

SECTION 2: SAFETY

A. General Rifle Safety

1. Always point your rifle in a safe direction. Never point a rifle at anything you don't intend to kill or destroy.
2. Always keep your rifle unloaded until ready to use. Treat all rifles as though they are loaded even if you believe otherwise.
3. Keep your finger out of the trigger guard until you are ready to fire.
4. Know your target and what is beyond.
5. It is always recommended to wear proper eye and ear protection and ensure others have the same before firing.
6. Never use alcohol or drugs while shooting.

B. Rifle Safety While at a Practical Precision .22 Rifle Match

1. Due to the many different types of 22 rifles, chamber flags are essential equipment to quickly ensure rifles are in a safe condition.
2. A Practical Precision .22 Rifle Match is always a cold range. All rifles are to be unloaded, with magazines out, or empty and actions open. Rifles shall only be loaded, or magazines inserted when directed by the Range Officers. Chamber flags shall be utilized and kept in the action until directed to be removed by the Range Officer.
3. Ground rifles in a proper rifle rack, or wherever the Range Officer/Match Director designates as a safe location and direction.
4. Rifles with removable magazines must be used. Rifles with fixed tubular magazines are not allowed as they are more difficult to make safe.
5. When moving to another shooting location, always ensure the rifle is pointed in a safe direction.

C. Rifle Safety During Your Stage

1. Always wait for the Range Officer's command to "load and make ready" before you remove your chamber flag and insert magazine.
2. Stages always begin with magazine in and bolt to the rear unless specifically directed by the stage description. If a rifle is unable to keep the bolt back to the rear, such as a semi-automatic, then the rifle must have an empty chamber.
3. Any movement or barricade transition must be done with the action open and an empty chamber. The only exception to this rule will be with the use of semi-automatic rifles but only at the approval of the Match Director. If the MD allows this, the competitor must engage the safety, and yell "safe" loud enough for the RO to hear with ear protection.
4. During movement, the 180 rule must always be adhered to. The 180 rule refers to only pointing the rifle within 90 degrees of straight forward. There may be stages when the Match Director reduces or exceeds the 180 degree rule based on unique range layouts but the muzzle must always be pointed within the 180 degree rule or no further than the area between the left-most engageable target and the right-most engageable target. Always follow directions and be aware of where you are pointing your rifle. The match is intended to be an environment for learning and growth, however safety is the most important part of being a competitor in the shooting sports so it is recommended that Match Directors and Range Officers use 120 degrees as the goal for safe manipulation of the rifle.

5. Sky-bolting is never allowed during a match. Sky-bolting refers to when a competitor closes the bolt before they are looking through their scope and on target. The bolt must only be closed when the competitor is directly behind the scope and on the target.
6. Competitors must have positive control of their rifle. Failure to maintain positive control while the bolt is closed will result in a match DQ. Failure to maintain positive control, while the bolt is open and rearward, resulting in the rifle making contact with the ground will result in a stage DQ. Incidents such as this will result in a stage DQ on the first offense and a match DQ for a second offense. If additional safety rules were broken such as breaking the 180 degree rule, flagging someone, or a negligent discharge, then that will result in an immediate match DQ regardless of the position of the bolt or condition of the rifle.

