fires 3 rounds at the right target, then fires 3 rounds at the left target from the matching sides of the barricade; time limit is 10 seconds. At the second signal to commence fire, competitor fires 3 rounds at the left target then fires 3 rounds at the right target from the matching sides of the barricade; time limit is 10 seconds.

35 Yard Stage:

At the signal to commence fire, competitor fires 3 rounds at the right target, then fires 3 rounds at the left target from the matching sides of the barricade; time limit is 11 seconds. At the second signal to commence fire, competitor fires 3 rounds at the left target, then fires 3 rounds at the right target from the matching sides of the barricade; time limit is 11 seconds.

*Penalties:*

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

*NOTE: To fire this match indoors the 25 yard stage is fired at 25 feet on the AP-2 target and the 35 yard stage is fired at 35 feet on the AP-2 target.*

### **10.29 Specific Rules for Conduct of the Combat Event**

*Rounds:* 60

*Target:* NRA B-18

*Range:* 7, 25, and 50 yards.

For each firing position there will be a barricade at 25 yards and at 50 yards. When firing left side from behind

*Action Shooting*

the barricade the firearm must be held in and operated with the left hand and competitor's feet must be to the right of the left edge of the barricade and when shooting right side from behind the barricade the firearm must be held in and operated with the right hand and competitor's feet must be to the left of the right edge of the barricade.

#### Stage 1 - 7 Yards:

At the signal to commence fire the competitor draws and fires 12 shots from the standing position without support in eighteen seconds. The time starts with a loaded gun in the holster and includes time required for reloading.

#### Stage 2 - 25 Yards:

At the signal to commence fire the competitor draws and fires 6 shots from the kneeling position, 6 shots standing left side from behind the barricade, and 6 shots standing right side from behind the barricade in sixty seconds. The time starts with a loaded gun in the holster and includes all time required for reloading.

#### Stage 3 - 50 Yards:

At the signal to commence fire the competitor draws and fires 6 shots from the sitting position, 6 shots from the prone position, 6 shots standing left side from behind the barricade, and 6 shots standing right side from behind the barricade in two minutes. The time starts with a loaded gun in the holster and includes all time required for reloading.

#### Stage 4 - 25 Yards:

At the signal to commence fire the competitor draws and fires 6 shots standing in ten seconds. The time starts with a loaded gun in the holster. No barricade or other support is used, however, 2-hand hold is authorized.

#### Penalties:

There will be a la-point penalty for any premature start, for any round fired overtime, for each round fired over the designated amount, and for each round fired in an improper position.

*NOTE: To fire this match indoors the 25 yard stages are fired at 25 feet and the 50 yard stage is fired at 50 feet on the NRA 8-24 target.*

### **10.30 The Ambidextrous Match**

*Rounds: 48*

*Targets: 8" Round Steel or Plastic Plates.*

*Range: 10, 15, and 20 yards*

*Possible Score: 480-48X (Each plate knocked down will count as 10 points and 1 X)*

#### Procedure:

There will be 6 target plates placed one foot apart, edge-to-edge. They will be 4 feet above ground level to the bottom edge. The starting position will be with the handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) preceded by the verbal commands **"READY"** and **"STAND BY."**

#### 10 Yard Stage:

At the 1st signal to commence fire, the competitor will fire one round at each target, freestyle. At the 2nd signal to commence fire, the competitor will fire one round at each target with the strong hand only, unsupported. At the 3rd signal to commence fire, the competitor will fire one round at each target with the weak hand only, unsupported. Competitor may use the strong hand to produce and exchange the handgun for this string, but all 6 shots must be fired with the weak hand without support for the hand and arm of any kind. The time limit will be 6

seconds per string. Target must be knocked down to score.

15 Yard Stage:

Same as 10 yard, but time limit will be 7 seconds per string.

20 Yard Stage:

At the 1st signal to commence fire, the competitor will fire one round at each target, freestyle. Time limit will be 8 seconds. Competitor then repeats procedure.

*Penalties:*

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

### **10.31 The Unsupported Standard Match -**

*Rounds:* 48

*Targets:* NRA AP-1

*Range:* 10, 15,20 and 25 Yards.

*Procedure:*

Competitor stands facing 3 targets downrange. Tops of targets will be approximately 6 feet above ground level and 3 feet apart, edge-to-edge. The starting position will be with the handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used, preceded by the verbal commands, "**READY**" and "**STAND BY**".

10 Yard Stage:

At the signal to commence fire, competitor fires two rounds at each target with the strong hand only, unsupported, within 6 seconds. At the second signal to commence fire, competitor fires two rounds at each target with the weak hand only, unsupported, within 6 seconds: competitor may use the strong hand to produce and exchange the handgun, but all 6 rounds must be fired with the weak hand without support for the hand or arm of any kind.

15 Yard Stage:

Same as 10 yard, but time limit will be 7 seconds per string.

20 Yard Stage:

Same as 10 yard, but time limit will be 8 seconds per string.

25 Yard Stage:

Same as to yard, but time limit will be 9 seconds per string.

*Penalties:*

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

*NOTE: To fire this match indoors the 20 yard stage is fired at 20 feet and the 25 yard stage is fired at 25 feet on the AP-2 target.*

### **10.32 The Speedload Challenge Event**

*Action Shooting*

*Rounds:* 48

*Targets:* NRA AP-1

*Range:* 10, 15,25, and 50 yards.

Procedure:

Competitor stands facing 3 targets downrange. Tops of targets will be approximately 6 feet above ground level and not more than one foot apart edge-to-edge. The starting position will be with the handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used, preceded by the verbal commands, "**READY**" and "**STAND BY**",

10 Yard Stage:

At the signal to commence fire, the competitor draws and fires 2 rounds at each target freestyle- reloads - transfers pistol to weak hand and fires 2 rounds at each target using the weak hand only. Total time is 14 seconds.

15 Yard Stage:

At the signal to commence fire, the competitor draws and fires 2 rounds at each target freestyle- reloads - and fires 2 rounds at each target using the strong hand only. Total time is 16 seconds.

25 Yard Stage:

At the signal to commence fire, the competitor draws and fires 2 rounds at each target freestyle- reloads - and fires 2 rounds at each target freestyle. Total time is 18 seconds.

50 Yard Stage:

At the signal to commence fire, the competitor draws and fires 2 rounds at each target freestyle - reloads - and fires 2 rounds at each target freestyle. Total time is 23 seconds.

Penalties:

A penalty of 10 points and 1 X will be charged for a premature start, for each procedural error, for each round fired overtime, Spare ammunition which is used for the reload must be on the competitor's person, in a magazine pouch or speedloader carrier, at the beginning of the string of fire, Spare magazines or speedloaders may be placed on the ground AFTER the start signal for a string of fire without penalty. Any rounds which are on the ground PRIOR to the start signal will be considered prohibited for the reload, A 10 point and 1 X penalty will be charged for each shot fired with the prohibited rounds.

