

CSC Tactical Rifle Match Rules & Regulations

2008

Safety Requirements:

1. The entire Custer Sportsmen's Club is a Cold Range. Rifles are to be unloaded with bolt locked open and magazine well and chamber empty unless and until instructed by an RO to load and make ready.
 - a. If the bolt is unable to be locked open a chamber flag must be used... competitors may use a chamber flag in lieu of locking the bolt back if they so prefer
2. Handling a firearm at any time except when in a designated/placarded safety area or under the supervision of, and in response to a direct command issued by, a Range Officer will result in a **Match DQ. THIS INCLUDES YOUR CAR or TRUCK...YOUR VEHICLE IS NOT A SAFETY AREA! DO NOT HANDLE FIREARMS BEHIND THE LINE WHILE WAITING ON STAGES!**
3. All firearms are to be racked or cased while waiting on the stage(s) and may not be handled behind the line. When the competitor has completed the course of fire, their rifle will be unloaded with the bolt locked open. If the bolt is unable to be locked open a chamber flag must be used. **Match DQ**
 - a. Should the course of fire require the use of multiple guns – this requirement will apply to all long guns (e.g. rifles & shotguns). Handguns, if specified in the course description and used, will be cased or holstered with the slide forward and hammer down on an empty chamber, with empty magwell or cylinder.
 - b. When proceeding to the starting box, or leaving the stage upon completion of the course of fire, rifles must be carried or slung with the muzzle pointed straight up, or straight down (on leaving the stage, until safely racked or cased).
 - c. If casing your rifle between stages, the muzzle must be pointed straight up or down or into a berm while casing and may not sweep yourself or anyone else at any time.
 - i. It is strongly preferred that rifles be cased under the supervision of an RO at the end of the course of fire wherever possible
4. While carrying firearms anywhere on the range, if the muzzle sweeps anyone (competitor or bystander) the shooter will be asked to leave the range for the remainder of the match.
 - a. All firearms are to be transported with muzzle up or down only, unless cleared and cased.
 - b. Sweeping any part of your body during the course of fire (that is, between the “make ready” and “range is clear” commands) will result in a **Match DQ**
5. Your finger must remain outside of trigger guard at all times unless clearly and visibly engaging targets (including during movement, loading, unloading, and/or clearing malfunctions). **Match DQ**
6. Accidental/Negligent Discharge of a firearm (this is usually a result of having your finger where it shouldn't be, including during movement, loading, unloading, reloading, and/or clearing a malfunction). **Match DQ**

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7. Firearm **muzzles** may never break the 180 plane during a course of fire, whether the firearm is loaded or not. Different stages may have additional provisions or restrictions; if there are any questions, clarify them with the RO. (Special Exceptions may apply per stage procedure, e.g. “Moving 180”) **Match DQ**
8. Rounds leaving the range **Match DQ**
 - a. Exception – a competitor who legitimately fires a shot(s) at a target(s) which subsequently travels in an unsafe direction (e.g. skipping off the range floor, skipping off of barrels or props, et al) may not be disqualified
 - i. Match Officials will take ever reasonable precaution to preclude such potentials during stage setup
 - ii. If such an exception occurs is noted or occurs a course of fire, the competitor will be stopped immediately and the unsafe condition corrected, before re-attempting the course of fire, or allowing any other competitors or squads to attempt the course of fire
 - iii. The Match Director may modify a stage at any time for reasons of safety – these actions may not be protested by those who have completed the stage
9. If at any time during a course of fire, while reloading, loading, or unloading, a competitor drops their firearm or causes it to fall – loaded or not... **Match DQ**
10. Competitors may only carry their firearm designated for the Tactical Rifle Match. No “secondary” firearms will be allowed on the stages...
 - a. Exception – stages that are specifically designated/designed to be shot with multiple firearms
 - b. Exception – sworn/active L.E. and Military may wear duty gear and carry EMPTY sidearms (no magazine inserted, hammer down on an empty chamber or cylinder) in their duty gear
 - i. Handling secondary firearms at any time except when in a designated/signed safety area or under the supervision of, and in response to a direct command issued by, a Range Officer will result in a **Match DQ**
 - ii. Having a loaded firearm anywhere or anytime other than when specifically ordered to do so by, and under the direct supervision of, a Range Officer will incur a **Match DQ**
11. All berms are off limits to all persons at all times **Match DQ**
12. No ammunition (including inert or dummy rounds or snap caps, or loaded magazines or speedloaders) is allowed in the Safety Area’s. **Match DQ**
13. Metal piercing, incendiary and tracer ammunition is strictly prohibited.
14. Anyone within the confines of a shooting bay that is active must wear eye and hearing protection at all times. This includes all spectators.

