



Rule Book

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1. Rimfire Challenge Standards and Fundamental Principles

Rimfire Challenge standards and fundamental principles are the initial guide to all participants.

1.1. Overview

- 1.1.1. Safety is the most important rule
- 1.1.2. Rimfire challenge events are designed to introduce participants to the fun and excitement of competitive shooting in a safe, low pressure, family-friendly atmosphere.
- 1.1.3. Participants must be able to manipulate the firearm safely them self
- 1.1.4. Rimfire challenge events are designed to be completed by shooters of all levels without the need to reload “on the clock” with a main goal to hit all the steel targets in the course of fire as quickly as possible.
- 1.1.5. Participants are required to compete using a rifle and a handgun chambered in .22 Long Rifle.
- 1.1.6. Experienced participants are encouraged to help new and novice participants move up to the next level of proficiency by sharing tips and shooting knowledge.
- 1.1.7. It is the responsibility of all participants, volunteers or spectators to be familiar with the rules and specially to understand those which are safety oriented

2. General Safety

Always follow the basic rules of firearm safety

2.1. Rules of Safety

- 2.1.1. Treat all firearms as if they are loaded.
- 2.1.2. Know how to safely use the gun. (Learn the mechanical and handling characteristics of the firearm you are using.)
- 2.1.3. Always keep the muzzle of the gun pointed in a safe direction; never point a firearm at anything that you are not intending to shoot.
- 2.1.4. Keep your finger off the trigger until you are ready to shoot.
- 2.1.5. Be sure the barrel is clear of obstructions before using.
- 2.1.6. Know and be sure of your target and what is behind it before you shoot.
- 2.1.7. Never transport a loaded firearm.
- 2.1.8. Avoid alcoholic beverages or drugs when shooting or handling a gun.
- 2.1.9. Never climb a tree or fence, or do anything awkward with a loaded firearm. Handling a loaded firearm while participating in any activity outside of activities associated with the event is prohibited.

- 2.1.10. All participants, range workers and spectators are required to use eye and ear protection
- 2.1.11. All ranges hosting RCSA Rimfire Challenge matches are “Cold Ranges.” All firearms will be kept unloaded and stored in hard or soft cases or gun rugs except in the designated shooter area under the direct supervision of a Match Official.
- 2.1.12. During the match, participants will refrain from handling their firearms, except when instructed by a match official or in designated area (staging areas for cased long guns, safety areas, sight in/function test bay, etc.).

3. Safety Area

The host organization is responsible for the construction and placement of a sufficient number of Safety Areas for the match. They should be conveniently placed and easily identified with signs. Safety Areas should include a table with the safe direction and boundaries clearly shown.

3.1. Use of Safety Area

- 3.1.1. Participants are permitted to use the Safety Areas for the activities stated below provided they remain within the boundaries of the Safety Area and the firearm is pointed in a safe direction. Violations are subject to match disqualification
- 3.1.2. Casing and uncasing unloaded firearms.
- 3.1.3. Practice “dry-firing” of unloaded firearms.
- 3.1.4. Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.
- 3.1.5. Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.
- 3.1.6. NO AMMO, of any kind, is allowed to be handled in the Safety Area under any circumstance. This includes dummy ammo, loaded magazines, loaded speed loading devices or live rounds.

4. Divisions/Categories

4.1. Divisions

- 4.1.1. Open
 - 4.1.1.1. Any firearm (pistol or revolver in handgun class) with scopes, optical sights, light gathering scopes, battery powered optics, reflex optics or lasers.
- 4.1.2. Limited
 - 4.1.2.1. Any firearm (pistol or revolver in handgun class) with iron sights. Adjustable sights, fiber optics and compensators are allowed. No electronic sights or optics are allowed.

4.2. Special Recognition Categories

- 4.2.1. Special Recognition Category Minimums/Requirements

- 4.2.1.1. There must be at least three (3) participants in a given category for a category to be recognized in a match.
- 4.2.1.2. Participants can only compete in one (1) Special Recognition Category per division
- 4.2.1.3. Participants must be the appropriate age at time of competition, not time of registration
- 4.2.1.4. Special recognition category awards are not gender specific (unless specifically defined)
- 4.2.2. Special Recognition Categories
 - 4.2.2.1. Cowboy/Cowgirl: Single-action revolvers and period lever-action or pump-action rifles with iron sights. All participants in Cowboy/ Cowgirl class must wear a cowboy hat in competition
 - 4.2.2.2. Lady: Female participants of any age
 - 4.2.2.3. Youth: Both male and female participants age 12 and under
 - 4.2.2.4. Junior: Both male and female participants age 13-17
 - 4.2.2.5. Senior: Both male and female participants age 55-64
 - 4.2.2.6. Super Senior: Both male and female participants age 65 or older

4.3. Competing in Multiple Divisions

- 4.3.1. Participants may compete in both Open and Limited division, if the event organizer allows and only if it can be accomplished in a safe and timely manner.
- 4.3.2. The participant will shoot Open division first. The participant may complete the match with his/her Open division firearms and then complete the match with the Limited division firearms. Or the participant may complete a portion of the match with their Open division firearms and the same portion with his/her Limited division firearms; this may be the method in the case of a two-day match. The participant would then complete the match on the second day starting with his/her Open division firearms and finishing with his/her Limited division firearms.
- 4.3.3. Participants competing in both Open and Limited division, where the participant is shooting both divisions on the same day, in the same squad, must have their open gun separated from their limited gun with a minimum of two shooters or the shooter must break for five minutes between guns before resuming shooting.

4.4. Sanctioned/World Match Recognition Awards

4.4.1. The following Divisions and Categories will be recognized, pending minimum number of participants for each category has been meet.