*NOTE: To fire this match indoors, the 25 yard stage is fired at 25 feet on the AP-2 target and the 50 yard stage is fired at 50 feet on the AP-2 target.*

## 11. TOURNAMENT OFFICIALS

**Tournament Officials** - Officials will be thoroughly familiar with conditions of the program and with National Rifle Association Rules. The Match Director, Deputy Match Director, Chief Range Officer, Chief Statistical Officer and Official Referee may not compete in any Registered Tournament where they are officiating. In Approved Tournaments, the Supervisor is the only official who may not compete.

**11.1 Match Director** - The Match Director is directly responsible for the efficient conduct of the entire tournament. He may change the match and firing conditions as shown by the program provided a Match Director's Bulletin is posted for the information of all competitors, and that such changes are not contrary to current NRA Rules. He is directly responsible for the efficient operation of the range and the Statistical Office and for the safety and proper discipline of all tournament operating personnel, competitors and spectators. Instructions from the Match Director for the operation of the tournament will be complied with by all persons on the range. The Match Director will use his best judgment at all times and his behavior and decisions must be characterized by absolute impartiality, firmness, courtesy and constant vigilance. In the application of these Rules the Match Director will confer with the NRA Official Referee or Supervisor on any doubtful point and will be guided by the Official Referee's or Supervisor's decision.

**11.1.1 Deputy Match Director** - The Deputy Match Director, when appointed, is responsible to the Match Director for the efficient conduct of the entire tournament, and acts for the Match Director in all matters listed in Rule 11.1. A Deputy Match Director is appointed at the discretion of the sponsor.

**11.2 Official Referee** - An NRA Official Referee is required at all NRA Sanctioned State, Sectional, Regional, and National Championships. Assignments are made from the Headquarters of the National Rifle Association. The NRA Official Referee is not an administrative or operating official and is not responsible for the behavior or efficiency of either Range or Statistical Office personnel. It is the responsibility of the Referee to see that all National Rifle Association Rules are properly interpreted and applied. Decisions will be final in the interpretation and application of these rules and in scoring of challenged targets except when scoring is in the pit, and at the National Championships. The Referee will not score except when called on to rule on challenges. It is the duty of the Referee to rule on all protests and challenges when challenges cannot be resolved by the Range Officer or Match Director. Except in an emergency involving the safety of personnel or property, the Referee will not give instructions directly to tournament operating personnel, but will give all such instructions through the Match Director. In the event of a disagreement between Match Officials, the Official Referee shall prevail at the match with recourse only to the Protest Committee. The NRA Official Referee may not change the NRA Rules as printed herein and as officially amended. It is the duty of the Referee to render a complete report to the National Rifle Association covering all phases of the tournament. The Referee may disqualify all or any portion of the score if, in the Referee's opinion, the conditions warrant such action. A report will be submitted on any Tournament Official who refuses to accept proper instructions given by the Official Referee. After a full hearing is held by the Protest Committee on such a report, the Association may:

- (a) Warn, suspend, or bar anyone from serving or competing in NRA competitions.
- (b) Warn, suspend, or cancel the Certificate of the Official Referee.
- (c) Refuse to accept for registration or approval of any further tournament conducted on the same range or by the same organization until the unsatisfactory condition reported by the Official Referee has been corrected. Official Referees may not compete in any match fired in the conjunction with any tournament where they are officiating. The Official Referee assigned to a Registered Tournament may disqualify a competitor(s) under provisions of Rule 9.14.

**11.2.1 Jury** - In all Registered Tournaments which are not State, Sectional, Regional, or National Championships, a 3-member Jury will be formed by the Match Director to function as described in 11.2. The Chairman of the Jury must be a member of the sponsoring organization, and complete the reports required by NRA. The members of the Jury may or may not be competitors in that tournament. Jury Members shall exempt themselves from ruling on a matter in which they are personally involved. The Match Director will name a replacement for that Jury member while ruling on that action. Under no circumstances may any Match Official (Rules 11.1, 11.4, 11.5, 11.6 and 11.7) be a member of the Jury. The Jury Chairman may disqualify competitor(s), as directed by the Jury, under provisions of Rule 9.14.

**11.3 Supervisor** - A Supervisor is required at all NRA Approved Tournaments. The Supervisor may be an

NRA Official Referee, or an officer of an NRA Club, League or State Association who is familiar with NRA Competition Rules and match procedure. The Supervisor may also act as Match Director of an Approved Tournament if such combined duty is authorized by the NRA Headquarters. The Supervisor is not a tournament administrative or operating officer and is not responsible for the behavior or efficiency of either range or Statistical Office personnel, unless he also functions in the capacity of Match Director. The Supervisor is responsible for seeing that all NRA Rules are properly interpreted and applied. His decision will be final in scoring of challenged targets, except when targets are scored in the pit. The Supervisor shall not act as a scorer except to score challenged targets. It is the Supervisor's duty to rule on all challenges and protests filed with him by either competitors or the tournament officials. The Supervisor may not change the NRA Rules. The Supervisor will make a complete report to the NRA on the Approved Tournament where he serves. It is his duty to report the facts concerning any competitor or tournament official who refuses to comply with proper instructions given by the Supervisor or any tournament official. A Supervisor may not compete in any match fired in conjunction with any tournament where he is officiating as Supervisor. The Supervisor may disqualify a competitor(s) under provisions of Rule 9.14.

**11.4 Range Director** - When appointed, the Range Director and Deputy Range Director are responsible to the Match Director, and have supervisory responsibility for the Chief Range Officers and for the efficient and safe operation of the ranges. Appointment of a Range Director and Deputy Range Director is authorized when multiple ranges are in operation.

**11.4.1 Chief Range Officer** - Will have full charge of the range and will conduct the matches on the schedule approved by the Match Director. He is responsible for range safety, and for enforcing all rules.

**11.5 Range Officers** - Each Range Officer is an assistant to the Chief Range Officer; competitors may be assigned this duty. He is responsible for the safety and discipline of range personnel, competitors and spectators in the sector of the range to which he has been assigned.

- (a) He checks the number of competitors and their names to ensure that they conform with the scoring schedule and register.
- (b) He is responsible for the accurate recording of shots.
- (c) He calls the competitors.
- (d) He gives necessary commands.
- (e) He supervises the correct working of the targets.
- (f) He checks the competitor's shooting positions.
- (g) He checks that firearms and equipment of the shooters have been examined.
- (h) He is responsible for maintaining order on the range, with particular attention to safety.
- (i) He receives protests and decides on them or passes them on to the Chief Range Officer.
- (j) The Range Officer is directly responsible to the Chief Range Officer for the section of the competition entrusted to him, but will constantly cooperate with the Referee/Jury,

**11.6 Statistical Officer** - The Chief Statistical Officer is in charge of all statistical work in connection with the match except the actual recording of scores when this is done on the range. The Statistical Officer is directly responsible to the Match Director. He is assisted by such Assistant Statistical Officers as may be required.

**11.6.1 Duties of Office** - It is the duty of the Statistical Office to:

- (a) Register competitors, and check their eligibility and classification.
- (b) Accept match entries.
- (c) Prepare, post and keep current a list of competitors showing name, number and classification.