Stage Procedure:

1. R.O.’s will read the written Stage Briefing to competitors verbatim and address any questions about the course of fire.
2. The *Match Director* (**ONLY!**) may modify the written stage briefing, for reasons of...
 - a. Clarity or consistency,
 - b. Safety,

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- c. Forbidding actions that may result in an unsafe situation, and/or...
 - d. To prohibit the exploitation of an unintended loophole intended to circumvent a stage requirement or gain an unfair competitive advantage
3. RO's will explain any special stage instructions and answer any questions (Per the shooters meeting, or written RO walkthrough).
 - a. If there is any potential of altering the course of fire or stage procedure in response to a question(s), the RO will NOT "clarify," "interpret," or otherwise modify the COF or stage intent, but will instead contact the Match Director for a ruling.
 - b. Any change(s) to a stage will be documented on the walk-through (only) by the Match Director
4. The RO will allow no more than 10 Minutes for the squad walkthrough (5 minutes for the briefing and questions, and 5 minutes to play on the stage).

Start Position:

1. Unless specified otherwise in the written stage briefing, rifles will always start loaded with safety on and in "Low-Ready" position
 - a. Alternate start positions and conditions may be specified in the written stage briefing
 - b. When the written stage briefing specifies an "empty" firearm at the start, the bolt must be closed and hammer down on an empty chamber and the magazine well must be empty
2. Safety **must** be remain in the "ON" position until the start signal.

Range Commands:

1. Do you understand the course of fire?
2. Load and make ready (signifies the commencement of the course of fire).
3. Are you ready?
 - a. The RO will stop the start command if a competitor is creeping or removes the safety, and restart the "are you ready" command...
4. Stand By.
5. Buzzer.
6. If you are finished, unload and show clear. (RO is to visually check chamber and magazine well of rifle.)
7. If clear, lock bolt open (and insert chamber block or flag as needed).
 - a. If the course of fire specifies the use of a handgun, the competitor will drop the hammer on an empty chamber and holster or case the pistol
8. Range is clear (signifies the end of the course fire)

Scoring:

1. Scoring is "Modified Paladin".
2. The total score is calculated by total time of stage per electronic shot timer plus any penalties.
3. All targets must be "neutralized" to avoid penalties.
 - a. In order to neutralize a target a total of (7) points must be scored per target.

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- i. "A" - 5 points
 - ii. "B" & "C" - 4 points
 - iii. "D" - 2 points
4. Penalties will be assessed as +1 second for each point under the required (7) per target to neutralize (example: 5 points on target will accrue a (+2) second penalty added to total time of stage).
5. Steel targets (if in use) must be "Heard" **and** "Called Out" by **RO** to be scored.
6. Shooter will initial their score sheets for each stage, after time has been totaled for each stage.