HIGH OVERALL	Lowest score of ALL participants, regardless of Division or Category
DIVISION SPECIFIC	
Open Division	1 st , 2 nd , 3 rd overall (no min participant requirements)
Limited Division	1 st , 2 nd , 3 rd overall (no min participant requirements)
CATEGORY SPECIFIC	
Lady Open	1 st , 2 nd , 3 rd
Lady Limited	1 st , 2 nd , 3 rd
Senior Open	1 st , 2 nd , 3 rd
Senior Limited	1 st , 2 nd , 3 rd
Super Senior Open	1 st , 2 nd , 3 rd
Super Senior Limited	1 st , 2 nd , 3 rd
Junior Open	1 st , 2 nd , 3 rd
Junior Limited	1 st , 2 nd , 3 rd
Youth Open	1 st , 2 nd , 3 rd
Youth Limited	1 st , 2 nd , 3 rd
Cowboy/Cowgirl Limited	1 st , 2 nd , 3 rd

5. Match Levels

5.1. Overview

	Level 1	Level 2	Level 3	Level 4
	Local/Monthly/Series style matches	Formerly "State" matches	Regional/National size matches.	World Championship Match
		Must complete the Sanctioned/Level 2 match form and submit stage diagrams at least 60 days in advance of match date	Requires special approval from RCSA to be classified as a Level 3 match. Will typically be awarded to a club by RCSA Board of Directors	Awarded to a club by RCSA Board of Directors
Awards/Trophies	Not Required	Recommended	Required	Required
Prize Table	Not Required Done via Random Draw Only	Recommended Done via Random Draw Only Must communicate prior to registration if there will not be a prize table	Recommended May be Random Draw or Order of Finish (decision made by RCSA BoD at least 60 days prior to event) Must communicate prior to registration if there will not be a prize table	Required Done via Overall Order of Finish Only

6. Participant Equipment Rules

Participants must compete with both a rifle and a handgun chambered in .22 Long Rifle (.22LR) to qualify for match completion. The exception to this would be were local laws have age restrictions that prevent individuals from shooting a handgun.

6.1. Overview

- 6.1.1. No suppressed or fully automatic firearms are allowed
- 6.1.2. Participants are responsible for ensuring that any and all equipment they bring to the match is fully in compliance with all laws in the jurisdiction where the match is being held. Participants are solely and personally responsible for the safety of any and all equipment and ammunition they bring to the match.
- 6.1.3. Firearms by any manufacturer that meet the Division or Special Recognition Category criteria are acceptable in RCSA Rimfire Challenge events.
- 6.1.4. All firearms are to safely use .22 Long Rifle ammunition.
- 6.1.5. All firearms must be transported and stored, unloaded in a hard case, soft case or gun rug except in the designated shooter area under the direct supervision of a Match Official or in a designated Safety Area.
- 6.1.6. No holsters are allowed.
- 6.1.7. During the match, participants will refrain from handling their firearms, except when instructed by a Match Official or in a designated Safety Areas.
- 6.1.8. A handgun is a firearm that was originally manufactured as a pistol and is legally a pistol.
- 6.1.9. A handgun is designed to be held and fired without the aid or support of a shoulder stock or arm brace.
- 6.1.10. A handgun may not contact any part of the body, except the hands
- 6.1.11. A rifle is a firearm with a rifled bore, that was originally manufactured as a rifle and is legally a rifle.
- 6.1.12. A rifle is designed to be fired from the shoulder.
- 6.1.13. Participants are encouraged to have at least five (5) ten (10) round magazines for each gun. Higher capacity magazines may be used, if allowed by local law.

6.2. Equipment changes during competition

- 6.2.1. The same firearm specified in a Division or Category must be used throughout a specific match.
- 6.2.2. If a mechanical problem occurs during a string of fire, the participant will be given an opportunity to repair firearm and the maximum time allowed will be recorded for that string. The remaining members of the squad continue shooting the stage.
 - 6.2.2.1. The participant has up until the competition is complete (scores are posted) to attempt any stages or strings not shot, only if it can be accomplished in a safe and timely manner.

- 6.2.2.2. If a change of equipment is needed, the replacement equipment must meet the same Division and (if applicable) Category guidelines and restrictions as the original equipment.
- 6.2.3. No change in firearm is permitted without the approval of the Match Director (MD) or Range Master (RM). If a participant makes such a change without prior approval, they will be disqualified from the match. (see 17.5)
 - 6.2.3.1. The MD or RM will verify the reason for the change with the participant and/or stage Range Safety Officer (RSO).
 - 6.2.3.2. If the equipment guidelines cannot be met with the replacement firearm, the MD or RM will determine the appropriate division and/or category the participant will be moved into.

7. Ammunition Rules

7.1. Overview

- 7.1.1. Any commercially available .22 LR ammunition will be considered suitable for competition.
- 7.1.2. Rimfire ammo in any caliber other than .22 LR is not allowed. This includes .22 Short, .22WMR or .22WRF

8. Participant Responsibility

8.1. General Rules

- 8.1.1. This is a family-oriented event. Youngsters tend to repeat what they see. Lead by Example.
- 8.1.2. The participant is solely responsible for ensuring that he/she fully understands RCSA Rimfire Challenge rules.
- 8.1.3. The participant is solely responsible for fully understanding the Course of Fire (COF) prior to starting the stage. If the participant is unsure of the COF they should direct questions to the RSO before un-bagging of their firearm.
- 8.1.4. The participant is completely responsible for the equipment they are shooting. A firearm deemed to be unsafe can be grounds for removal from the match. The decision for removal of a firearm from the match will be made by the MD or RM and their decision is final.
- 8.1.5. Safety is the number one priority. The participant should be able to manipulate the firearm themselves safely. With approval of the MD or RM, a participant may receive basic assistance on firearm manipulation such as loading, unloading and showing clear.
- 8.1.6. The participant must be able to follow all range commands
- 8.1.7. Each participant is expected to come to the firing line ready to shoot, with an appropriate amount of ammunition in an appropriate number of magazines or speed-loaders or other loading devices.

