

Precision/Tactical 2-Rifle Rules (Updated Jan 2018)

1. Safety Rules

- a. Safety is the primary concern of all competitive shooting.
- b. Our match is run on a cold range: Competitor's firearms will remain unloaded at the match site except under the direction of a match official.
- c. You may handle unloaded firearms in any marked Safety area or within the confines of your vehicle. No ammunition may be handled in the safety area.
- d. When carrying rifles from stage to stage, they must be completely empty, no ammo, no magazines. They should be locked back (or chamber flag inserted) for AR-15. Bolt guns may be closed bolt during transitions between stages and open bolt when grounded..
- e. **Competitors may only handle their guns on a stage with the permission of or under the direction of the range officer.**
- f. **When transitioning between guns during a stage, the first gun must be completely cleared (all ammo and/or magazines removed), and shown clear and then set down pointing in a safe direction.**
- f. No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match site. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- g. Eye protection is mandatory for participants, spectators & range personnel at the match site.
- h. Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.
- i. When abandoning a gun during the course of a stage, the muzzle must be pointed in a safe direction, completely empty.

2. Disqualifications

- a. Match disqualifications and/or stage disqualifications will be decided by the Match Director.
- b. A negligent discharge is a DQ. It is defined as a discharge of a firearm in an unsafe direction AND/OR in which the projectile (bullet) strikes the ground within 3 meters of the competitor or range officer or outside the confines of the backstop.
- c. A person shall be disqualified for dropping a loaded firearm or dropping a firearm while in the loading/unloading process.
- d. A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane except while slinging or unslinging.
- e. A participant shall be disqualified for unsportsmanlike conduct which includes, but is not limited to cheating, such as: altering targets, scoresheets, changing firearms configurations.
- f. **A participant shall be disqualified for unsafe gun-handling. This includes, but is not limited to: handling a gun while people are downrange, handling a gun on a**

stage without permission of the range officer, abandoning a gun in an unsafe direction or in an unsafe manner, pointing a gun in an unsafe direction, or discharging a gun during the load and make ready or preloading process.

- g. Anyone found using steel projectiles, including but not limited to bimetal jacketed rounds (judges by sticking to a magnet) will be disqualified.**
- h. ALL disqualifications and re-shoots will be issued by the Match Director.**

3. Sportmanship & Conduct

- a.** Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled promptly and fairly by the Match Director.
- b.** Shooters will be expected to help tape and replace clays, help spot and in general, help the stages move along.
- c.** Shooters will be expected to be ready to shoot when it is their turn.
- d.** The Match Director shall be the final arbiter of any such penalties.
- e.** For any controversy not precisely described in these rules, the “spirit of the rules” will be applied to settle the matter. The “spirit of the rules” is a fair and equitable opportunity for all the competitors to demonstrate their skills. In the Spirit of shooting, we ask all competitors to apply the “Spirit of the Rules” to their conduct and shooting plans as well.

4. Equipment

- a.** All firearms used by competitors should be serviceable and safe. If a competitor’s firearm becomes unserviceable during competition, he may replace his/her firearm with approval of the Match director or designee.
- b.** A “firearm” system consists of a specific caliber, receiver, barrel, and stock and sighting system combination. The same firearm system, for each gun, must be used during the entire match.
- c.** Precision Rifle may be bolt action or semi-automatic, .223/5.56 to 30 caliber. Speed limit 3000 fps.
- d.** AR-15 must be an AR-15 in .223/5.56 caliber. Speed Limit 3000 fps.
- e.** Both rifles may have as many “Manually Operated” optical sights as you wish.
- f.** Both rifles may have any kind of supporting devices...bipods, monopods, etc.
- g.** Any kind of compensator/suppressor/muzzle devices are allowed.
- h.** Bags and equipment must be carried on the rifles or on your person(backpack).

5. Scoring

- a.** Each stage and match score will be based on total points.
- b.** You will be limited to the amount of time you have to shoot a stage...usually 5 minutes. When the time is up, you can score no more points.

- c. Unless otherwise specified, each stage will have 20 points possible with 10 points possible from each gun.
- d. Precision Targets will be scored 2 points if you hit it with your first shot, and 1 point if you hit it with your second shot. (Maximum of 2 shots fired per target.)
- e. AR-15 targets have no limit on shots fired.
- f. AR-15 steel and clay targets are worth 1 point a piece.
- g. AR-15 paper targets are scored best 2 hits. A or B hits receive 0.5 points each, C hits receive 0.25 points each. (e. g. 2 A hits receive 1 point)
- h. Stages will be added together. Most points win. (In the case of a tie, certain stages will be predetermined to be tie breakers.)