

WRCS Competitors Manual

The World Revolver Championship Series

*Dedicated to Wheel Gunners that like less Rules and
Promoting Revolver Competition*

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SECTION 1 SAFETY

- 1.** All people, competitors or spectators must wear eye and ear protection while participating or viewing events.
- 2.** Every new shooter must be cleared by the Match Director as having a basic knowledge and be able to use the knowledge to be a safe competitor.
- 3.** WRCS functions on a "Cold Range" basis for safety. Unloaded firearms may be handled in designated areas only. Firearms may only be loaded or unloaded at the direction of Range Officers. Violators will be disqualified from the match.
- 4.** Any shooter whose firearm breaks 180 during the course of fire will be disqualified. The 180 is an imaginary line separating up range from downrange. This line moves with the shooter throughout any course of fire.
- 5.** Accidental discharges impacting within ten feet of the shooter, while reloading, between shooting areas, or in a direction deemed unsafe by the Range Officer will result in disqualification from the match.
- 6.** Any shooter who displays disruptive behavior or is abusive (verbal or otherwise) towards any other person at that match will be disqualified.
- 7.** Any shooter found to be under the influence of any drug or alcohol immediately before or during the match will be disqualified.
- 8.** Dropping an unloaded firearm behind the firing line necessitates that a Range Officer pick it up, confirm it is not loaded, and in a safe manner return it to the shooter's bag, holster, or vehicle. Any dropped firearm found to be loaded would cause the shooter to be disqualified.
- 9.** All persons at the match must obey Range Officers with respect to the shooting competition and safety rules. Any shooter and/or person failing to do so will be disqualified and removed from the shooting area. Any shooter and/or person may also be asked to leave the shooting range.
- 10.** Unsafe gun handling by a competitor during a match may result in disqualification from that match. Unsafe gun handling may include but is not limited to accidental discharges, sweeping, shooting over confining berms, and any other actions deemed unsafe by the match staff.
- 11.** In the event a competitor is disqualified during the event the competitor will be disqualified from any remaining divisions during said match. Previously completed divisions scores will remain valid.

SECTION 2 RANGE COMMANDS

WRCS has based its range commands on the assumption that the shooters will present themselves to the starting position with their firearm unloaded and holstered, prepared to shoot the course of fire. The course of fire will be explained to the shooters by a complete written description and/or by a walk through from the Chief Range Officer. Shooters will be given five minutes to walk through each stage after the stage briefing. It is the shooter's responsibility to understand the course of fire. The CRO will invite the shooter to the starting box or area and give the following commands:

1. "Make Ready." The shooter may now take a sight picture if they so desire, prepare the revolver in accordance with the written course of fire, and assume the starting position as defined in the course of fire. This command signifies the start of "Course of Fire".
2. "Are You Ready" or "Shooter Ready" - The CRO asks if the shooter is prepared to proceed. If the shooter is not ready to proceed, it is the shooter's responsibility to inform the CRO that they are not prepared. When the shooter does not respond negatively to this question, the CRO will assume the shooter is ready.
3. "Stand By." - This is the verbal signal given by the CRO to the shooter that the start signal will follow soon.
4. Start Signal - The signal for the shooter to start the course of fire will most often be an audible signal from an electronic timing device given two to three seconds after the "stand by" command. However, other options can include visual, verbal, or other start signals that must remain the same for all shooters that execute the course of fire.

Once the shooter has apparently completed the course of fire, the CRO will issue the following commands.

5. "If you are finished, unload and show clear." - If the shooter has finished the course of fire, they will then remove all ammunition from the revolver cylinder and hold the firearm in a position that allows the CRO to confirm the firearm is unloaded.
6. "If clear, close cylinder and holster."
7. "Range is clear." - This command given by the CRO indicates the range is safe. No one should move forward on the range to perform range duties until this command is given.