- 8.1.8. If the participant is not prepared and it would cause a severe delay while they prepare, the RSO may move them down in the shooting order until they are prepared.
- 8.1.9. When casing or uncasing any firearm in the shooting box, the muzzle of the firearm must always be pointed downrange.
- 8.1.10. The participant may not leave the shooting box until the firearm has been unloaded and safely bagged, in accordance with the range commands.
- 8.1.11. Participants who do not have a minimum of 5 magazines or a high capacity magazine can have any other participants or spectator reload magazines on behalf of the participant completing the COF. The participant is responsible to arrange for someone to reload magazines prior to starting the COF.
- 8.1.12. Match delays caused by (for example) excessive time spent loading magazines or excessive time setting up between strings, while on the firing line may be referred to the MD for guidance.
- 8.1.13. When loading, reloading or unloading during a course of fire, the participant's fingers must be visibly outside the trigger guard and the firearm must be pointed safely down range or in another safe direction authorized by an RSO.
- 8.1.14. The participant is responsible to ensure their score is correct.
 - 8.1.14.1. Paper scoring: the participant is responsible to
 - 8.1.14.1.1. Ensure the correct score card is submitted
 - 8.1.14.1.2. Verify the scores on the scorecard are correct
 - 8.1.14.2. Electronic scoring: the participant is responsible to
 - 8.1.14.2.1. Review their times prior to their score being saved
 - 8.1.14.2.2. When available, the participants responsibility to approve the score by clicking the approve (or similar button) on electronic device.
- 8.1.15. Participants are responsible to act with appropriately and in a sportsmanlike manner.
- 8.1.16. A participant may be disqualified from a match for conduct that a Match Official deems to be unsportsmanlike. See section 17.7.

8.2. Offensive Clothing

- 8.2.1. Offensive or objectionable garments are not allowed on the range. Anyone wearing items deemed to be offensive or objectionable will be asked to change or leave the range facility. The MD or RM will have final authority regarding garments deemed offensive or objectionable.

9. Spectators Responsibility

9.1. Summary

- 9.1.1. Other persons (non-participant) may be expelled from the range for conduct that a Match Official deems to be unacceptable. Examples of unacceptable conduct include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a participant's

attempt thereof, and any other behavior impacting the safe management of the match. The MD or RM must be notified of any such conduct as soon as possible.

10. Coaching, Assistance or Interference

10.1. RSO Assistance

- 10.1.1. RSOs are encouraged to assist the Participant. RSOs may tell a participant a gun is not loaded or the safety is on prior to starting a stage. RSO's may assist a participant at the participant's request. (Remember, we are here to ensure a positive experience for new participants).

10.2. Unauthorized Assistance

- 10.2.1. Spectators (or participants that are not currently in the shooting box) should not engage directly with a participant or provide direction that could result in the participant being distracted or lead to a competitive advantage. For example: what order to shoot the stage, magazine handling guidance, etc.
- 10.2.2. Violations will receive a warning; second violation will result in a procedural penalty for the current participant and the participant who provides assistance. Continued violations will result in disqualification.

10.3. "Cheerleading"/verbal encouragement

- 10.3.1. Cheerleading/verbal encouragement is encouraged in between strings of fire. However, while a participant is in the shooting box, in the act of engaging targets, the discipline in 10.2 applies.

10.4. Inadvertent Contact

- 10.4.1. In the event that inadvertent contact from the RSO or another external influence has interfered with the participant during a string, the RSO may offer the participant a reshoot of the string.
 - 10.4.1.1. The participant must accept or decline the offer prior to seeing either the time or the score from the initial attempt.
 - 10.4.1.2. In the event that the participant commits a safety infraction during any such interference, the provisions of Section 17 [Disqualifications] still apply.

10.5. Participants with Physical Limitations

- 10.5.1. Participants with physical limitations may be given an exemption by the MD in respect to their attempt at a course of fire.
- 10.5.2. In such cases, participants must seek and obtain approval from the MD for any waiver in relation to any exceptions prior to starting a course of fire. The decision of the MD regarding the safety and suitability of the exception will be final.
- 10.5.3. Special Penalty: A participant unable to fully execute any part of the course of fire due to disability, incapacity or injury may request that the MD or RM apply a penalty in lieu of the stated course requirement. The MD or RM may waive or modify procedural penalties in respect of a participant who has significant physical disability prior to the participant starting the course of fire.

11. Target/Course Design

General Principle: 90% of the people should be able to hit 90% of the targets 90% of the time.

11.1. Targets

- 11.1.1. All targets will be static steel plates.
- 11.1.2. Minimum target size is 8 inches and may be any shape (e.g. cowboy steel) as long as the target has target body size no smaller than 8 inches in diameter.
- 11.1.3. Dented, cupped or pocked metal targets shall not be used.
- 11.1.4. Targets used for RCSA Rimfire Challenge events should be easy to purchase or build.
- 11.1.5. All targets are to be painted white and will be repainted prior to each participant's first attempt on each stage.
 - 11.1.5.1. In regions where there are visibility issues with white targets (such as outdoor matches in snowy climates), the MD or RM can request a match exception from RCSA to use a color other than white for plates.
 - 11.1.5.2. The exemption, if granted by RCSA, will be for use of yellow, blue or tan and this must be communicated to participants at least one (1) week prior to the start of the match.
- 11.1.6. Stop plate can be designated by a red post above or below the target. If post is not available, stop plate will be designated in the course of fire briefing.

11.2. Number of Targets

- 11.2.1. The targets are steel plates that are set in a course of fire that is no less than 5 plates and no more than 7 plates.

11.3. Target Distance

- 11.3.1. The minimum distance for a target is 7 yards or 21 feet
- 11.3.2. The maximum distance for any target is 20 yards or 60 feet for pistol and 35 yards or 105 feet for rifle

11.4. Target Size to Location Recommendation

- 11.4.1. If targets are to be placed at or near maximum distances, the targets should be larger and easy to hit.

11.5. Order of Engagement

- 11.5.1. A stage description may specify where or when the participant engages specific targets.

11.6. Safe Angle of Fire

- 11.6.1. Each stage design or layout must have safe angles of fire.

11.7. Shooting Box

- 11.7.1. Participants will engage targets from a single shooter's box. No moving, running or walking can be required of the participant during the course of fire.

11.8. Posting Stage Description

- 11.8.1. Posting the Stage Description at each stage is mandatory for all RCSA Rimfire Challenge matches. A match program book is not required; however, it is encouraged if feasible.

11.9. Information Precedence

- 11.9.1. The Stage Description posted at the stage takes precedence over all other stage descriptions unless otherwise noted by the MD or RSO.

11.10. Stage Description

- 11.10.1. A Stage Description must provide the following minimum information: (see sample in Appendix)
 - 11.10.1.1. Scoring Method.
 - 11.10.1.2. Targets (type & number).
 - 11.10.1.3. Minimum number of rounds.
 - 11.10.1.4. Number of strings to be shot.
 - 11.10.1.5. The firearms ready condition.
 - 11.10.1.6. Start position.
 - 11.10.1.7. Time starts: audible or visual signal.
 - 11.10.1.8. Procedure.

