



About:

- This is a Rifle only match.
- 8-10 Stages on a one day match. 18-20 Stages for the 2 day Finale.
- Target size is 2-4 MOA, depending on the difficulty of the shooting position. Ex: Prone position, expect 2 MOA.
- A portion of the stages will be positional with some movement (approx 10 yards). A few from the same position on multiple targets. Maybe 1 with a little more movement in it.
- Distance on steel targets will be 200- 700 yards. Come with DOPE out to 1000 for the rare occurrence of that distance.
- Stage round count is +5 in addition to the minimum numbers of rounds to shoot the stage without misses. Ex: If 15 rounds will let you hit all targets with the required number of hits, the rounds allotted for that stage is 15+5= 20 rounds.
- Steels targets will be painted a subtle color (gray, black, etc..) so that competitor equity is the same. The target presentation should be the same for the 1st shooter as it is for the last shooter.
- If targets from 2 or more stages are in the same impact zone, every effort will be made to discern between targets. This could be different shapes, colored backers, target indicator numbers and/or letters.
- Cash Pot- Those that want to participate can bring an additional \$20 cash to put in a pot during registration. There will be a separate pot for each division. The shooter with the best score in their division (assuming they put in \$20) will take home the pot.
- Distances- Match officials will provide distances. Every effort will be exhausted to provide accurate distances. It's up to competitors to confirm distance prior to shooting (off the clock). No reshoots/score adjustments will be approved for inaccurate distances.

Rules

2026 Updates are in Red

1. General Conduct & Dispute Resolution

1.1 It is the competitor's responsibility to read and understand the rules set forth for this match and agree to be subject to these rules while participating in this match.

1.2 Written Stage Briefing: (WSB)

It is the competitor's responsibility to read and understand the Written Stage Briefing (WSB) and obey any special conditions or requirements stipulated therein, any rule differences from this rulebook shall be written in the WSB and will be the governing rules as stipulated for that particular Course of Fire (COF).

1.3 Federal and State Law

It is the competitor's responsibility to know, understand and adhere to all Federal, State and Local Regulations regarding the use and transportation of rearms, including all applicable National Firearms Act (NFA) regulations related to the construction, transportation and use of any rearm regulated by NFA rules.

1.4 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired because of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.5 Participants and spectators are expected to conduct themselves in a courteous and sportsmanlike manner at all times. Any person who violates this rule may be ejected from the event site at the Match Director's discretion.

1.6 Clothing with any offensive or obscene logos, sayings, pictures, or drawings must not be worn or displayed while at the event site.

2. Safety

2.1 All events will be run on cold ranges. Participants' firearms will remain unloaded at the event site except under the direction and/or immediate supervision of an Event Official

2.2 Eye protection is mandatory for participants, spectators, & officials at the event site.

2.3 Ear protection is mandatory for participants, spectators, & officials while on or near a stage. It is the competitor's responsibility to put ear protection back on if they come off during the course of fire. A re-shoot will not be granted.

2.5 Rifles may be transported to, from and between stages only when they're unloaded, muzzle up or muzzle down in a stable gun cart/caddy, or carried slung

with the muzzle up or down. Actions must be open, chamber flag inserted, and detachable magazines removed.

3. Ammunition

3.1 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.

3.2 Magnets may be used to inspect ammo at any time while on the venue property. Participants found in violation of possessing/using prohibited ammo will receive a Match DQ and will not receive a refund.

3.3 Max Velocity of Rifle ammunition is 3,200 feet per second. Faster than this can cause damage to steel targets and is prohibited.

4. Firearms

4.1 All firearms used by participants must be serviceable and safe. No prototypes are permitted. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.

4.2 Firearms capable of fully automatic- or burst-fire ("machine guns") may be used only in semi-auto mode (i.e. not more than one (1) round fired with each pull of the trigger). Violation of this rule will incur a Prohibited Action Penalty penalty per occurrence.

4.3 Participants must use the same firearms for the entire event.

4.4 If a participant's firearm becomes unserviceable, that participant may replace their firearm with another of a substantially similar model, caliber, and sighting system only with the approval of the Match Director.