- (d) Squad competitors and prepare range assignment cards where such cards are used.
- (e) Prepare official score cards.
- (f) Check addition on score cards and correct totals.
- (g) Tabulate scores in order of merit.
- (h) Prepare Preliminary and Official Bulletins.
- (i) Maintain an Official Bulletin Board.
- (j) Determine award winners and distribute awards.
- (k) Report to Match Director, NRA Official Referee, Jury Chairman or Supervisor for appropriate disciplinary action any irregularities in firing or scoring which may be indicated by squadding records or score cards.
- (l) Make required reports to NRA within specified time.

**11.6.2 Retention of Records** - The Statistical Office will retain in good order all completed official score cards for 30 days, and all fired targets (except those scored on frames) until the expiration of the time allowed for challenges and protests.

**11.6.3 Preliminary Bulletins** - Preliminary Bulletins on all matches will be posted promptly on the Official Bulletin Board and remain a reasonable length of time to allow competitors to notify the Statistical Office of apparent errors. The challenge closing time will be stated on each bulletin. However, where a bulletin board is used and all scores of competitors are copied thereon, such will be accepted in lieu of the above, provided a notice appears as to the close of challenge time.

**11.6.4 Official Bulletins** - Official Bulletins will be posted on the Official Bulletin Board. However, in the procedure outlined in Rule 13.3 for bulletin board, such scores shall be acceptable and become final after the elapse of the challenge time period and shall act as an Official Bulletin.

**11.6.5 Correction of Bulletin Errors** - The Statistical Office will correct errors which come to the attention of the office prior to publication of the Official Bulletin.

**11.6.6 Changing Official Bulletins** - No Official Bulletin shall be changed except on authority of Match Director, Official Referee, the Jury, or Supervisor granted before the time has expired for challenging the last of Preliminary Bulletins required to cover all the scheduled events. Subsequent changes from the Match Director, Official Referee, Jury, or Supervisor are limited to correction of:

- (a) Typographical errors.
- (b) Aggregate bulletins on which total score does not agree with scores shown on the Official Bulletins for the matches constituting the aggregate.
- (c) Where an error has been made by not following the program schedule of awards.
- (d) Errors in classification of competitors, the competitor having been previously advised of such error and of correct classification.
- (e) Disqualification of competitors as provided by Rules 9.17, 9.17.1 and 9.17.2.

**11.6.7 Squadding** - Where advance entries are received, squadding for all matches may be made in advance. Competitors may be squadded so they move a predetermined distance along the firing line after each match.

**11.6.11 Posting Tournament Program** - A legible copy of the match to be fired shall be posted in a conspicuous place at the site of the match by the time sign-ups begin. Surprise matches shall be exempt from this Rule.

## **11.7 Blank**

**11.8 National Championship Protest Committee** - A National Championship Protest Committee may be appointed by the Match Director of any NRA National Championship (see Rule 16.2.1). When such a Championship Protest Committee is appointed, decisions on Protests by that Committee at the Championship are final, without appeal to the NRA Protest Committee. When possible cases of suspension from competition arise from an incident in a Championship, the Championship Protest Committee may not act, but must forward a recommendation to the NRA Protest Committee for action. No member of the National Championship Protest Committee may be a competitor in that tournament.

A protest procedure must begin no later than one hour after the completion of tiring for the day. In the case of awards, the protest must begin no later than one-half hour after completion of the awards ceremony.

**11.9 Duty to Competitors** - It shall be the duty of all operating officials and personnel to conduct themselves properly by being fair and impartial to all in carrying out their various duties. No official shall molest a competitor nor allow such practice by another official or other competitors. Should a competitor's equipment or demeanor warrant disqualification for an individual match or tournament, it should be done in such a manner as will cause the least inconvenience to all concerned. In so doing, the official should state to the competitor the Rule or section of Rules under which the disqualification is being made.

## 12. TEAM OFFICERS AND DUTIES

**12.1 Team Captain** - In team matches, each team must have a designated Team Captain. He is responsible for maintaining discipline within his team. He will cooperate with tournament officials in the interest of safety, efficiency and good sportsmanship. A Team Captain is responsible for all members of his team. In team matches it is his responsibility to:

- (a) Be familiar with the program.
- (b) Make proper entries.
- (c) Have team members report at proper firing points at the right time with approved equipment and attire, ready to fire.
- (d) Check scores, and make challenges and protests.
- (e) Check preliminary and official bulletins and official announcements.

### 12.2 Coaching -

- (a) All types of coaching, giving of advice, sympathy, encouragements, etc. are forbidden. For as long as the competitor is on the firing line he may speak only with members of the jury or with range officers.
- (b) If a team leader wishes to inform a shooter on the firing line of something which does not relate to the competition or "coaching," he must first obtain the permission of a member of the jury or referee.

### 12.3 Blank

**12.4 Substitution of Alternates** - If alternates are allowed and have been named on the entry form, the Team Captain may substitute an alternate for a firing member at any time before the firing member concerned has fired his first shot of the match (sighting or record), notifying the Scorer and a Range Officer accordingly.

### 12.5 - 12.7 Blank

### 13. PHYSICALLY DISABLED SHOOTERS

**13.1 Physically Disabled Shooters** - A shooter who because of physical disability cannot fire from one or more of the prescribed shooting positions outlined in these Rules, or who must use special equipment when firing, is privileged to petition the NRA Protest Committee for permission to assume a special position or to use modified equipment, or both. This petition will be in the form of a written request from the person concerned to the Committee outlining in detail the reasons why the special position must be assumed or the special equipment must be used. The petition will be accompanied by pictures of the shooter in the position he desires approved and, if special equipment is required, the picture will show how this equipment is used. The petition and all pictures must be furnished in exact duplicate. The petition must be accompanied by a medical doctor's statement if the physical disability is not completely evident in the pictures submitted.

- (a) Each petition will be reviewed by the NRA Protest Committee. The Committee may require additional or supplementary statements, medical information or pictures. If approved, the NRA Secretary will issue a special authorization certificate to individuals concerned. Such certificates will have necessary pictures attached.
- (b) Competitors who have received special authorization certificates will be required to carry them when competing in competition governed by NRA Rules, and to present the certificate when requested by officials of the competition or by NRA Official Referees or Supervisors.
- (c) In the event of a protest involving the position or the equipment used by such a competitor, the Official Referee or Supervisor will compare the questioned position or equipment with the certificate and photographs presented by the competitor. If the competitor's position or equipment does not, in the opinion of the official, conform to that authorized by the NRA Protest Committee (or if the competitor has no authorized certificate or pictures), the protest shall be allowed and the competitor will be required to change immediately to the position or equipment which has been approved or to an otherwise legal position or equipment.
- (d) Should a protest be carried beyond the Official Referee or Supervisor, the original protest will be endorsed by the Referee or Supervisor to show the action he has taken and will be forwarded to the National Rifle Association.
- (e) National Records may not be established by use of scores fired in special positions or with special equipment as may be authorized according to this Rule.
- (f) Two types of authorizations are issued: temporary and permanent. Permanent authorizations are issued to competitors who are permanently disabled.