11.11. Course Safety Design

- 11.11.1. Matches must be designed, constructed and conducted with due consideration to safety.
- 11.11.2. Courses of fire should not be "mind games" or designed to trick participants into making mistakes or being unsafe.
- 11.11.3. RCSA Rimfire Challenge staff reserves the right to modify courses of fire deemed unsafe or not reflecting the purpose of RCSA Rimfire Challenge competition. Course of fire modifications, by RCSA, will be made during submission process prior to the match.

11.12. No Practice

- 11.12.1. All shooting of the match stages must be done for score. No live-ammunition is to be used to practice on the match stages prior to the actual competition. Any participant, who does so, will receive a match disqualification.

12. Stage Procedures

In the event that a participant fails to load the chamber when permitted by the written stage description, whether inadvertently or intentionally, the RSO can communicate this to the participant so they may correct the condition prior to starting the stage.

12.1. Equipment Ready Conditions

12.1.1. Revolvers (Single Action)

12.1.1.1. Single Action: Cowboy/Cowgirl category participants must have either

12.1.1.1.1. Two (2) single-action revolvers with 6 round capacity

12.1.1.1.2. Or One (1) higher capacity single-action revolver that would be loaded to no more than 10 rounds

12.1.1.2. If the participant is using two (2) 6-shot revolvers, both revolvers must start with the hammer down on an empty chamber

12.1.1.3. The participants second revolver will be placed on a table in front of him or her

12.1.1.4. If the participant is using one higher capacity single action revolver with up to ten (10) rounds, the hammer may rest on a loaded chamber

12.1.2. Revolvers (Double Action)

12.1.2.1. Double Action: If the participant is using a double action revolver, the hammer must be fully down and all chambers may be loaded.

12.1.3. Self-loading (semi-automatic) pistols

12.1.3.1. "Single action" – chamber loaded, hammer cocked.

12.1.3.2. "Double action" – chamber loaded, hammer fully down.

12.1.3.3. "Selective action" – chamber loaded with hammer fully down, or chamber loaded and hammer cocked.

12.1.4. Rifles

12.1.4.1. Loaded: Magazine filled and fitted (if applicable)

12.1.4.2. Chamber loaded, hammer and/or sear cocked

12.1.5. Magazines

12.1.5.1. Participants are encouraged to have at least five (5) ten (10) round magazines for each gun. h

12.1.5.2. Higher capacity magazines may be used and loaded to the maximum.

12.1.5.3. Tubular rifle magazines may be loaded to the maximum.

12.1.5.4. A max of 11 shots per string can be fired, no matter the size of the magazine.

12.1.5.5. Participants using self-loading pistols or rifles may start with a round in the chamber

12.1.6. Starting Position

- 12.1.6.1. Participants will start with designated firearm in hand(s), ready to fire with the safety disengaged, aiming at the designated object (i.e.: Orange cone, start sign), approximately 10 feet down range.
- 12.1.6.2. Participants must keep fingers visible outside the trigger guard until the start signal.

12.2. Sight Picture

- 12.2.1. A participant is permitted to take an unloaded sight picture, of the entire stage, prior to the start signal.
- 12.2.2. After the first string, participant is permitted to take a loaded sight picture of only one target in the stage prior to each string.

12.3. Prohibitions

- 12.3.1. Participants are prohibited from using any guns or gun replicas as sighting aids while conducting their inspection (“walkthrough”) of a course of fire stage.

12.4. Alterations

- 12.4.1. No person is permitted to enter or move through a course of fire stage without the prior approval of the MD or RM or RSO assigned to that course of fire stage. Altering targets or any other part of a course will be subject to the provisions of Section 16.0.

13. Range Commands

13.1. Approved Range Commands and Sequence

- 13.1.1. The approved range commands and their sequence are as follows:
- 13.1.2. “Make Ready” – This command signifies the start of the course of fire. Under the direct supervision of the RSO, the participant must face down range, or in a safe direction as specified by the RSO, fit eye and ear protection, and prepare the firearm in accordance with the written stage briefing. The participant must then assume the required start position. At this point, the RSO will proceed.
- 13.1.3. Once the “Make Ready” command has been given, the participant must not move away from the start location prior to issuance of the “Start Signal” without the prior approval, and under the direct supervision, of the RSO.
- 13.1.4. “Are You Ready?” – The lack of any negative response from the participant indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the participant is not ready at the “Are You Ready?” command, he/she must state “Not Ready.” It is suggested that when the participant is ready, he/she should assume the required start position to indicate his readiness to the RSO.
- 13.1.5. “Standby” – This command should be followed by the start signal within 1 to 4 seconds.
- 13.1.6. “Start Signal” – The signal for the participant to begin their attempt at the string. If a participant fails to react to a start signal, for any reason, the RSO will confirm that the participant is ready to attempt the string, and will resume the range commands from “Are You Ready?”

- 13.1.7. In the event that a participant begins his attempt at the string prematurely (“false start” prior to the issuance of the start signal), the participant will incur a penalty. If the participant is able to return to the designated start position prior to the start signal, no penalty will be assessed.
- 13.1.8. “Stop” – Any RSO assigned to a stage may issue this command at any time during the course of fire. The participant must immediately cease firing, stop moving and wait for further instructions from the RSO.
- 13.1.9. RSOs may issue other interim commands on completion of the first string in order to prepare the participant for the second and subsequent strings (e.g., “Reload for the Next String”).
- 13.1.10. “If You Are Finished, Unload and Show Clear” – If the participant has finished shooting, he/she must lower the firearm and present it for inspection by the RSO with the muzzle pointed down range, magazine removed, slide locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty.
- 13.1.11. “If Clear, Hammer Down or Flag and Bag Firearm” – After issuance of this command, the participant is prohibited from firing. While continuing to point the firearm safely downrange, the participant must perform a final safety check of the firearm as follows:
 - 13.1.11.1. Self-loaders, with magazine out, pull the slide back and inspect that no ammunition is in the chamber and the firearm is in indeed unloaded. RSO will double check with participant that the firearm clear and ready to be bagged.
 - 13.1.11.2. Revolvers – close the empty cylinder (without touching the hammer, if any).
- 13.1.12. If the gun proves to be clear, the hammer may then be dropped on the empty chamber, if the participant chooses not to drop the hammer a chamber flag must be inserted into the empty chamber (Trigger need not be pulled.) Note: The bolt may be closed on a chamber flag. The participant must bag the firearm prior to leaving the designated shooting area and while still under the direct supervision of the RSO.
- 13.1.13. If the gun does not prove to be clear, the RSO will resume the commands from Section 13.1.10.
- 13.1.14. “Range Is Clear” - This declaration signifies the end of the course of fire. Once the declaration is made, officials and participants may move forward to score, paint, reset targets, etc.