SECTION 3 DEFINITIONS OF FIRING POSITIONS/STYLES

- 1. Free style** - being the shooter's choice, generally standing supported, kneeling, or prone, etc., firing position.
- 2. Strong hand** - in the case of a right-handed person this would mean their right hand only, unsupported by their opposite hand. All functions must be performed by this hand alone with the exception of reloading, clearing malfunctions or unloading.
- 3. Weak hand** - in the case of a right-handed person this would mean their left hand only, unsupported by their opposite hand. Draws must be using the strong hand, the firearm will then be transferred to the weak hand and firing may commence. Drawing, reloading, clearing malfunctions or re-holstering may be done with the assistance of the strong hand.
- 4. Kneeling** - is defined as having a minimum of one knee on the ground.
- 5. Prone** - is defined as body horizontal to the ground.

SECTION 4 STAGES

- 1. Stages** must be set up in a safe manner, without presenting a hazard to any shooter. You must take into consideration ricochets, ground hazards, visibility, local shooters' abilities and any other item that may constitute a problem such as, 180's, shoot throughs etc. The Match Director of each event is responsible for this.
- 2. Each stage** must be presented to every shooter in the same way: Shooting areas, target arrays, target types, props, range commands, etc. Every controllable aspect of the course of fire must be the same for every shooter at the match.
- 3. Stages and their descriptions** must be set up clearly. Make things easy to understand. Shooting boxes and/or areas and fault lines must be easy to distinguish from the surrounding area. Props are up to the course designers and Match Directors. Keep in mind that you want shooters to enjoy the challenge.
- 4. Props** must not provide any danger to the competitor. Any prop that is used that requires maneuvering completely over, around, through or under must have an alternative procedure available for those that may be physically unable to follow the directed course procedure. No penalty is to be assessed if the shooter gains no advantage.
- 5. The stage design or description** may dictate reloads, engagement sequence, firing positions, and firing styles.
- 6. The course** may designate a specific or limited number of shots to be fired during the string or stage, this is called "Shots Limited" as "Virginia Count" is in IPSC/USPSA. If no set time or maximum number of shots are indicated by the

course design the shooter may use the extra shots and time to better their score, this will be referred to as "Shots Unlimited".

7. Targets that move should be maintained in a way to make sure they react the same. If the weather or anything else changes how a target reacts the range master must do his best to make sure targets are the same for all competitors.

SECTION 5 EQUIPMENT

1. All firearms used in WRCS matches must be revolvers with a .32 magnum caliber or greater and in sufficiently safe condition. All firearms are subject to inspection and approval by the Match Director or Range Officers.

2. Ammunition must produce a minimum power factor of 120,000, with 165,000 for Heavy Metal. The power factor equals bullet weight in grains multiplied by velocity in feet per second. All competitors may be tested for minimum power factor at any WRC or WRCS match at the match director's discretion. Six rounds will be collected from each competitor at random during the match and at least one of those six must equal or exceed a 120,000-power factor (165,000 heavy metal) when shot over a chronograph through the competitor's firearm. A seventh round may be collected and weighed, to accurately determine bullet weight. "FAILING TO MAKE CHRONO" will result in 360 seconds being added to a competitor's score. A competitor, using a revolver chambered in .38 Special and/or .357 Magnum and using factory new UMC 158 grain, Remington 158 grain, Blazer 158 grain, or Federal American Eagle 158 grain ammo, may compete without regard to power factor.

3. WRCS requires a holster that will securely hold your firearm. The holster must cover the trigger guard area. Holsters must be attached to your gun belt. The heel of the butt of the gun is not allowed below the bottom of the belt. The Match Director may require a "holster test". With the gun/belt/holster assembly attached to the tester's waist, the revolver must be retained in the holster when the tester hops. During this hop, both of the tester's feet must clear the ground, the tester's heels must clear the ground by at least 3 inches and the tester may not hold or touch the revolver. All retention devices on the holster used to pass the holster test must be similarly engaged at the start of every course of fire.

4. WRCS requires a belt sufficiently strong enough to hold your holster and loaders in a safe manner. The belt is to be worn about the waist. Women may wear theirs at hipbone level.