D. Safety Violations and Penalties

1. Violation of the cold range rule: Any competitor who has violated the cold range rule shall be issued a warning. A second violation will result in a stage zero. Next violation will result in a match DQ and removal from competition. This includes a live round in the chamber, magazine inserted, a closed action, or chamber flag not being used.
2. Muzzling and/or violating the 180 rule: Muzzling or flagging is pointing or sweeping another person's body with the muzzle of a rifle. There will be no warning of this unsafe act. If any competitor muzzles any other attendee, that action shall result in match DQ and removal from competition. It will be the duty of the RO to inform the MD of the infraction, and the MD's call to issue the match DQ.
3. Unsafe transitioning: Transitioning on a barricade, movement without having the action open, or sky-bolting will result in the Range Officer having the competitor correct the situation, then move back to the previous firing position before resuming the course of fire. A second violation will result in a zero for the stage. A third will result in the competitor getting a match DQ and removal from competition. If the match allows for Semi-Automatic rifles to move with a closed bolt with the safety engaged, the same rule applies if the competitor does not either engage the safety and/or yell "safe".
4. Negligent Discharge (ND). A Negligent Discharge is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a ceasefire period. The competitor shall receive a match DQ and removal from competition.
5. Accidental Discharge/Mechanical Failure (AD). An Accidental Discharge is defined as any round unintentionally discharged from a firearm due to a mechanical failure. The participant will be removed from the event until he or she can repair the rifle to safe working order. All stages and points will be forfeited during this down time.
6. False Starts. Firing before the start signal will result in a zero for the stage.
7. If a Match Director judges a competitor to be under the influence of drugs or alcohol during competition, the competitor will receive a match DQ and be removed from competition. The competitor will not be allowed to drive from the competition while still intoxicated.
8. In the event of a match disqualification regardless of points already earned on previous stages, the competitor will earn zero points for the entire match and the Match Director will submit the competitor's score.

SECTION 3: MATCH FORMAT

B. Competitor's Responsibilities

1. Competitors will treat Match Directors and Range Officers with respect at all times. From time to time, disagreements arise between competitors and match officials. This is fine, so long as mutual respect and calm communication occurs. The Match Directors ruling is always final.
2. All participants are looked upon as Safety Officers. Any participant that witnesses an unsafe act is to call for a ceasefire and stop the unsafe act. The participant should then inform the closest Range Officer of the act.
3. It is the competitor's responsibility to know the Rules and Regulations prior to a competition.
4. Competitors should actively participate in any stage briefing to move the shoot along smoothly.
5. Competitors shall understand that at the beginning of the stage, when asked by the Range Officer "Do you understand the course of fire?" If they give an affirmative answer, that will be their last opportunity to get clarification. Because of this, arguments that they did not understand anything about the stage or its targets are invalid.
6. Competitors should be good squad mates by helping police brass, helping Range Officers when directed, and providing coaching to other competitors after their stage is complete. Help setting up and taking down the match is also a big help to the club.

C. Match Director's Responsibilities

1. Match Directors are responsible for the overall direction of a match. He or she is the person in charge at that event.
2. Match Directors must have a scoring system that allows for quick tabulation of points and must allow competitors to see their scores after the stage.
3. Match Directors shall provide no less than a 30-minute sight in period to zero your rifle. If the Match Director chooses to, he/she can have multiple targets at various distances for competitors to verify and/or gather D.O.P.E. (Data on previous engagements); however, this is not mandatory. Note, it is not the Match Director's responsibility to provide targets for this period but may do so if he or she chooses to.

D. Range Officer's Responsibilities

1. Range Officers are any person assisting in running a competition, not including the Match Director. They can be the person running a stage, a spotter, the sign in person, or anyone that the Match Director acknowledged, as working the match.
2. Range Officers should understand all Rules and Regulations prior to the start of the competition to ensure the safety of all participants. Any Range Officer witnessing unsafe acts shall call ceasefire and correct the unsafe act as soon as possible.
3. Range Officers that are running a stage shall have complete knowledge of the stage that they are responsible for. They shall conduct a stage briefing for all competitors prior to each stage and assist in target location on stages that allow for prior target knowledge. After the stage briefing, the squad will have 5 minutes to prep before the first competitor is called. Once the stage begins, the Range Officer shall run every competitor through that stage as close to the same as humanly possible. Match Directors shall ensure that Range Officers utilize standard commands at their competition. (Encouraged standard commands are as follows: "competitor, do you understand the course of fire?" If no questions are asked, then "competitor clear to load and make ready". Once the competitor makes his or her rifle ready, "Competitor ready?" Once an affirmative is obtained, "Stand by," then the start tone should follow.
4. Range Officers that are serving as spotters are responsible for calling hits or misses. Utilization of standard calls is encouraged. Standard calls are "impact" or "impact left target" or "reengage". Spotters should use loud clear voices when calling stages. Calling wind and D.O.P.E. corrections during the stage is not allowed for seasoned competitors but the match is intended to be a friendly environment for beginners to learn the sport of precision rifle so it is encouraged for new competitors. "New competitors" is a term that is not strictly defined, however it is generally recommended to be competitors who are shooting their first or second Practical Precision .22 Rifle match.
5. Impacts on a target only count when the actual steel target is hit. Depending on the manufacturer, a target may have a small piece of steel where the target stand goes through, that part is still considered the target. In addition, the stem of a KYL is considered part of the target but impacts near the hinge or the crossbar are not allowed. Impacts on target hangers, stands, and/or straps will not count as an impact. If a target moves after a shot has been fired, then that shot will be recorded as an impact, unless the Range Officer is able to clearly determine that the impact was not made on the steel target but rather the target hanger/stand/strap. If a range officer determines that a competitor is intentionally shooting the hinge or crossbar of a KYL rack, this activity can be deemed as cheating and is grounds for match DQ.
6. Anytime a Range Officer is not able to settle a grievance presented by a competitor, he or she shall request the Match Director to make the final judgment.
7. Range Officers will ensure that the competitor's chamber is cleared, magazine removed, and chamber flag/block inserted prior to the competitor moving their rifle off the firing line/prop.
8. It is highly recommended to have separate people spotting impacts and recording the hits. Ideally the spotter will have a mechanical, thumb operated, clicker counter to tally impacts while the other individual is recording the result of each shot on the scoresheet. Upon completion of the competitor's allotted time, the spotter should confirm the number of impacts with the person recording the scores. This process minimizes errors and ensures the spotter can watch for safety and concentrate on accurate impact calls.