14. Malfunctions/Loading, Reloading or unloading

14.1. Equipment Malfunctions

- 14.1.1. Should a participant’s equipment malfunction, the string of fire will be scored, the range will be cleared per Section 13.1 and the participant will be allowed to repair or replace the equipment. The RSO will proceed with the next participant.
- 14.1.2. The RSO will retain the participant’s score sheet until the participant returns to resume his/her attempts at the stage.
- 14.1.3. In the event that a firearm cannot be unloaded due to a broken or failed mechanism, the shooter will notify the RSO. Under no circumstances will a participant leave the

firing line with a loaded firearm (see Section 17.4). If necessary, the RSO will contact the MD or RM for assistance with a firearm that cannot be unloaded.

14.2. Loading, reloading or unloading during a course of fire

14.2.1. Safe Handling

14.2.1.1. When loading, reloading or unloading during a course of fire, the participant's fingers must be visibly outside the trigger guard and the firearm must be pointed safely down range or in another safe direction authorized by a RSO (see Section 17.4).

14.2.2. Clearing a Malfunction

14.2.2.1. The participant **MUST** keep his/her finger outside of the trigger guard while clearing a malfunction.

15. Scoring

Scoring must be applied fairly and evenly as designated within this rulebook. RSOs are the primary keeper of competitive equality and shall show no favor or disfavor towards a shooter in manner as to the direct application of the rules.

15.1. Scoring/Score Sheets

15.1.1. In Rimfire Challenge the time plus penalties is the score. (See Section 16)

15.1.2. Each stage consists of five (5) to seven (7) targets, also referred to as plates, that are shot five (5) times, each of the five times is referred to as a String of Fire or String. One (1) plate will be designated the Stop Plate.

15.1.3. Each of the standard targets must be engaged at least once before hitting the stop plate, to avoid incurring a penalty.

15.1.4. Time stops when the last shot is fired (no rollback).

15.1.5. Failure to hit the stop plate will result in a 30 second score for the string

15.1.6. Participants may fire up to 11 rounds (without reloading)

15.1.7. The worst string, time plus penalties on each stage, will be thrown out, and the total of the four (4) remaining times plus penalties will be participant's score for that stage.

15.1.8. It is the shooter's responsibility to provide the correct score sheet for each stage and entry division, and/or to verify his/her scores as written on the score sheet or logged in electronic scoring, when finished shooting each stage.

15.1.9. Any questions regarding the scores entered should be directed to the RSO on the stage before signing the score sheet or approving the electronic score. If questions remain, the MD or RM should be summoned.

15.1.10. When the score sheet has been signed by the participant and the RSO or has been approved electronically, other than to correct math errors, it is definitive and cannot be changed without evidence or by obtaining mutual consent of the MD or RM and the participant.

15.2. Hits

- 15.2.1. A steel plate will be considered hit if the bullet has left a clear mark on the edge or face of the plate. If there is no discernable mark it will be scored as a miss.
- 15.2.2. If a Range Safety Officer (RSO) scores a miss, it is the shooter's responsibility to appeal the decision at the end of that particular string. The RSO and the shooter will go downrange to inspect the target.
- 15.2.3. If the participant still believes the call is in error, he/she may appeal to the MD or RM. The MD/RM's decision will be final, and no further appeals will be allowed with respect to that scoring decision.
- 15.2.4. Once the next string of fire has begun, there will be no further opportunity to appeal the RSO's decision.

15.3. Option Plates

- 15.3.1. If a stage contains targets that will reduce the overall score (option plates), they should be computed after all other scoring is completed for each string.
- 15.3.2. If a stage contains targets that will reduce the overall score (options plates), they will be required to be hit prior to the stop plate to count for reduce score.

15.4. Uncompleted Strings

- 15.4.1. Due to factors outside of a participants control, a participant may request, of the MD, the uncompleted strings be scored at 30 seconds per string versus receiving a DNF.

16. Penalties

16.1. Penalties

- 16.1.1. Each missed target will incur a 2-second penalty
- 16.1.2. If more than 11 shots are fired in a string then the participant will receive a score of 30 seconds for that string.
- 16.1.3. Failure to hit the Stop Plate results in a 30-second time (total time) for that string. (see section 15.1).
- 16.1.4. Failure to engage all targets in a string may result in a 30 second time unless the participant is in danger of running out of ammunition and hits the stop plate to end the run. (See 16.1.9 below for intentionally skipping targets).
- 16.1.5. The maximum score for any string is 30 seconds, no matter how many misses or penalties may have been accrued during the string.
- 16.1.6. Calculate all misses per string, not per stage. In a match where the shooter is allowed to drop the highest time for each stage, any miss penalties applying to the string/score being dropped will also be dropped.
- 16.1.7. Foot fault, shooter engaging targets while his/her foot is in contact with the ground outside the designated shooting area will incur a 2-second penalty per shot fired while in fault condition.
- 16.1.8. A false start will incur a 2-second penalty.

- 16.1.9. The shooter must engage every target in the COF, if the participant intentionally fails to engage all the targets in the COF the string time will be 30 seconds and a warning will be issued by the RSO. If the shooter continues to purposefully skip targets in the COF that participant will be disqualified under 17.7.
- 16.1.10. Failure to keep finger outside of the trigger guard prior to the start signal will result in a warning on the first offense, a procedural on the second offense and a match disqualification on the third offense for safety violation.
- 16.1.11. Willful failure to comply with RSO range commands will result in a warning. Two warnings of any kind on a single stage will result in a match disqualification unless otherwise stated.