**13.2 Temporary Disability: Substitute Positions** - Any person who has a temporary physical disability, as substantiated by a current written medical opinion, which prevents him from using a specified position as defined in this rule, may assume the next more difficult position in lieu of that position. In this manner, sitting may be used for prone, kneeling may be used for sitting, and standing may be used for kneeling. Any substitute position must conform to the rule which defines it. The Match Director must be informed of the substitute, and may require that the substitute position be demonstrated so he may be certain that it meets the definition of the appropriate rule.

## 14. SCORING AND MARKING

**14.1 When to Score** - Targets are scored at completion of each stage or match as indicated by tournament sponsors.

**14.1.1 Maximum Hits Before Scoring** - Targets shall not accumulate more than twelve hits before being scored and taped, except for those matches in which a single stage exceeds 12 rounds.

**14.1.2 New Target Request** - Upon request, a competitor will be given new targets (and where painted metal plates are used, fresh paint) only at the beginning of his string.

**14.1.3 Touching Target Before Scoring** - If a competitor is observed touching his target prior to scoring, and if the scorer feels the target has been altered, the entire target, regardless of the number of hits on it, shall be scored zero.

**14.1.4 Interference with Targets** - Competitors will not be permitted to interfere with the handling of targets by range personnel. No competitor shall touch his own target after it has been fired until final score determination on the target has been made. Final score determination is not reached until all challenges have been settled.

**14.2 Where to Score** - Targets may be scored on the target frames, in back of the firing line, or in the Statistical Office. The scorer must be at the target when scoring.

**14.3 How to Score** - A shot hole which comes in contact with the outside of the bullseye or scoring rings of a target, is given the higher value. A scoring gauge will be used to determine the value of close shots. The higher value will be allowed in those cases where the flange on the gauge touches the scoring ring. No scoring gauge will be used unless the diameter of the scoring flange is within these limits:

.22 caliber, .2225" - .2240"      .38 caliber, .355" - .359"

9 mm, .355" - .359"      .44 caliber, .426" - .430"

10mm..40, .397" - .401"      .45 caliber, .450" - .454"

- (a) On the AP-1 paper targets, a shot-hole must touch the solid border line in order to count for score.
- (b) In events where the 8" steel plate is used, the plate must be knocked down to score as a hit; each hit is scored 10 points and 1 X.
- (c) In events where the Speed Target is used, all targets except the stop-plate must be knocked down to score. Since this is a timed event, no numerical score is assigned to each target, however penalties are assessed for targets left standing. (Rule 10.18)
- (d) In case of key holed or tipped shots the higher value is awarded if the bullet hole touches the scoring ring of higher value even though the hole is elongated to the bullet's length rather than being a circle of the bullet's diameter.
- (e) Shots fired while the target is in motion will not be scored as hits unless the greatest horizontal dimension of the bullet hole measures not more than one and one-half (1 1/2) times the diameter of the bullet. This Rule will not apply in the Moving Target Events.
- (f) When a bullet enters a target from the back side it will be scored a miss.
- (g) Where scoring paper targets with X's and penalties are assessed, that the penalties shall start with the X's. A penalty so assessed shall result in reducing the score by 10 points and 1 X per penalty accrued.
- (h) In matches where falling targets are used, only those targets hit within the authorized time limits are scored. Penalties will be assessed for procedural errors or for each round fired over the designated number. Examples-Seven shots fired, 6 plates hit within the time limit, the resulting score would be: 60-6x minus 10 points -1 x penalty = 50-5x; six shots fired, the sixth shot is late, all 6 plates hit, the score is: 60-6x minus 10-1x penalty = 50-5x; six shots fired, the sixth shot is late, the last plate is missed, the score

is: 50-5x (no additional penalty assessed).

#### **14.3.1 Scorer's Duties**

- (a) When targets are scored before removal from the frame the scorer records the value of each hit on score card while holding the card in such position that competitor may see score being recorded. While marking score on card the Scorer announces each hit value in an audible tone of voice. Example: "Target Number 2. 2 10s. 2 8's. and one 5." It is the duty of each competitor to watch the marking of his score and to challenge such scoring immediately if he believes scoring to be incorrect. After each target is scored shot holes are pasted or target is changed.
- (b) When targets are scored after removal from target frames, they are removed by target detail on the command, "Change Targets" and given to the Statistical Office for official scoring.

**14.3.2 Authorized Use of Plug Type Scoring Gauges** - The use of the plug-type gauge will be restricted to use by range operating personnel who may include the Range Officer or Block Officers, Match Supervisors, Statistical Director, Match Director, Jury, or Referee, as appropriate to the type of tournament concerned. The tournament program should state in match conditions by whom and under what circumstances plug-type scoring gauges may be used. Competitors may not use scoring gauges or aids.

**14.3.3 Target Scoring** - Targets may be scored and changed as determined by the tournament sponsor and specified in the program provided NRA Rules are not violated. After firing the required number of strings or shots, upon command of the Range Officer competitors may go forward and examine their targets, but may not handle or touch them.

- (a) When targets are scored before removal from the frame, the scorer records the hits. has the score accepted by the competitor, or the challenge process is completed. Each target is then repaired or replaced by a new target.
- (b) When targets are scored after removal from target frames they are removed by the target detail or the scorer (if a target detail is not provided) on the command "Change Targets" and delivered to the Statistical Office for official scoring or delivered by the scorer to the designated location where scoring is being carried out.
- (c) Targets intentionally altered or marked to benefit a shooter over another competitor will not be scored.

**14.3.4 Simultaneous Hits or No Shots Fired Procedures** - In man-against-man bouts, simultaneous hits shall count as a draw. If correct action is taken but no shots are fired, neither competitor shall score a point. but the bout shall resume as if no action had taken place.

#### **14.4-14.6 (Blank)**

**14.7 Hits on Wrong Target** - Hits on the wrong target are scored as misses.

**14.8 Ricochets** - A hole made by a ricochet bullet does not count as a hit and will be scored as a miss. It must be noted that a bullet which keyholes is not necessarily a ricochet.

**14.9 Visible Hits and Close Groups** - As a general rule only those hits which are visible will be scored. An exception will be made in the case where the groupings of three or more shots is so close that it is possible for a required shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone elsewhere than through the assigned target. In such case, the shooter will be given the benefit of the doubt and scored hits for non-visible shots, on the assumption they passed through the enlarged hole. If such assumption should place a non-visible hit in either of 2 scoring rings, it shall be scored in the higher-valued ring.

