

Rule book

1. Safety Rules

- a. Safety is the primary concern of all competitive shooting.
- b. *Four rules of Firearm Safety: Treat all firearms as if they are loaded, Keep your finger of the trigger until you are ready to shoot, don't point your gun at anything you aren't willing to destroy and be sure of your target and what's behind it.***
- c. 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/RO.
- d. 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.
- e. Competitors may only handle their guns on a stage with the permission of or under the direction of the range officer.
- f. Rifles must be carried with muzzle up or down, actions open/Flagged, and removable magazines removed.
- g. No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match.
- h. Eye/Ear protection is mandatory for participants, spectators & range personnel.
- i. All competitor's guns must be semi-automatics or manually operated. No more than one round per trigger pull.

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. ROs will attempt to correct prior to occurrence by yelling "Muzzle, Muzzle, Muzzle" as a warning.
- e. A participant shall be disqualified for unsportsmanlike conduct which includes, but is not limited to cheating, such as: altering targets, score sheets, changing firearms configurations, or per-meditatively failing to engage targets to gain an advantage.

- 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 pre-loading process.
- g. All disqualifications and re-shoots will be issued by the Match Director.

3. Sportsmanship & 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. RO's will assess additional "unsportsmanlike conduct" penalties to competitors that intentionally fail to make a good faith effort to engage AND HIT targets in order to gain advantage.
- c. Coaching by other competitors is discouraged and spotting is NOT allowed and is considered "unsportsmanlike conduct."
- 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.
- f. Re-shoot of Stage will be granted if special instances occur such as: targets not properly set, timer failure, tablet failure (paper pad for back up), complete failure of props/prop firearm (RO discretion) or weather phenomenon.

4. Equipment

- a. All rifles used by competitors should be serviceable and safe. If a competitor's rifle becomes unserviceable during competition, he may replace his/her firearm with approval of the Match director or designee.
- b. A "rifle" system consists of a specific caliber, receiver, barrel, and a buttstock or brace and sighting system combination. The same "rifle" system must be used during the entire match.

c. Factory configuration is meant to include firearms able to be purchased by the general public and not experimental. Tracer, armor piercing or steel jacketed (even partially) ammunition is not allowed. Minimum requirements are: Ammunition used in AR-15 variants, Bull Pup (.223 or 9mm) AK-47 variants, PCC variants and firearms considered rifles that can hold sufficient ammunition to complete a stage and beat the 90 second time out.

d. Spare ammunition, magazines, speed loaders and other equipment must be secured in pouches, pockets and/or carriers on the competitor's person or firearm. The competitor will not during the COF except detachable magazines, speed loaders or ammunition clips from RO or spectators.

e. Competitors are required to arrive with sling and be prepared to come with rifle light (Friday night lights).

5. Scoring

a. Scoring per stage will be straight time plus penalties.

b. Any cardboard target designated as a "shoot" target must have **AT LEAST** two hits on paper and **AT LEAST** (1) "A" zone inside the scoring perforations on the target to be considered clean.

c. Example of scoring and penalties on paper targets:

-One "A" zone hit and one "C" Zone = no penalty.

-Two hits in the "A" Zone" = no penalty.

-Two hits on "C or D" hit only = 5 second penalty (FTN).

-No hits on the target but target was engaged = 10 sec penalty miss

-Target Not Engaged (TNE) = 10 second penalty for no hits on the target, plus 5 seconds for the TNE procedural for a total of a 15 second penalty. This TNE penalty is not to be used for premeditated skipping of targets, but for inadvertent missed targets only. Premeditated/Intentional non-engagements will be assessed as un-sportsmanlike and the shooter will be under review from the match director for match DQ.

d. Paper targets used in the match may be IPSC (old style), the new IPSC "Classic", SOF, IDPA targets, ½ size targets or anything similar and on any given occasion SOF specific cartoon targets

e. Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures. Multiple procedurals may be assessed depending on the infraction.

f. Failures to engage that are NOT due to forgetfulness or running out of time but are rounds sent downrange or not even fired with no real attempt to hit the target will be assessed a higher, poor sportsmanship FTE penalty. These penalties can range from 30 seconds upwards, and for severe offenses may even receive a stage or match DQ.

g. Match director or RO reserves the right to impose higher penalties for designated high value targets.

h. Hitting a non-rifle designated steel target with a rifle round will be assessed a 60 second penalty as well as a \$100 fine to replace the target if deemed damaged by the match director.

i. Max par times are 90 seconds for all Combat Carbine Matches Upon failure to complete the stage within the max time, the shooter will be stopped by the RO & assessed a stage time equal to last shot fired plus all penalties incurred.

j. Shooters must shoot inside of designated shooting areas when clearly marked on course of fire with "both" feet inside the shooter's box or marked shooting area. If there are no designated areas IE: Search and Destroy stages (all paper) then shooter is free to engage from wherever targets become visible just as long as the shooter does not break the 180 degree rule **ROs have to be extremely attentive to prevent the shooter from retreating away from the target line aggressively. ROs must maintain observation and control from behind the shooter offset at a 45 degree angle. It is extremely important that each shooter indicates his/her course plan prior to the start signal (especially if shooter is planning on retreating away from the target line).

k. **HOW TO WIN THE MATCH:** Be the fastest and most accurate shooter or have the fastest overall time at the end of the match!



RPGi: Combat Carbine Match Series 2019