17. Disqualifications

Disqualifications are match disqualifications and participants will not be allowed to continue to shoot.

17.1. Disqualification and Multiple Divisions

- 17.1.1. If a shooter shoots both divisions by fully completing match in Open before starting the match in Limited and if the shooter disqualifies when shooting Limited division, the shooter will not be allowed to continue shooting limited but the completed match score on record for Open stands.
- 17.1.2. If a shooter is shooting both divisions in parallel and disqualifies in one division, the shooter will not be allowed to complete shooting in either division and has a complete match disqualification.
- 17.1.3. Exception. Disqualification due to 17.5. is a division only disqualification and the participant will be allowed to continue in the other division.

17.2. Accidental Discharge

- 17.2.1. A participant who causes an accidental discharge must be stopped by a RSO as soon as possible. An accidental discharge occurs after the start signal has been sounded and is defined as follows:
 - 17.2.1.1. A shot, which travels over a backstop, a berm or in any other direction, specified in the written stage description by the match organizers as being unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.
 - 17.2.1.2. A shot which travels over a backstop or berm or in any other direction due to inadvertent contact by the RSO will not receive a disqualification.
 - 17.2.1.3. A shot which strikes the ground within 10 feet of the participant.
 - 17.2.1.4. Exception — A bullet which strikes the ground within 10 feet of the participant due to an Under-powered load.
- 17.2.2. In the case of a shot striking a prop where the bullet is deflected or does not continue to strike the ground, if the RSO determines that the bullet would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 17.2.1.3 shall apply.

17.3. Negligent Discharge

- 17.3.1. A participant who causes a Negligent Discharge must be stopped by an RSO as soon as possible.
- 17.3.2. A Negligent Discharge is a shot which occurs while loading, reloading or unloading a firearm. This includes any shot fired after the “Make Ready” command is given.
- 17.3.3. Exception – a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to a match disqualification; however, firearms must be serviceable and safe. RSOs may demand examination of a participant’s firearm or related equipment, at any time, to check that they are functioning safely. If any such item is declared unserviceable or unsafe by a RSO, it must be withdrawn from the match until the item is repaired to the satisfaction of the MD or RM.

17.4. Unsafe Gun Handling

- 17.4.1. Examples of unsafe gun handling include, but are not limited to:
- 17.4.2. Handling a firearm at any time except when in a designated safety area or when under the supervision of, and in response to a direct command issued by, a RSO.
- 17.4.3. If at any time during the course of fire, a participant allows the muzzle of his firearm to point rearwards, that is further than 90 degrees (breaking the 180) from straight ahead of the participant, or allows the muzzle to point up range, whether the firearm is loaded or not.
- 17.4.4. If at any time during the course of fire, or while loading, reloading or unloading, a participant drops his firearm or causes it to fall, loaded or not. Note that a participant who, for any reason during a course of fire, safely and intentionally places the firearm on the ground or other stable object will not be disqualified provided:
 - 17.4.4.1. The participant maintains constant physical contact with the firearm, until it is placed firmly and securely on the ground or another stable object, and
 - 17.4.4.2. The participant remains within 3 feet of the firearm at all times (except where the handgun is placed at a greater distance, under the supervision of a RSO), and
 - 17.4.4.3. The provisions of Rule 17.3 do not occur, and
 - 17.4.4.4. The firearm is in the ready condition, or
 - 17.4.4.5. A self-loading firearm has an empty chamber, the magazine removed and the slide or bolt locked open, or
 - 17.4.4.6. A revolver has the cylinder open and empty.
- 17.4.5. Allowing the muzzle of a firearm to point at any part of the participant’s body during a course of fire (i.e., sweeping).
- 17.4.6. Using more than one handgun at any point in time during a course of fire with the following exception:
 - 17.4.6.1. When using a single-action revolver while competing in the Cowboy/Cowgirl Division.

- 17.4.7. Failure to keep the finger outside the trigger guard while clearing a malfunction where the participant clearly moves the firearm away from aiming at targets.
- 17.4.8. Failure to keep the finger outside the trigger guard during loading, reloading or unloading or at anytime prior to the start signal. Exception: while complying with the “Make Ready” command to lower the hammer of a gun without a decocking lever, or while initially loading a revolver with a spurless hammer.
- 17.4.9. Handling live or dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines or loaded speed loading devices in a Safety Area. The word “handling” does not preclude participants from entering a Safety Area with ammunition in magazines or speed loading devices on their belt, in their pockets or in their range bag, provided the participant does not physically remove the loaded magazines or loaded speed loading devices from their retaining or storage device while within the Safety Area.
- 17.4.10. Having a loaded firearm other than when specifically ordered to by the RSO.
- 17.4.11. Retrieving a dropped firearm. Dropped firearms must always be retrieved by a RSO who will, after checking and/or clearing the firearm, place it directly into the participant’s gun case or gun bag.
- 17.4.12. Dropping an unloaded firearm or causing it to fall is not an infraction, but the participant may receive a safety warning; however, a participant who retrieves a dropped firearm will receive a match disqualification.
- 17.4.13. Using metal piercing, incendiary and/or tracer ammunition, and/or using any ammunition which has been deemed unsafe by a RSO.
- 17.4.14. Ammunition declared unsafe by a RSO due to multiple squibs, shall not subject the participant to disqualification.

17.5. Changing a firearm without MD approval

- 17.5.1. If a participant changes firearm without MD or RM approval they shall be disqualified

17.6. Using a replica as a sighting aid

- 17.6.1. As per section 12.3, if a participant uses a replica firearm as a sighting aid while conducting course inspection, they shall be disqualified

17.7. Inappropriate/Unsportsmanlike Conduct

- 17.7.1. A participant shall be disqualified from a match for conduct that a match official deems to be inappropriate or unsportsmanlike.
- 17.7.2. Examples of inappropriate/unsportsmanlike can conduct include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a match official, failure to comply (after appropriate warning) with any of the participant conduct requirements, or any behavior likely to negatively impact the image of the sport. The MD or RM must be notified of any such conduct as soon as possible.