E. Specific Competition Rules

1. The course of fire will always have 5 stages which may consist of prone, barricades, positional or a combination of any 3.
2. Seasoned competitors will only be allowed to take a position on any prop while on the clock and while shooting the stage. This will ensure that they don't gain an advantage and helps to move the match along; however, the match is intended to be a friendly environment for beginners to learn the sport. Therefore touching the props and getting tips on building a stable shooting position is encouraged for newer competitors. "New competitors" is a term that is not strictly defined, however it is generally recommended to be competitors who are shooting their first or second Practical Precision .22 Rifle match. Everything within Section 3. E. 2. is at the discretion of the Match Director.

3. Shooting props cannot be moved nor positioned in a different manner unless the stage description clearly states to do so unless it must be repositioned to ensure it is safe for use. Bringing additional props onto a stage such as chairs, buckets, range equipment, etc. may not be used to assist the competitor in shooting a stage.
4. When shooting off any prop/barricade, the rifle must be primarily supported by said prop/barricade.
5. Targets that are part of the competition will not be engaged to check DOPE nor practice.
6. Mulligans of any kind will not be allowed.
7. The timed stage will be conducted as follows:
 1. The Range Officer shall, at a minimum, utilize a simple stop watch that can time down to a tenth of a second . (0.1 seconds, if a shot timer is not available.)
 2. The time starts when the Range Officer says "start" or "engage" which also starts the stage.
 3. After the last shot is fired, the Range Officer will stop the timer.
 4. The Range Officer records the time down to the tenth of a second. Rounding down or up is not required. If the total time elapsed is 119.29 then 119.2 should be recorded. If a shot timer is used then the Range Officer will make every attempt to capture the last shot on the shot timer.
 5. 0.1 bonus points shall be awarded for each second remaining.
 6. Example: The course of fire is 120 seconds with 10 target engagements. The competitor hits all 10 targets for 100 points. The course of fire was completed in 111.3 seconds for 8.7 seconds remaining. The competitor is awarded 0.87 bonus points ($8.7 \times .1$). The competitor's score for the stage would be 100.87.
8. Shots taken up to 0.30 seconds after the clock are still eligible for points. The competitor is granted a buffer time of 0.30 seconds, this means that if the last shot registers as 120.30 then the competitor will be granted that point. The buffer of 0.30 seconds applies to all stages if a shot timer is used.
9. Reshoots shall only be permitted in the event of an interruption of the stage that was outside the control of the competitor. This includes target failure, called ceasefires for any reason not caused by the competitor, a broken prop, or any other reason outside of the competitors control deemed reasonable by the Match Director. Target failure is defined as a target falling off the stand or stuck to such a degree that the competitor does not have the same advantage as they did at the beginning of the stage. Reshoots will not be permitted for equipment malfunctions unless the firearm was provided as a loaner rifle by the club/Match Director. Reshoots will not be permitted for competitors who claim to have not understood the stage description/target engagements after the stage begins (stage begins when time has been started), nor permitted due to variations or irregularities in the Range Officer's commands. Competitors who are granted a reshoot must reshoot the stage in the same manner with the exact same equipment. With Match Director approval, the Range Officer can give a competitor the option for a reshoot without having been asked by the competitor if the Range Officer observes an incident which hindered the competitor. The competitor can request a reshoot if he/she believes one is warranted but only under the aforementioned circumstances. The competitor will have a period of two minutes to explain their grievance to the Range Officer. The Range Officer will then contact the Match Director to determine if a reshoot will be granted. The score on the reshoot will be the only score used. There are two types of reshoots available to the competitor:
 1. A Full Reshoot – which means the competitor will run the entire stage over from start to finish.
 2. A Partial Reshoot – which means the competitor is placed in the exact same position they were in at the time of the stoppage and will have the exact amount of time placed back on the clock which was remaining at the time of the stoppage. The remaining time will start within 10 seconds of the competitor getting into position. If either the position or the time remaining cannot be determined, the competitor must take a full reshoot.