4.5 Participants generally may not reconfigure any firearm during the course of the event. Explicitly prohibited acts include changing caliber, barrel length, sighting systems and/or stock style. Explicitly permitted acts include installing or removing support devices (e.g. bipods), slings and other minor accessories (e.g. scope covers).

5. Equipment Divisions

5.1 Participants will declare one equipment division at the beginning of the event. Failure to meet all the equipment and ammunition requirements for the declared division shall result in the participant being charged a Prohibited Action Penalty **PER SHOT FIRED** while using prohibited equipment.

The max number of rounds allowed in your magazine will be stated on the stage brief. Loading more than that, a competitor will receive a Prohibited Action Penalty.

5.2 RECCE Division

Permitted:

.223 Remington or 5.56 only

3,200 ft per second max velocity

Bipod that doesn't extend beyond 14". No Sky pods or Tripods

The same bag for the duration of the match.

Max magnification is 10x.

Gas operated gun only

5.3 DMR Division

Permitted:

.223 Remington, 5.56 or .308 Winchester/7.62x51 NATO Only

3,200 ft per second max velocity

No bag or supporting gear limitations

No optic limitations

Gas operated gun only

5.4 Open Division

Permitted:

Any projectile that does not exceed .308 in diameter **and isn't a 223/5.56 or 308**

3,200 ft per second max velocity

No bag or supporting gear limitations

No optic limitations

Gas operated gun only

5.5 Skills Division

Permitted:

Anything that doesn't exceed the above limitations in the previous divisions.

Coaching is allowed.

Points series doesn't count.

Max of 3 matches in this division.

Category:

Suppressor Category can be shot in any division. A trophy to the overall top suppressor finisher of the match.

6. Scoring

6.0 110 second PAR Times on the majority of stages. .30 over is accepted. Any shots .31 or over will not count. If you time out, it's your last shot fired plus penalties. If you choose to fire rounds as quickly as possible to stop the clock and not make a convincing effort to hit the target, it is a P.A.P. penalty of 45 seconds per shot fired. If you play in this gray area, you are at the discretion of the Match Director and penalties will be added.

6.1 Stage points will be calculated separately for each equipment division.

6.2 Stage points will be awarded to participants according to their stage time relative to the fastest time on that stage, using the equation $STAGE_POINTS = (FASTEST_TIME / PARTICIPANT_TIME) \times 100$.

6.3 Total points accumulated for all stages will determine the event placement by division. Highest score wins.

6.4 Stages are assigned 100 points per stage unless noted in the WSB.

6.5 Cardboard Targets

6.5.1 Unless otherwise stipulated in the stage briefing, cardboard "shoot" targets must be neutralized by receiving either one (1) A-zone hit, or two (2) hits anywhere in the scoring area.

6.5.2 The hit or hits only need to touch or break the perforation to avoid penalty.

6.5.3 Only holes made by bullets will count for score/penalty. Evidence that the bullet made the hole must be present on the target (i.e. crown or grease ring/mark). Holes made by shrapnel, fragments, wads or flying debris will not count for score/penalty.

6.5.4 Paper or cardboard targets are considered impenetrable, and shoot-through shots that impact a target after passing through a paper or cardboard target will not count for score or penalty.

6.5.5 Shots that are not completely inside the scoring area of a paper target may hit another target for score.

6.5.6 The most recent cardboard target will count for score. None of the targets under it will count.

6.5.7 In the event the holes on a cardboard target were not taped from the previous shooter, the current shooter gets the two best hits on paper. This does not constitute a re-shoot.

6.6 Static/Swinging Steel

6.7.1 Static/Swinging targets must react in a manner that the RO sees or hears an impact.

6.7.2 Electronic flashers may be used to aid the RO in calling your hits. The RO must still call your hit for it to count. If a flasher falls off, it will stay off for the duration of the day or match and does not constitute a re-shoot.