17.8. Substance Abuse

- 17.8.1. All persons are required to be in complete control both mentally and physically during matches. Safe performance by participants and officials at matches must not be

affected by drugs (or alcohol) of any sort during matches. Any person who, in the opinion of the MD or RM, is visibly under the influence of any substance and not able to function safely will be disqualified from the match and may be required to leave the range.

18. Arbitration/Disputes/Reshoots

18.1. Settlement of Disputes

- 18.1.1. All disputes are to be addressed by the RSO on the stage where the issue has become evident before the squad moves on. If necessary, the MD may be consulted. The decision is final unless over-ruled by an Arbitration Committee.

18.2. Reshoots

- 18.2.1. Any participant that experiences a target malfunction or a range problem during a course of fire is entitled to reshoot the uncompleted strings once the problem is resolved (this is not a firearm/ammo malfunction). Reshooting the entire stage may be requested by the participant to the MD. The MD decision is final.
- 18.2.2. A firearm/ammo-related malfunction will not result in a reshoot (mulligan). Reshoots or mulligans for equipment malfunction are NOT allowed at any RCSA Rimfire Challenge matches.
- 18.2.3. A restart of a string is allowed when the participant fails to load, disengage safety and no round has been fired. However, if the participant fires a round, a restart cannot be granted.
- 18.2.4. Not reshooting a string when the RSO directs you to will result in a 30 second time for that string.

18.3. Arbitration

- 18.3.1. Any participant has a Right of Arbitration (protest).
- 18.3.2. A participant who wishes an official review of a competitive matter may file a protest.
- 18.3.3. The protest must be prepared in writing and submitted to the MD or RM within one hour of the "violation" and before the close of competition on the day of the occurrence.
- 18.3.4. A protest must be accompanied by a \$100 cash fee. If the protest is decided in favor of the participant, the fee will be returned to the participant, if the protest is denied (the original competitive decision is upheld), the fee will be forfeit to the match.
- 18.3.5. The participant is responsible for the preparation and delivery of the written appeal, together with the appropriate fee. Both must be submitted to the MD or RM within the specified period of time.
- 18.3.6. The RSO's ruling on whether an observed action occurred shall be considered factual (e.g., foot faults, accidental discharges, breaking the 180, hit/miss on a target).
- 18.3.7. Upon receipt of a valid protest, the MD or RM will convene an Arbitration Board, consisting of three experienced participants, at least 18 years old, that are not material to the protest.

18.3.8. The Arbitration Committee must reach a decision within 24 hours of the request for arbitration or before the match results have been declared final by the MD.

18.3.9. The decision of the Arbitration Committee is final and may not be appealed.

19. Match Results

19.1. Match Scores

19.1.1. Match scores (times) will be calculated to two (2) decimal places.

19.2. Preliminary Results

19.2.1. Preliminary match results must be made available to all participants.

19.2.1.1. Match results should be posted at the match stats area or other common area accessible to all participants as soon as possible

19.2.1.2. Or if using electronic scoring (such as PractiScore) they should be made available electronically.

19.3. Protest Period

19.3.1. A protest period of no less than 30 minutes will be allowed for participants to challenge the preliminary match results.

19.4. Challenge of Preliminary Results

19.4.1. Participants who fail to challenge preliminary match results with the MD within 30 minutes of their posting and prior to when the match results have been declared final by the MD will not have any further recourse.

19.5. Breaking a Tie

19.5.1. A tie score in a match will be decided by the winning score that the tied participants shot on the first stage (Stage 1) of the match. If the tie persists, the winner will be decided by the winning score of the tied participants shot on the second stage (Stage 2) of the match and so on until the tie is broken.

20. Prize Distribution/Eligibility

20.1. Eligibility

20.1.1. Participants must compete with both a handgun and a rifle in order to qualify for prizes. The exception to this would be youth participants who are prohibited from shooting handguns based on age restrictions in the residing area.

20.1.2. Participants must complete the whole match. DNF is not match completion.

20.1.3. Any participant that is disqualified from the match, does not complete the match or does not compete with both a handgun and a rifle (as stated in 20.1.1) will not be allowed to walk the prize table

20.2. Prize Distribution

20.2.1. All firearms donated by Industry are to be given by lottery only, except World Championship match. (See Section 5)

20.2.2. Non-World Championship

20.2.2.1. Prize distribution for any Level I or Level II match will be random draw

20.2.3. World Championship

20.2.3.1. Prize distribution for World match will be order of finish.

20.3. Multiple Entries

20.3.1. Any participant that completes the match in multiple divisions may walk the prize table for each division completed as long as the participant paid the full entry price for each division entered.

20.3.2. A participant is only eligible to win one firearm per match.

20.4. Proxy's

20.4.1. A person must be present to walk the prize table or have signed paperwork (provided by the MD or RM) that contains participants name and signature along with proxy's name.

21. Appendix

21.1. Glossary of Terms

180 Rule: A participant allows the muzzle of his firearm to point rearwards, that is further than 90 degrees (breaking the 180) from straight ahead of the participant, or allows the muzzle to point up range, whether the handgun is loaded or not.

.22 Long Rifle (.22 LR): Self-contained rimfire cartridge .22 inches in diameter

AD: Accidental Discharge. Occurs when the trigger of the firearm is deliberately pulled for a purpose other than shooting.

Barrel: The metal tube of a firearm made from iron or steel, through which the bullet or shot charge passes when the firearm is fired.

Barrel Weight: Weights which are clamped to the barrel and are designed to give the shooter more muzzle control.

Category: Used to identify a specific group of participants.

Chamber: The enlarged portion of the barrel at the breech in which the cartridge is placed ready for firing.

COF: Course of Fire

Course of Fire (also "course" and "COF"): An expression used interchangeably with "Stage." An arrangement of targets that the participant must shoot for score.

Compensator: Device that is either fitted to, or designed as a permanent part of, the muzzle of a firearm to redirect propellant gases with the effect of countering both recoil of the gun and unwanted rising of the barrel during rapid fire.

Division: Used to identify the type of firearms that will be used by a participant in competition.

DQ: Disqualification

False Start: Beginning an attempt at a COF prior to the "Start signal."

Foot Fault: Firing a shot while the participant's foot touches the ground outside the shooting box.

Full Auto Firearm: A firearm which continuously fires ammunition at a high rate of fire when the trigger is pulled only once.