**14.10 Excessive Hits** - If more than the required number of hits appear on the target, any shot which can be identified by the bullet hole as having been fired by some competitor other than the competitor assigned to that target, or as having been fired in a previous string, those shots will be disregarded and will not be scored. If more than the required number of hits then remain on the target a complete new score may be fired and the original score will be disregarded, except:

- (a) If all hits are of equal value, the score will be recorded as the required number of hits of that value.
- (b) If the competitor wishes to accept a score equal to the required number of hits of lowest value, he shall be allowed to do so.
- (c) If a competitor fires fewer than the prescribed number of shots through his own fault, and there should be more hits on the target than the shots fired, he will be scored the number of shots of highest value equal to the number he fired, and will be given a miss for each unfired cartridge.
- (d) If a competitor, through his mistake, fires more than the required number of shots, he will be scored the required number of hits of lowest value.
- (e) A competitor who fires more than the required amount of shots allowed in Comstock and Chapman timed events will have the required number of shots of highest value scored.
- (f) If the competitor refires, the original target with excessive hits shall be retained by the scorer, and on refiring, the competitor may not receive a score higher than the required number of hits of highest value on the original target. If the score on the refired target is higher than the required number of hits of highest value on the original target, then the original target shall be scored using the appropriate hits of highest value; but if the score on the refired target is not higher, then such refired score will be recorded.

#### **14.11 - 14.14 (Blank)**

**14.14.1 Score Keeping Responsibility** - It shall be the responsibility of each competitor to keep account of his score along with the scorekeeper. If there is an error in the scorekeeper's final tally, it shall be the responsibility of the competitor to challenge the final results. Final scores must be posted at the match site with sufficient time for a competitor to check for any errors.

**14.15 Score Cards** - Score cards will be prepared by the Statistical Office and delivered to the Range Officers who will check the target assignments of each competitor as he reports to the firing point, then give the score card to the scorer. At the conclusion of each relay Range Officers will take up the score cards and deliver them to the Statistical Office.

**14.16 Erasures on Score Cards** - Erasures on score cards are not permitted. If correction is necessary, it must be made and initialed by the Scorer or Range Officer. To make correction, the Scorer or Range Officer draws a line, or lines, through the incorrect score and places the correct score above.

#### **14.17 - 14.18 (Blank)**

**14.19 Comstock Count** - Comstock Count shall be defined as follows: The numerical score is totaled, and from it is subtracted twice the maximum value of a hit for hits fewer than required by the string. This subtotal is then divided by the time and this is the score. If this is not the intended scoring system, then the term Comstock Count shall not be used. Terms such as score divided by time or score minus time or some such scoring system shall be defined. Scoring systems shall be clear, absolute and uniform and must always accompany the match instructions.

**14.19.1 Ranking of Competitors** - In any match, or portion thereof, where both:

- (a) time intervals of other than uniform, specified, and fixed duration are used, and
- (b) targets with scoring zones are used:

The ranking of competitors in this match, or portion thereof, will be determined by either

- (a) some function of both time and target score, such as the Comstock count, or
- (b) hits first, followed by some function of both time and target score to rank those having an equal number of hits.

## 15. DECISION OF TIES

*NOTE: All tie (same numerical score) ranking Rules shall be applied in the order listed below.*

**15.1 Match** - The term "Match" as used in this section refers to all individual, team, and aggregate matches.

**15.2 Ties** - In all paper (cardboard) target matches, ties will be ranked by applying the following steps in the order listed below:

- (a) By the greatest number of X's over the course.
- (b) By the number of X's at the longest distance or simulated longest distance.
- (c) By the number of X's at the next longest distance or simulated longest distance, continuing through the course in inverse order.
- (d) If still tied, the tie will be broken by a shoot-off at the longest distance by firing two strings as called for by the course conditions.
- (e) If a tie still exists, the shoot-off continues at the longest distance with a reduction in time of one second per string until the tie is broken.
- (f) Ties in Match X (aggregate) of the Bianchi Cup will be broken by having competitors have a shoot-off consisting of a refire of all stages of Matches I -IV.

**15.12 Breaking Ties in Falling Plate Event** - When the event is completed with a score of 480-48X, the competitor shall repeat the complete event, starting at the 10-yard line, at time limits reduced by one (1) second per string per stage, until one plate is missed. The time limits shall be reduced by one (1) additional second each time the complete event is repeated. The number of plates knocked down until a plate is missed shall determine the "X" count and winner of the match.

**15.13 Breaking Ties in Ambidextrous Match** - Ties will be broken by repeating the 10-yard stage with 1 second per string reduced from time limit. If a tie still exists, competitors will remain at the 10-yard stage and continue firing with time limits reduced an additional 1 second per string until the tie is broken.

## 16. CHALLENGES AND PROTESTS

**16.1 Challenges** - When a competitor feels that a shot fired by himself or by another competitor has been improperly evaluated or scored, he may challenge the scoring. A minimum challenge fee of \$1.00 with a maximum fee of \$25.00 may be charged to all competitors making challenge. The fee will be collected before making the first recheck of the challenged score. If the competitor's challenge is sustained at any point along the line of rechecks, the challenge fee will be returned to him. If the challenge is lost, the challenge fee will be included in the general revenue of the tournament. The decision of the Official Referee, Jury or Supervisor will be final.

Such a challenge must be within the challenge time (see Rule 11.6.3). It shall be the challenging competitor's privilege to inspect the target during or following the recheck except when targets are scored in the target pit. Decisions on the value of shot holes made by means of gauges are final and cannot be appealed. Appeals may only be made if the shot value has not been determined by means of a gauge, or in cases of wrong addition or inaccurate entries in the result list.

When targets are scored in Statistical Office or on display racks, the recheck will be made by the Chief Statistical Officer (provided he has not previously scored or checked the target) and the Official Referee. If the challenge concerns shots which were scored in the Target Control Office (Statistical Office), the challenge must be submitted in writing.

When targets are scored on frames and scoring of a shot is challenged, the Range Officer will immediately call the Official Referee or Supervisor who will score the target. If necessary to avoid delaying match the challenged target will be replaced with a clean target and the match will proceed. Official Referee or Supervisor will score the target as soon as possible and notify the competitor.

The first recheck of the challenged shot will be made by the Range Scorer. If a further recheck is required, it will be made by the Official Referee and, if necessary, the Chief Referee. If necessary, to avoid delaying the match, the challenged target will be replaced on the frame with a clean target and the match will proceed. The Official Referee in such cases will score the target as soon as possible and notify the competitor. If the competitor's challenge is sustained, the challenge fee will be returned to him immediately; otherwise, it is forfeited and turned into the Statistical Office. In no case will a challenge be permitted nor the value of a hit be changed after the next shot has been fired.

The Match Director may at his discretion recheck any competitor's target by an administrative challenge. Such challenge must be made within the posted challenge period and checked by the Referee. For further information on the Statistical Office operation, see Rules 11.6 through 11.6.11 inclusive.

**16.2 Protests** - A competitor may formally protest:

- (a) Any injustice which he feels has been done him except the evaluation of a target, which he may challenge as outlined in Rule 16.1.
- (b) The conditions under which another competitor has been permitted to fire.
- (c) The equipment which another competitor has been permitted to use.

**16.2.1 Authority of Protest Committees** - National Championships protest committees or juries may be established at National Championships to rule on protests arising from activities at those sites (See Rule 11.8). However, the decisions of these special protest committees or juries shall not contravene prior interpretations of the NRA Rules and/or precedents established by the NRA National Protest Committee.