5. WRCS requires enough loaders and loader holders as necessary to complete the stage at hand. The holders must be attached to your gun belt. You may do your initial loading from pockets prior to beginning the course of fire. However, during the course of fire all reloads must come from your loader holder, unless otherwise directed by the course of fire or at the direction of the Match Director or Range Officers. During the course of fire, you may safely retrieve any ammo that has been dropped from your loader holder.

6. A revolver must compete in the Open Division if it has one or more of the following modifications:

- A.** Compensating, venting, or metering ports of any kind.
- B.** An optical sight including telescopic and red dot sights.
- C.** A rib sight, a front sight that extends beyond the muzzle, or a rear sight that extends beyond or behind a factory manufactured sight's location.

7. Any revolver not competing in Open Division may compete in Limited Division, Limited Six Division, Retro Division, or Heavy Metal.

8. A Limited Division revolver can have an after-market barrel but must have metallic sights. After-market barrels cannot have any of the modifications used on an Open Division barrel.

9. A Limited 6 revolver is a Limited Division revolver that has the following additional requirements:

- A.** Cylinder with only 6 chambers.

10. A Retro Division revolver is a Limited Division revolver that has the following additional requirements:

- A.** Cylinder with only 6 chambers.
- B.** Must only use speed loaders to reload. Moon-clips are prohibited.

11. Heavy Metal is a Limited 6 revolver that has the following additional requirements:

- A.** Cylinder with only 6 chambers (can shoot speed loaders or moon clips).
- B.** .40 caliber or larger
- C.** Must exceed 165,000 power factor.
- D.** See Section 6.6.A for scoring Heavy Metal.

12. A revolver may compete in more than one division per day. If a competitor is shooting Heavy Metal and another division in the same day the other revolver(s) must be a different caliber to minimize mixing minor and major power factor ammunition in the same revolver.

SECTION 6 TARGETS/SCORING

1. The official target of the WRCS organization is the NRA D-1 target. The X-ring is the 4" zone in the middle of the target. The X-ring and the next zone outside of that constitutes the A zone. The next is the B zone, and the balance of the target is the C zone. The X-ring may be used as a tiebreaker or bonus zone. Portions of the NRA D-1 target may be painted black, to represent hardcover or an X-ring bonus zone. Scoring zone perforations should remain intact. Targets

may also be painted or taped with a large black X over the entire target representing a non-engageable No-Shoot target.

2. Standard height for paper means the top of the target is set at 5' 6" from the ground. For plates the top of the plate is 4' 6" from the ground. The top of 18" X 24" rectangles is 5' from the ground. Those targets set at "ground" level must have the bottom of the target within 12" of the ground.

3. Hard cover is defined for scoring purposes, as an impenetrable barrier placed closely to and partially in front of a shoot target, or an NRA D-1 target with impenetrable portions painted black, any rounds passing through hard cover into the shoot target would be scored as a miss. Any round passing only partially through the hard cover and through the shoot target will be considered as a hit. Both shoot targets and no shoot targets are considered impenetrable. A full diameter hole in either, made by a shot subsequently striking a shoot or no shoot target downrange will be scored as a miss on the down range target. If the down range target is a no shoot target, no penalty is incurred. (Note: If the RO cannot determine which hits on the down range target are the result of a shoot through, more hits on the down range target than what were shot through a target or hard cover, the shooter is given the higher score.)

4. Soft cover will be described as a vision barrier through which shots may pass and be scored on the shoot targets.

5. No-shoots are targets that are indicated as a non-engageable target. Only full bullet diameter shots will count as a penalty.

6. Scoring is done on a "total time" basis. The accumulated time of all runs, plus target hits, plus penalties equal total time. That will be the score. On the D-1 targets A zone hits add 0 seconds, B zone hits add 1 second, and the C zone adds 2 seconds. If a hit breaks the perforation, the shooter is given the better score. Targets that disappear during the course of fire will not be given penalties for failure to engage, but will receive miss penalties, targets that some portion remains visible will receive both penalties. Steel targets are scored as a simple hit or miss. Knockdown targets must be knocked down to score as a hit.

