

AGNB RO QUICK REFERENCE

RO PRIORITY: Safety → Commands → Timing → Scoring.

HEAD RO (TIMER): Watches muzzle, 180°, ND risk, **unsafe** falls, dropped guns.

HEAD RO focuses **ONLY** on safety. (Don't overcrowd the shooter)

SECONDARY RO (TABLET): Watches scoring violations such as **foot faults**, procedural, FTE.

SECONDARY RO must **NOT** score until the **Range is Clear** command is called.

INITIAL STAGE PROCEDURE:

1. Entire squad arrives at stage.
2. **Head RO** reads stage brief verbatim.
3. 5-minute walkthrough allowed.
4. Answer clarifying questions only.
5. Confirm target engagement rules and shooting areas

SHOOTER APPROVAL REQUIREMENTS:

Shooter must stay after **Unload and Show Clear** to approve scoring.

Tablet RO CANNOT press approve without the **shooters** permission.

RO ASSIGNMENT POLICY:

Only **MD**-appointed ROs may run timer.

Tablet may be assigned to a trusted competitor if needed.

ROs may rotate but timer duty stays with assigned ROs.

ALL SPECTATORS, CAMERAMEN, RESETTERS MUST STAY BEHIND REARMOST FAULT LINE UNTIL "RANGE IS CLEAR" COMMAND IS GIVEN BY HEAD RO!!!!!!!!!!!!!!

ON-DECK RIFLE RULES

Shooter may be on-deck with rifle in hand or slung.

Muzzle must remain vertical (**Muzzle Up**).

Any manipulation before **Load and Make Ready** command by **Head RO** will result in a DQ.

No manipulations allowed: bolt checks, racking, dry-fire, optics, electronics.

Shooter may NOT pre-aim or shoulder rifle early with people down range.

RO visually checks rifle before commands.

OFFICIAL RANGE COMMANDS

Load and Make Ready — Shooter loads equipment and assumes **start position**.

Are You Ready? — Head RO confirms shooter stability and readiness.

Stand By — ~1 second pause before start signal.

STOP — Immediate halt for any safety issue.

If You Are Finished, Unload and Show Clear — Shooter removes magazine and shows empty chamber.

If Clear, Hammer Down and Holster or Muzzle Up — Shooter safely decocks or dry fires downrange, then holsters or raises muzzle.

Range is Clear — Firearm safe; RO signals that scorers may move forward.

****Commands must be used verbatim. Do not change the verbage keep them exact!**

START POSITIONS

Low Ready — Stock shouldered, muzzle at the base of target stand or unless stated otherwise in stage brief.

Stock on Belt — Stock touching belt-line, muzzle level with the ground

Hands on Marks — Full palm contact on designated points.

Feet in/out of Shooting Area — Both feet completely inside boundary.

Staged Gun — Safety ON, Trigger guard completely on prop. Unless stated otherwise in stage brief.

Toes/Heels on Marks - Both Heels/Toes on designated points

Start Position Violation - Early Starts, Wrong Position
= 1 Procedural (5 sec)

PROP / BRACING RULES

Shooter MAY brace only on props inside the shooting area.

Shooter must be physically inside shooting area when bracing.

No pushing, dragging, lifting, or altering props.

If a prop becomes unstable or **unsafe**, **STOP** the shooter.

Shooter MAY leave and reenter the shooting area from any point without having to re-enter from the same location they left from.

SCORING OVERVIEW

Time Plus Scoring.

USPSA cardboard: 2 hits anywhere.

PCSL Open/Practical/Pistol: 2 hits or 1 **T-box**.

PCSL Heavy: 1 hit anywhere.

Secondary RO must verify misses before taping.

STEEL RULES

Steel must fall, flash, or visibly move.

Knockdown **steel** must fall.

Shooter may request **calibration** before leaving stage.

Mechanical **steel** failures require a **reshoot**.

RO ensures **steel** is reset consistently.

PENALTIES + EXAMPLES

FTN +2.5 seconds — Only one hit on USPSA/PCSL cardboard.

FTE +5 seconds — Shooter never fired at the target.

Steel Miss +5 seconds — Missed shots on **steel**.

Fail to Engage Steel +10 seconds — Shooter never attempted **steel**.

Foot Fault +3 seconds per shot — Any shot fired while foot touches outside boundary.

Procedural +5 seconds — Wrong start position or incorrect engagement.

If uncertain, call **MD**.

FOOT FAULT CLARIFICATION

Foot touching outside boundary = foot fault.

Air gaps **do not count** for foot faults. (Foot hovering above the outside of shooting area)

Penalty applies **per shot fired**.

Common examples:

Toe/heel slides outside during lean. (**Foot Fault per Shot Fired**)

Heel touches outside line during movement without shooting. (**NO Foot Fault**)

Final 2 shots are taken while falling out of bounds but their foot didn't hit the ground yet. (**No Foot Fault**)

Shooter fires while falling outside box and takes shot with foot on ground outside of area. (**Foot Fault per Shot Fired**)

RESHOOTS – ALLOWED VS NOT ALLOWED

Allowed only for:

Timer failure. (Didn't get last Shot)

Prop failure. (Wall/Barrels Fall during stage, Swinger didn't activate, etc.)

RO interference. (RO runs into or Blocks shooter on a stage)

RO-issued STOP for safety. (NOT for DQ's)

Not allowed for:

Malfunctions.

Squibs.

Dropped magazines.

Trips or falls.

Shooter confusion.

Forgetting targets.

RO must clearly state **reshoot** reason.

SUPPRESSED RIFLE TIMING

Place timer near ejection port, angled forward.

RO must move discuss with shooter their ending position so the RO can make sure he doesn't effect their stage..

If shots fail to register:

Tap timer on prop or hand.

Position Timer to catch ejecting brass. (**DO NOT HOLD TO CLOSE TO CAUSE MALFUNCTIONS**)

Use best estimate consistent with video evidence.

Use best estimate with what you saw on final time if timer issues are consistent.

Avoid guessing if at all costs.

STAGE DISPUTES & MD AUTHORITY

Shooter must dispute before leaving stage.

RO re-checks WSB and rulebook.

If unresolved, call **MD** immediately.

Do not tape or reset targets until resolved.

RO remains neutral.

MD has final authority on safety, **DQs**, scoring, and stage flow.