6.7 “No Shoot” Targets

6.9.1 Scoring hits on designated “No Shoot” targets will incur a penalty per hit. The hit or hits only need to touch or break the perforation to incur a penalty. Steel “No Shoot” targets must fall/react/leave an impact mark to score.

7. Penalties:

7.1 Steel, Paper/Cardboard

Unhit = + 30 seconds. Regardless if you engaged it or not.

7.2 Other

No Shoot (per hit) = + 5 seconds

Procedural = + 5 seconds

Prohibited Action Penalty = + 45 seconds

7.3 A participant trying to gain a competitive advantage on Stars or similar targets by purposely shooting the center or arms will be assessed a Prohibited Action Penalty. This penalty is at the sole discretion of the Range Officer.

8. Match Disqualifications

8.1 A violation of the following rules will result in a Match Disqualification.

Competitor will not be eligible to walk the prize table or continue to shoot.

Depending on the shooter's mentality, they may have to vacate the property.

8.2 A participant who causes an unsafe discharge. Unsafe discharge includes but not limited to: Discharge that travels over a backstop, a berm, or in any other direction deemed by Event Officials to be unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

8.4 A shot which occurs during remedial action in the case of a malfunction.

8.5 A shot which occurs while transferring a firearm between hands.

8.6 A shot which occurs during movement, except while engaging targets.

- 8.7** A participant who performs an act of unsafe gun handling.
- 8.8** Use of any unsafe ammunition as described within these rules.
- 8.10** Allowing the muzzle of a firearm to break the 180-degree safety plane, designated safety plane, or prohibited muzzle safe direction in the stage briefing.
- 8.11** Allowing the muzzle of a firearm to point at any part of the participant's or anyone's body during a course of fire (i.e. sweeping).
- 8.14** Driving faster than the posted or verbally stated speed limit on the range.
- 8.15** Unsportsmanlike conduct. Examples of unsportsmanlike conduct include:
 - 8.15.1** Cheating, such as: Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty.
 - 8.15.2** Altering or falsifying score sheets or tablets.
 - 8.15.3** Altering the configuration of firearms or equipment without permission of the Match Director.
- 8.16** Threatening or assaulting other participants or Event Officials.
- 8.17** Disruptive behavior likely to disturb or distract other participants while they are shooting.
- 8.18** Willful disregard of Event Official instructions.
- 8.19** Not Resetting. Everyone is expected to reset except the shooter that just finished, the current shooter, the on deck shooter and the in the hole shooter. One warning will be given. The second offense will result in a Match DQ.
- 8.20** Dropping a LOADED gun anytime between the Load and Make Ready command and the Range is Safe/Clear command from the Range Officer. Loaded is defined as one or all of the following: Magazine inserted, round in the chamber or any ammo in the tube or gun.
- 8.21** Shooting in a restricted area of the range. Competitors may shoot in the zero range, when open, or on a stage under the instruction of an event staff. All other areas are off limits without expressed permission from event staff.
- 8.22** Disrupting the flow of the stage by arguing with staff.

9. Stage Procedures

- 9.2** Commands (these may vary based on the RO, but have the same meaning)
 - 9.2.1** Make Ready: Take a standing, unsupported sight picture (not on props) if desired and allowed and load your guns per the stage description. Unless noted on the stage brief, all start positions will be mag in, bolt back and ALL gear you'll be using in hand, not touching the ground.
 - 9.2.2** Competitor will engage the safety between positions as well as verbally say "Safe"

9.2.3 Unload and Show Clear: Unload and show an empty chamber to the RO, once confirmed, point at a berm or safe direction, and pull the trigger as a redundancy safety check.

9.2.4 Range is Clear: This means everybody will start the reset (if any).

9.2.5 Stop: Just stop, point your gun in a safe direction and wait for further instructions.

9.6 Reshoots will not be given if an item doesn't perform and the competitor brought it or had it brought to the range.

9.7 If a target falls over or wasn't reset and the shooter hasn't fired at it yet, the shooter will fire a shot at where the target should have been. Reshoots will not be issued for this.