A. For Heavy Metal there will be no B's scored. All B's will be scored as A hits.

7. The following penalties may be assessed during scoring:

A. Miss	5 seconds.
B. Hitting No Shoot	5 seconds if hole is full bullet diameter and inside the perforations on border of target.
C. Premature start	5 seconds.
D. Foot Fault	5 seconds.
E. Failure to engage	5 seconds per target.
F. Procedural	5 seconds.
G. Extra shot	5 seconds (Shots limited).

H. Extra hit	5 seconds (Shots limited).
I. Overtime shot	5 seconds (Fixed time stage)(may be changed at MD discretion and must be in the WSB.)
J. Failure to hit Stop Plate	30 seconds.

8. It is the Range Officer's responsibility to ensure that scoring for their stage is done properly. Each shooter is responsible for approving their scores after they have reviewed it for completeness and accuracy.

9. No shooter or spectator may touch any target until it is scored. Any person doing so may be disqualified from the match.

10. If at any time after the start signal a competitor is unable to finish a stage or string because of the competitor's equipment failure (i.e. barrel blockage, firearm breakage, etc.), the competitor will be scored his time and hits for the course of fire until the breakage, and awarded ALL penalties for misses, failures to engage, and any other procedural penalties appropriate to the stage or string.

11. If a competitor is unable to finish a course of fire containing multiple strings because of the competitor's equipment failure (i.e. barrel blockage, firearm breakage, etc.), the competitor will be awarded penalties as described in Section 6, Rule 10 for that string. If additional strings are required to complete the course of fire, the competitor may finish the required strings if repairs or replacement can be made within 30 minutes. If the competitor cannot make repairs or replacement within 30 minutes, penalties are awarded as described in Section 6, Rule 10 for each remaining uncompleted string.

12. In the event of breakage, a competitor may complete the match with an "equivalent" revolver after receiving express permission from the Match Director to make the substitution. Any change in ammunition may be checked to assure it meets minimum standards.

13. The Match Director may use other targets used in other types of shooting sports. If another target is used the Match Director must give clear written instructions in the stage description on how to score the targets.

A. Example: IPSC/USPSA target. The On the IPSC/USPSA target A zone hits add 0 seconds, C zone hits add 1 second, and the D zone adds 2 seconds.

SECTION 7 PROTEST

1. Competitor protests regarding scoring and/or Range Officer's decisions must be made verbally, first to the Range Officer in charge of the stage, then to the Range Master, or the Match Director if there is no Range Master. If no consensus can be reached, a written protest along with a protest fee of double the normal match fee or \$100, whichever is less, must be submitted to the Match Director within one hour of the verbal protest. The Match Director will choose an Arbitration Committee. It will consist of one Match Official and two competitors. The Match

Director, Range Master, and the involved Range Officer cannot be on the Arbitration Committee. The Committee's decision must be made before final match scores are posted. The Committee's decision must be in writing and is final. If the protester prevails, the fee is refunded, if not, the Match keeps the fee.

2. If a shooter has a protest they are not to sign and/or approve the score.

SECTION 8 RESHOOTS

Reshoots are mandatory under the following circumstances:

1. Range equipment malfunction.
2. If a Range Officer mistakenly stops a shooter for a suspected safety problem, and the problem was not real. Safety concerns that are not of the shooter's doing will also be grounds for a reshoot.
3. When the Stage has been finished and the score sheet that is given to the competitor is not completely or correctly scored.
4. When the Range Officer and the Match Director concur on special circumstances for granting a reshoot.

SECTION 9 SPECIAL CATEGORIES

1. Junior Shooter: Must be under the age of 18 on the last day of the match.
2. Senior Shooter: Must be 55-64 on the last day of the match.
3. Super Senior Shooter: Must be 65-69 on the last day of the match.
4. Super Duper Senior Shooter: Must be 70 or older on the last day of the match.
5. Military: Active or separated in good standing.
6. Law Enforcement: Must have or had the powers of arrest and be active or separated in good standing in Law Enforcement.
7. Lady – Female gender given at birth.
8. International – Primary residence is in a country outside the host country.

The Match Director can at his or her discretion put in other Special Categories.