Hammer: The part of the action that drives the firing pin forward.

MD: Match Director

Match Director (MD): An individual or group of individuals appointed by a club and given the task of running the match.

Match Official: A person who has an official duty or function at a match, but who is not necessarily qualified as, or acting in the capacity of, a RSO.

Magazine: The part of a repeating firearm which holds the cartridges or shells in position ready to be loaded one at a time into the chamber. (The magazine may be an integral part of a firearm or a separate device attached to the action.)

Minimum # of Rounds: Minimum number of shots required to complete the COF.

Muzzle: The forward end of a barrel. **Muzzle Brake:** See Compensator. **Procedure:** The manner in which a COF must be engaged.

ND: Negligent Discharge

Plate: Targets used in RCSA Rimfire Challenge competition. Plates are made of steel, typically A500 3/8 to 1/2 inch thick.

RSO: Range Safety Officer

Range Safety Officer (RSO): The person who is in complete charge of the range facility and is responsible for range safety. Their duties include direct supervision of all activities on the firing line.

RCSA: Rimfire Challenge Shooting Association

Ready Condition: The state in which the shooter and firearm are ready to engage the COF.

Reshoot: A participant's further attempt at a course of fire, authorized in advance by a RSO or an Arbitration Committee.

Rimfire: A cartridge in which the priming compound is contained in the rim at the base of the cartridge.

Round: A cartridge of ammunition used in a handgun or rifle.

Safety Area: An area designated for the safe handling of unloaded firearms.

Scoring: Total time plus penalties.

Sear: The part of a firearm which links the trigger and the firing pin and releases it when the trigger is pulled.

Shooting Box: A small shooting area (generally square) formed of four connected fault lines.

Sight Picture: Aiming at a target, with an unloaded firearm, without actually shooting at it.

Squib: A malfunctioned cartridge that lacks sufficient power to fire its bullet from the muzzle resulting in the bullet being lodged in the bore.

Stage: An arrangement of targets that the participant must shoot for score.

Stage Briefing: A full description of the stage and all information regarding how it is to be shot.

Start position: The location, shooting position and stance prescribed by a COF prior to issuance of the "Start signal."

Static Steel Plate: A steel plate that does not fall or move when hit.

String: The shots fired when a participant engages a COF once.

String of Fire: See String.

Stop Plate: The plate designated to be shot last in the COF.

Suppressed Firearm: A firearm with a device attached to or part of the barrel to reduce the amount of noise and flash generated by firing.

Sweeping: Allowing the muzzle of a firearm to point at any part of the shooter's body.

Target: Steel plates that are engaged in a Course of Fire.

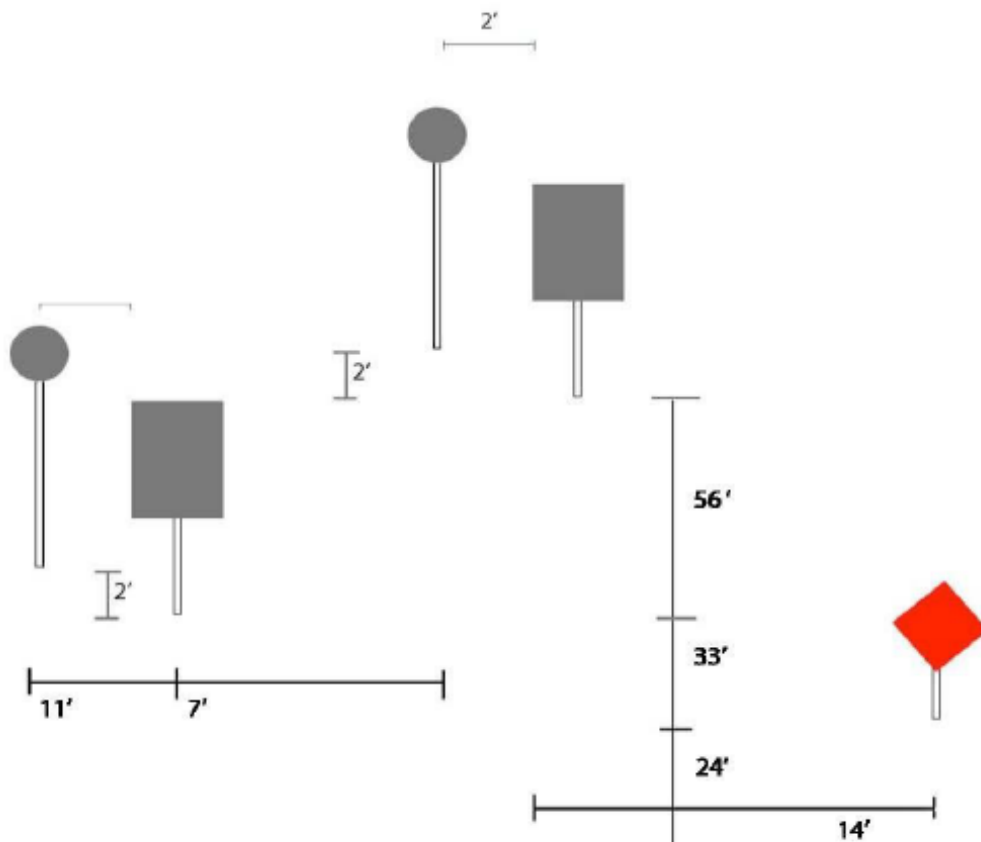
Trigger: The part of a firearm mechanism which releases the firing pin.

Trigger Guard: A metal loop around the trigger designed to protect it.

Unload/Unloading: The removal of ammunition from a firearm.

21.2. Sample Stage Diagram

Stage Name
2 x 3



Pistol Box

Rifle Box

Targets:
5 targets total for both pistol and rifle: 2-8" targets and 2-9x18" targets and one 8" stop plate.

Scoring:
5 hits per string
Max of 11 shots per string.
5 strings per gun

Start Signal: Audible
Stop Signal: Last shot fired
Scored: Time + penalties

Procedure:
Shooter standing in Box.
At signal, shooter engages plates in any order from anywhere in the box.
The designated Stop Plate must be engaged last.

Penalties:
2 seconds for each missed plate
30 seconds for missed stop plate
A maximum time of 30 seconds for each string