**16.3 How to Protest** - A protest must be initiated immediately upon the occurrence of protested incident. Failure to comply with the following procedure will automatically void the protest:

- (a) State the complaint orally to the Chief Range (Chief Statistical) Officer. If not satisfied with his decision then,
- (b) State the complaint orally to the Official Referee, Jury Chairman or Supervisor. If not satisfied with his decision then,

- (c) File a formal protest in writing with the Official Referee, Jury Chairman or Supervisor stating all the facts in the case. Such written protest must be filed within 12 hours of the occurrence of the protested incident.
- (d) The Official Referee, Jury Chairman or Supervisor will then forward the protest with a complete statement of facts within 48 hours of receipt thereof to the Protctst Committee at NRA Headquarters.

**16.4 Challenges and Protests in Team Matches** - Must be made by the Team Captain. Team members who believe they have reason to challenge or protest will state the facts to their Team Captain who will make the official challenge or protest if he feels such action is justified.

## 17. NATIONAL RECORDS

**17.1 Where Scores for National Records Can Be Fired** - Scores to be recognized for National Records must be fired in NRA Registered Competition as defined in Rule 1.6, paragraphs (c), (d), (e), and (f). National Records must be approved by the NRA before being declared official. National Records may not be established during reentry matches.

**17.2 Scores to be used** - Scores must be complete scores for an entire scheduled match. Stage scores or scores for only part of a match will not be used for National Records.

**17.3 Scores for National Individual Records** - Such scores must be fired in individual matches. No score fired in a team match will be considered for recognition as an individual record.

### 17.4 Blank

### 17.5 Courses of Fire for Which National Records Are Recognized -

*NOTE: National Action Pistol Shooting Records are maintained for scores fired over the following courses for "Open," "Woman," "Junior" and "Senior" categories.*

Records in the above categories will be maintained for both "Optical Sights" and "Metallic Sights" and for "Outdoor" and "Indoor" courses.

- (a) Los Alamitos Pistol Match
- (b) The Flying "M"
- (c) The Moving Target
- (d) International Rapid Fire modified
- (e) Advanced Military Pistol Match
- (f) Practical Event
- (g) Barricade Event
- (h) Moving Target Event (Modified)
- (i) Falling Plate Event
- (j) The Speed Event
- (k) Crawford Barricade Event
- (l) Combat Event
- (m) The Ambidextrous Match
- (n) The Unsupported Standard Match
- (o) The Speedload Challenge Event

*NOTE: In order for records to be recognized promptly, National Record Reporting forms must be submitted to NRA by the Statistical Officer of the tournament in which they were fired, after being certified by the Jury or Referee. National Record Reporting forms are mailed to sponsors of NRA Registered Tournaments by NRA Headquarters.*

**17.6 Co-Holder Records** - Tie-Breaking Rules 15.12 and 15.13 will apply when establishing National Records. Co-Holder status will be accorded to individuals when their score equals a National Record.

## 18. COMPETITORS' DUTIES AND RESPONSIBILITIES

*NOTE: The following competitor's duties are in addition to those specified elsewhere throughout these Rules.*

**18.1 Discipline** - It is the duty of each competitor to sincerely cooperate with tournament officials in the effort to conduct a safe, efficient tournament. Competitors are expected to promptly call the attention of proper officials to any infraction of rules of safety or good sportsmanship. Failure of a competitor to cooperate in such matters or to give testimony when called upon to do so may result in said competitor being considered as an accessory to the offense.

**18.2 Knowledge of Program** - It is the competitor's responsibility to be familiar with the program. Officials cannot be held responsible for a competitor's failure to obtain and familiarize himself with the program.

**18.3 Eligibility** - It is the competitor's duty to enter only those events for which he is eligible and to enter in the proper classification.

**18.3.1 Competitors Will Score** - Competitors will act as scorers when required to do so by the Match Director or Chief Range Officer, except that no competitor will score his own target.

**18.4 Classification** - It is the competitor's duty to have his current Classification Card in his possession when using a classification system. Unclassified competitors must obtain their Score Record Book from the Official Referee, Supervisor, or Tournament Officials.

**18.5 Individual Entries** - In individual matches it is the duty of the competitor to make his own entries on the forms and in the manner prescribed for that tournament. Errors due to illegibility or improper filling out of the forms are solely the competitor's responsibility. The Statistical Office is not required to accept corrections after the entry closing time.

**18.6 Squadding Tickets** - It is the competitor's duty to secure his squadding ticket for each match (or to consult the squadding bulletin) in ample time to permit reporting at the proper time and place to fire each match. It is not the duty of officials to page competitors in order to get them on the firing line. Competitors upon receipt of squadding tickets should inspect them for correctness of competitor's number and non-interference in squadding assignment. Errors should be reported immediately to Statistical Officer.

**18.7 Reporting at Firing Point** - Competitors must report at their assigned firing points immediately when the relay is called by the Range Officer. The proper handgun and ammunition for that particular match must be ready and in safe firing condition. Time will not be allowed for repairs, sight blacking, sight adjustments or search for missing equipment after a relay has been called to the firing line.

**18.8 Timing** - Time for the firing of a string (within the official time limit) is the competitor's responsibility.

**18.9 Loading** - No competitor will load a handgun except at the firing point and after command has been given by the Range Officer.

### 18.10 Blank

**18.11 Checking Scores and Signing Score Cards** - It is the duty of competitors to check their scores as written on score card and to sign score card at the conclusion of match. When scoring is done in the Statistical Office competitors must promptly check Preliminary Bulletin and call attention to errors within the time specified at that tournament. Failure to check scores within time limit forfeits the right to challenge.

**18.12 Clearing the Firing Point** - It is the competitor's duty to leave firing point promptly at the conclusion of his relay. When leaving the firing point pistols must be unloaded and holstered or cased.

**18.13 Checking Bulletin Board** - It is the duty of all individual competitors and Team Captains to check Bulletin Board between each match. The Statistical Officer must be immediately notified of apparent errors. Official Bulletins must be checked and the Statistical Officer notified of any discrepancies between the Preliminary and Official Bulletins. Match Director's Bulletins on the Bulletin Board have the same effect as conditions printed in program. It is the duty of competitors to familiarize themselves with all such Match Director's Bulletins.

**18.14 Score Cards Must be Signed** - At the conclusion of scoring, the scorer will add the value of the shots, place the total on the score card and sign the card. The competitor checks value of individual shots, the total, and signs the card. (In case of discrepancy between individual shot value and totals, individual shot value will be accepted as correct). If a competitor or Team Captain leaves firing line without signing card, no protest will be allowed. If the competitor or Team Captain desires to protest, he shall write "protest" on the score card above his signature. Team Captains verify and sign score cards in team matches.

**18.15 It shall be the competitors' responsibility -**

- (a) That all equipment meets all rules and match specifications in any match in which that equipment is to be used.
- (b) That competitor's position conforms to the rules
- (c) That competitor has full knowledge of the rules under which the match is fired.
- (d) That after due warning of any infraction of existing rules, that competitor shall understand that a repetition thereof shall be the subject of disqualification for that match or tournament.
- (e) When targets are framed by the competitor, to frame the correct target for the specific match and distance. In such a case, shots fired on an incorrect or on a used target are disqualified.