9.8 It is the shooters responsibility to designate a squad mate to walk with the RO when scoring your targets. For the sake of match efficiency, we won't wait on the shooter to verify a target.

9.9 All shots must be shot within the shooting area to be scored. The shooting area can be fault lines, rope, path or per the stage brief. Any static target engaged outside the shooting area can be re-engaged from the shooting area. Your best hit on steel or two best hits on paper will not count for score. If it's a falling/reacting target, you will receive an unhit target penalty because it's no longer there for you to engage.

10. Other

10.1 Participants may not touch or hold any firearm-loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).

10.2 If your division allows supporting devices, they must be on your person, in hand and not touching the ground.

10.4 Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director or his designee. Rulings by the Match Director or his designee will be final, and will serve as a precedent for the duration of the event.

10.5 Prize Table: (If applicable) Up to the top 3 in each division will receive a prize and trophy based on the number of competitors in that division. One trophy per 10 competitors. (1-10 shooters = 1 trophy, 11-20 shooters= 2 trophies, 21+ shooters= 3 trophies) Must have at least 5 competitors in a division four weeks prior to the match start date. If 5 or less, you will need to either change divisions or compete knowing there won't be a trophy or prize table walk for that division.

10.5.1 Additionally there are the following categories in which the top person in each category will receive a trophy. You must claim this category when you register.

10.5.1.1 High Lady- Must be a female since birth. Ladies will have a separate prize table and will walk in order of finish in their division and percentage finish compared to other divisions.

10.5.1.2 High Junior- Must be 17 years of age or younger as of the last day of the match.

10.5.1.3 High Senior- 55 years of age or older on the last day of the match.**10.5.1.4 High 1st Responder-** Your full time profession is Law Enforcement, Military, Fireman or EMT.

10.6 Weather rules and corrective measures may include but are not limited to:

10.6.1 Postponing during periods of lightning strikes. Bagging paper targets to protect from moisture, paster loss and replacement. Adding inert material to the shooting area to improve dangerous footing conditions. Using rubber bands, clips or other devices to secure knock down steel targets, and clay targets.

10.6.2 Match officials may have to take actions to ensure completion of the match such as removing stages from the competition and any other measures deemed necessary to complete the competition.

10.6.3 In extreme circumstances, if the competition cannot be completed, match officials reserve the right to end the competition and distribute the prizes via a random draw instead of order of finish.

10.7 Coaching is not allowed unless you're in the Skills division. This includes sharing wind, elevation or other data.

10.8 Walls, props and banners can not be shot over, under or through unless stated differently in the WSB. If this happens, it is a Prohibited Action Penalty plus the targets engaged will be scored as 'Unhit'.

10.9 The Match Director has the right to change or alter rules as needed. Any topic not covered in this ruleset is completely up to the match director.

10.10 There is no changing divisions during the match unless done so by the Range Master or Match Director

10.12 Any re-shoot must be approved by the MD or RM

10.13. Only one division can be shot at a match. A second entry in the same or different division is prohibited.

11.0 Point Series & Finale

11.1 To be in contention of winning the Point Series in a Division at the Finale , a competitor will need to meet the following criteria prior to the Finale:

-Your top 3 scores from any match in a singular division will be counted for the Finale.

-The total time of your top three scores (Raw time + Penalties) will need to be in the Top ten of all shooters that meets all the criteria.

-The top 10 scores from each Division will be invited to the Finale. Once the top 10 are announced, those competitors will have 5 days to register for the Finale. In the event not all 10 register, it will roll to the 11th place with a one day time frame, etc...until all 10 slots have been filled.

-All competitors competing at the Finale that have met the required criteria and are in contention of winning the point series will be squadded together with respective competitors in their Division. The weather conditions are uncontrollable but having everyone in your Division on the same squad, is the closest thing possible to make sure everyone shoots in the same weather conditions.

-Anyone can register to shoot the Finale, regardless of their series standings. These competitors will not be in the running for point series winnings or be on the same squad as those that have qualified and competing for the point series. This allows them to focus on shooting.