D. Equipment and Positional Shooting

1. Sharing of equipment, especially to new competitors, is highly encouraged.
2. Unless mentioned in the course of fire or rules below, any shooting equipment may be used; however, the use of additional props such as chairs, buckets, range equipment, etc. may not be used to assist the competitor in shooting a stage.
3. Tripods and shooting sticks are not allowed on any stage unless the stage specifically incorporates the tripod into the stage. All competitors must use the same tripod that is provided by the Match Director.
4. The bipod is not considered equipment and is part of the rifle system; however, it cannot be used to support the rifle while shooting in any unsupported position. Additionally, the bipod does not have to be removed while shooting in an unsupported position.
5. A sling is designed to provide a way to carry the rifle and also to assist in unsupported positional shooting. The sling may attach at 1 or 2 points to the rifle. It may have cuffs or adjustments to aid in unsupported positional shooting. A sling is the only authorized piece of equipment that may be used in any unsupported position.
6. The standing unsupported position means both legs are fully erect with both feet flat on the ground and the rifle being supported by a sling, hand and/or shoulder.
7. Kneeling unsupported position means that one knee must be in contact with the ground, the other knee may be on the ground. The competitor may also sit on the leg that is on the ground. The rifle can only be supported by the knee, sling, hand and/or shoulder.
8. In the unsupported seated position, the competitor must have their butt on the ground. The competitor may use their knees, sling, hand and/or shoulder to support the rifle.
9. In the prone unsupported position, the competitor will be laying flat on the ground with the rifle being solely supported by the competitor's hand and/or shoulder, a sling may be used as well. It is never acceptable to have any part of the rifle, or any part of the hand, resting on the ground to support the rifle. The ground includes a mat, tarp, bag, glove, coat, etc.

SECTION 6: SPORTSMANSHIP

A. Good Sportsmanship.

1. Good sportsmanship helps grow the sport, and creates positive role models. It is not something that can be quantified but is easy to recognize by all participants.

B. Unsportsmanlike Conduct.

1. Examples of bad sportsmanship include treating participants or range staff with disrespect, unwarranted complaining, throwing tantrums, or being unpleasant.

C. Cheating

Cheating is defined as acting dishonestly or unfairly in order to gain an advantage in competition. Examples of cheating are:

1. Sabotaging another competitor's equipment.
2. Using unauthorized modifications.
3. Altering or destruction of score sheets.
4. Any other act as deemed unfair/cheating by a Range Officer or Match Director.

D. Penalties for Unsportsmanlike Conduct and Cheating

1. Any competitor who is deemed as acting in an unsportsmanlike fashion will be subject to any penalty that the Match Director deems appropriate including warnings; stage zeros and/or match DQ and being removed from competition.
2. The only penalty appropriate for cheating shall be the Match Director issuing a match DQ and being removed from competition.
3. In the event of a competitor being removed from a competition for cheating or unsportsmanlike conduct no match points will be awarded.