## 19. NATIONAL ACTION PISTOL CLASSIFICATION

**19.1 Classified Competitors** - Are all individuals who are officially classified by the NRA for Action Pistol Competition, or Rimfire Action Pistol Competition or who have a record of scores fired over courses of fire used for classification (see 19.4) which have been recorded in a Score Record Book.

**19.2 Unclassified Competitor** - Is a competitor who does not have a current NRA Action Pistol Classification, or Rimfire Action Pistol Competition either regular or temporary by Score Record Book (Rule 19.14), nor an "Assigned Classification" (Rule 19.6). Such competitor shall compete in the Master Class.

### 19.3 Blank

**19.4 Matches Used for Individual Classification** - Scores used for Action Pistol classification and Rimfire Action Pistol or reclassification include all scores fired in NRA sanctioned individual and team competitions of the types defined in Rule 1.6 (except Postal Matches) over the following courses of fire:

- (a) Los Alamitos Pistol Match
- (b) The Moving Target
- (c) International Rapid Fire Modified
- (d) Advanced Military Pistol Match
- (e) Practical Event
- (f) Barricade Event
- (g) Moving Target Event (Mod.)
- (h) Falling Plate Event
- (i) Crawford Barricade Event
- (j) Combat Event
- (k) Ambidextrous Match.
- (l) The Unsupported Standard Match
- (m) The Speedload Challenge Event
- (n) The Tyro Match
- (o) Any component part of these courses when fired as single stage event.

Scores from Sanctioned League competitions may be used in Score Record Books if applicable (Rule 19.14) during the league season but will not be entered in the official classification or reclassification procedure until completion of the league season.

**19.5 Compilation of Scores for Classification Averages** - Scores fired in complete matches or stages over the above courses, will be combined and averaged to establish a competitor's classification, except that the scores from Action Pistol (Centerfire) and Rimfire Action Pistol will not be combined together. In Action Pistol, all calibers will be combined together.

**19.6 Assigned Classification** - A competitor who has no NRA 44 Action Pistol Classification, or Rimfire Action Pistol Classification, either regular or temporary by Score Record Book (Rule 19.14), but who has an NRA classification in one or more of the Pistol categories listed below, will be given an "assigned classification" corresponding to his highest in those categories:

- (a) Outdoor Pistol
- (b) Indoor Pistol
- (c) Police Pistol Combat
- (d) International Pistol (Free, Air, Center, Rapid Fire or Standard)

This "assigned classification" will apply until superseded by a temporary or regular classification.

The use of an "assigned classification" does not exempt an individual from having to complete the Tyro Course, if required by the tournament sponsor.

**19.7 Lack of Classification Evidence** - It is the competitor's responsibility to have his NRA Official Classification Card or Score Record Book with required scores for temporary classification (Rules 19.1 and 19.14) and to present classification evidence when required. Any competitor who cannot present such evidence will fire in the Master Class. A competitor's classification will not change during a tournament. A competitor will enter a tournament under his correct classification and fire the entire tournament in that class. Should it be discovered during a tournament that a competitor has entered in a class lower than his current rating, the tournament records will be corrected to show the correct classification for the entire tournament.

**19.8 Competing In a Higher Class** - Any individual or team may elect, before firing, to compete in a higher classification than the one in which classified. Such individual or team must fire in such higher class throughout the tournament and may not revert to earned classification for any event in that tournament.

**19.8.1 Combining Classes** - When there are insufficient entries in any class to warrant an award in that class according to the match program conditions, the individual or team concerned may be moved by the Tournament Match Director to a higher class provided this change is made prior to the individual or team concerned having commenced firing in the tournament.

**19.9 Obsolete Classification and Scores** - All classifications and scores (including temporary, Rule 19.4) except Master, shall become obsolete if the competitor does not fire in NRA competition at least once during 3 successive calendar years. Master classifications and scores shall become obsolete if the competitor does not fire in NRA competition at least once during 5 successive calendar years.

**19.10 Appeals** - Any competitor having reason to believe he is improperly classified may file an appeal with the NRA stating all essential facts. Such appeal will be reviewed by the NRA Protest Committee.

**19.11 Protests** - Any person who believes that another competitor has been improperly classified may file a protest with the NRA stating all essential facts. Such protests will be reviewed by the NRA Protest Committee.

**19.12 Team Classification** - Teams are classified by computing the "team average" based on the classification of each firing member of the team. To compute this "team average" the key in Table No. I for the different classes will be used and the team total divided by the number of firing members of the team. Any fractional figure in the team average of one half or more will place the team in the next higher class. The "team average" will establish classification of the team as a unit, but will not affect in any way the individual classification of team members.

**TABLE I - TEAM**

Class	Key
High Master .....	5
Master .....	4
Expert .....	3
Sharpshooter .....	2
Marksman .....	1

**9.13 Reporting Scores** - NRA Competition (Rule 1.6) sponsors will report to the NRA all individual and fired team match scores fired over the courses stated in Rule 19.4. Scores fired in individual matches will be reported as aggregate totals, and scores from fired team matches will be reported as a separate aggregate total. Scores from all tournaments and Sanctioned Leagues will be reported by each sponsor no more than 30 days following completion of the tournament firing schedule.

**19.14 Score Record Book (Temporary Classification)** - A Score Record Book will be obtained by each unclassified competitor from the Official Referee, Supervisor, Tournament Statistical Officer, or Sanctioned League Secretary at the time the competitor competes in his first tournament. He will record all scores fired by himself in all NRA competition (except Postal Matches) until such time as he receives his Official NRA Classification Card. The competitor will total all scores and divide that total by the number of 6-shot strings represented. The average so obtained will determine the competitor's NRA Classification at that time (see Rule 19.15 for average score for each classification).

Individual and team scores fired by the competitor during at least one tournament (Rule 1.1) or from the most recent league match (Rule 1.6 (h)) must be posted in the Score Record Book to establish a Temporary Classification. The Score Record Book will be presented by the holder at all NRA Competition entered until the competitor's Official NRA Classification Card becomes effective.

*Note: It is the competitor's responsibility to obtain the Score Record Book, enter scores, and present it at each tournament until his Official NRA Classification Card becomes effective. When the NRA Classification Card becomes effective the Score Record Book becomes obsolete.*

**19.15 Individual Class Averages** - Competitors classified or reclassified on the basis of scores fired under the conditions specified in Rule 19.4, reduced to 6-shot averages, those averages leading to classifications as shown in Table II below:

**TABLE II - INDIVIDUAL**

High Master	.....	59.40 TO 60.00 (99% - 100%)
Master	.....	57.60 TO 59.39 (96% - 98.99%)
Expert	.....	54.00 to 57.59 (90% to 95.99%)
Sharpshooter	..	48.00 to 53.99 (80% to 89.99%)
Marksman Below	.....	48.00 (80%)

The averages in Table II will apply to both Action Pistol and Rimfire Action Pistol Classification.