Penalties:

Procedural Penalties will add (+7) seconds/occurrence to the raw stage time and are cumulative:

1. Shooting the scoring area of a No Shoot target is a procedural penalty and counts as a (+7) second penalty per hit.
2. On stages where there are 31 rounds or more to be fired, as per the stage description, a **MANDATORY** reload is required. If no reload is made a single procedural penalty of (+7) seconds will be assessed
 - a. A competitor may NOT be restricted on the number of rounds to be loaded at the start, or reloaded into a firearm
3. Shooting targets outside of designated shooting boxes, ports, lanes, or other locations written in the stage description, or in any other way failing to comply with the procedures and requirements specified in the written stage briefing, will incur a procedural penalty of (+7) seconds per shot so fired.
 - a. Procedural penalties cannot be nullified by further competitor action (for example, shots fired at a target while out of a position will still incur penalties even if the target(s) is/are subsequently, or have been, engaged from the proper position
4. Hitting the final "hostage-rescue" target at any other time other than the last shot fired will incur a procedural penalty of (+7) seconds.
5. Engaging any other target after the "hostage rescue" target will incur a (7) second penalty per target so engaged.
6. Failure to engage (FTE) a target will incur a (7) second penalty + the "neutralization" points for that target (e.g. +14 seconds per skipped target).

Addition Penalty Situations:

1. If a competitor is unable to complete a course of fire, the time of last shot plus all failures to engage and neutralization points will be the final scoring time.
2. If a competitor has a mechanical malfunction he will be allow 60 seconds to fix the problem. If the malfunction cannot be corrected in this time, the RO will stop the course of fire and apply the above penalties.
3. Only the competitor is allowed to handle the firearm while working on a mechanical problem. If any other person handles or needs to handle the firearm the course of fire will be stopped and the above penalties will be applied.
 - a. Under no circumstances will a competitor be allowed to leave the stage with a loaded firearm

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Misc. Rules and Regulations.

1. Hits in the non-scoring area of a hard cover target (Black Area) will not incur time penalties. If makeup shots/hits are not taken/present, the penalty to be applied will be the lack of scoring points to neutralize the target as described above (e.g. Alpha-Mike = +2 seconds, et al).
2. Any round touching or breaking the scoring perforation of a target will be awarded the highest value of the scoring area so affected by the round.
 - a. Similarly, any round touching or breaking the scoring perforation on a no-shoot target will incur the appropriate penalties
 - b. Targets are deemed impenetrable to a full bullet diameter; rounds that pass through a target and go on to strike another target will be assessed as misses
 - i. Match Officials will take every reasonable precaution during setup to preclude pass-through's
3. Unsportsmanlike dress or conduct. The Match Director will be the sole and final arbiter of unsportsmanlike dress or conduct. Custer's Tactical Rifle matches are a SPORT/COMPETITION. Unsportsmanlike conduct (tantrums, flagrant or repeated refusals to follow instructions from match officials, or any other behavior likely to bring the match or CSC into disrepute) will incur a **Match DQ**. Inappropriate, in the opinion of the Match Director, apparel will get you excused from the range/match to go get dressed more appropriately.
4. Competitor must use the same firearm, sight(s), and accessories (e.g. bipods, tactical lights, et al) for the duration of the match, unless approved by the Match Director.
 - a. Competitor can not add or remove firearm accessories or sight(s) for the duration of the match, unless approved by the Match Director.
5. No steel will be engaged at less than 100 yards.
 - a. Where steel is visible from within 100 yards, Match Officials will provide visible fault lines beyond which steel may not be engaged or re-engaged
 - b. Engaging steel downrange of such fault lines will incur a +7 second penalty for each shot so fired
6. Firearms must be in good and serviceable condition. If a competitor has continuing mechanical problem that interferes with the safety or timeliness of the match, the competitor may be ask to discontinue the use of the firearm at the discretion and order of the Match Director
 - a. If a competitor's firearm becomes unserviceable during the match, that competitor may replace his/her firearm with another of the same model, caliber, and sighting system with the approval of the Match Director
7. If you are not the RO, score keeper, current shooter or the shooter on deck, you will assist in taping and otherwise preparing the stage for the next competitor.