**19.16 Establishing Classification** - A competitor will be officially classified by the NRA when the total score for a minimum of 144 shots has been reported. However, classification averages will be computed only after the total score for a tournament or league has been posted, and, therefore, the average may be based on a greater number of shots, but will not be based upon a lesser number. Total scores so reported to the NRA will be posted to the Classification Record for the competitor concerned. When the scores for the stated minimum of 144 shots (or more if this minimum is reached during the scores of any tournament or league) have been so posted, the average score per 6shot string will be computed. The competitor will be sent an Official NRA Classification Card for either Action Pistol, Rimfire Action 46 Pistol or Metallic Action Pistol, based on the average so computed and according to the table in Rule 19.15, which classification will become effective the date shown on the card issued by NRA.

**19.17 Reclassification** - A competitor who has been classified by the NRA will be reclassified as follows:

- (a) NRA Headquarters will record all scores which qualify for classification purposes according to Rule 19.4
- (b) A competitor will be considered for reclassification upward when his scores for not less than 288 shots, fired subsequent to the tournament date at which he earned his current classification, have been recorded as prescribed, except that such consideration will not include tournament or league scores until after all scores for the tournament or league competition have been recorded. If his average scores so justifies, he

will be reclassified upward accordingly.

- (c) A competitor will be reclassified downward only upon a written request by him to the NRA, and only on the basis of at least 720 shots recorded as prescribed, fired subsequent to the effective date of his current classification. If his average on this basis so justifies, he will be reclassified downward accordingly.
- (d) If after reclassification downward, a competitor regains the classification thus vacated, he will not again be reclassified below the latter.
- (e) A reclassified competitor will be provided new Classification Card showing the effective date.

## 20. NRA OFFICIAL REFEREE

**20.1 Eligibility** - Any member of the National Rifle Association 21 years of age or older who fulfills the requirements currently in effect may be certified as an Official Referee.

### 20.2 Certification -

- (a) To be certified as an Official Referee, applicants must undertake such oral, written or practical examination as the Association may require. The Board of Directors of the Association will be the final judge as to applicant's fitness for certification. Certification may be refused without stating cause.
- (b) Certificates will remain in force for such periods as maybe indicated on the face thereof. Certificates may be surrendered by the holder or canceled by the Association at any time without stating cause.
- (c) Re-examination maybe required at anytime to determine the Official Referee's current ability to meet the requirements.
- (d) Official Referees may be authorized to serve with certain limitations specified in their authorization. Such limitations may be:
  - For a limited time only, or
  - For a special tournament or tournaments, or
  - Within specified territorial boundaries, or
  - For specified types of competition or classes of tournaments.
- (e) Insignia remains the property of the Association and must be returned at the termination of the Official Referee's certification.

### 20.3 Duties-General

- (a) It is the duty of the Official Referee at all times to keep informed of NRA Bylaws, current competitive rules, and match administrative procedures. He must be equipped to act as guide and counselor to every official at a tournament both on the range and in the Statistical Office, but will not give direction except through the Match Director.
- (b) He must be familiar with the various NRA qualification courses and with National Classification Rules.
- (c) He must know the requirements for individual membership in the Association and the general requirements for club affiliation.
- (d) It is his duty to report to National Headquarters any suggestions, criticisms, incidents or trends which, in his opinion, should be considered by the Association in order to promote the best interests of shooting.
- (e) He must at all times and under all circumstances remember that his value as an Official Referee is in direct ratio to his reputation for integrity, impartiality, broad knowledge of the game, courtesy, courage and sobriety. The use of alcoholic beverages while on duty cannot be condoned and their excessive use at any time will be sufficient cause for cancellation of the Official Referee's certificate.
- (f) When authorized by the National Board for the Promotion of Rifle Practice, he will act as the Official Referee in matches of the CMP.

### 20.4 Duties-Before Tournament

Having accepted an assignment to serve, it is the duty of the Official Referee

- (a) Familiarize himself with the program.

- (b) Check, by mail or in person, with the Match Director of the tournament to insure that range and statistical facilities are adequate and in good order and that ample range and statistical personnel have been employed or definitely arranged for.

### **20.5 Duties-During Tournament**

- (a) Check the functioning of the Statistical Office when first opened to help establish proper registration and squadding procedure. Make sure the Statistical Office has arranged to check all competitors' current NRA membership and proper classification before issuing competitor's first squadding ticket.
- (b) Check target equipment and range personnel in company with the Match Director to insure that range will function properly.
- (c) Check with Match Director and arrange to have Official Bulletins posted immediately covering any changes or corrections which have been authorized.
- (d) Personally observe scoring and bulletin methods used when targets for the first relay are being scored and call attention to any errors before an erroneous method becomes established.
- (e) Remain constantly alert for infractions of safety or competition rules by moving over the range behind the firing line from flank to flank; observing activities of target runners, Range Officers, scorers, statistical clerks, and spectators; watching competitors handling their guns, etc.
- (f) Report immediately to the Match Director any errors in administration or infractions of rules by competitors or personnel, requesting that he have them corrected at once. If the matter is one requiring instant action, the Official Referee should direct whatever action is required and report his action and reason therefore to the Match Director as soon as that officer can be reached.
- (g) In tournaments where situations occur that are not specifically covered by an existing rule or rules, the Referee shall exercise good judgment in ruling for the best interest of the shooting sports and competitors.
- (h) Personally check with Statistical Officer at the conclusion of tournament to make sure that all bulletins have been properly completed and awards issued in accordance with the tournament program.
- (i) Forward to NRA Headquarters whatever reports may be currently required of him, including National Record Reporting forms, copies of protests, decisions, appeals and all written statements bearing on the case.
- (j) When triggers are weighed, shall weigh or supervise the weighing of triggers.

**20.6 Handling of Challenges and Protests** - Challenges and protests will be handled in the manner provided for in these Rules.

**20.7 Assignment to Tournaments** - Official Referees are assigned to tournaments by NRA Headquarters.

**20.8 Official Referee as Competitor** - No Official Referee may compete in any match fired in conjunction with any tournament where he is officiating.

### **20.9 Status of the NRA Official Referee -**

- (a) The Official Referee will not give directions to the tournament operating personnel except through the Match Director. In all emergency cases involving the safety of personnel or property, the Official Referee will act immediately and forcefully, taking full responsibility and reporting his action thereafter to the Match Director and to the National Rifle Association when making his tournament report. In the event of a disagreement between match officials, the Official Referee shall prevail at the match with recourse only to the Protest Committee.
- (b) The Official Referee is a representative of the National Rifle Association present at a tournament to interpret the rules and regulations for the benefit of both the tournament officials and the competitors. It is his duty to see that all such rules and regulations are properly and efficiently enforced. He is not

responsible for the actual administration and conduct of the tournament except to enforce the rules and regulations. It is his duty to make such suggestions and recommendations as are necessary to enable the tournament staff to operate in the most satisfactory manner.