

CUSTER SPORTSMEN'S CLUB PRACTICAL RIFLE COMPETITION RULES

SAFETY REQUIREMENTS

SAFETY is of paramount importance at the Custer Sportsmen's Club (CSC). Consequently, violation of any of safety requirements will incur a match disqualification (MDQ), see below.

UNSAFE GUN HANDLING - MDQ

Examples of unsafe gun handling include, but are not limited to:

- Having a loaded firearm at any time other than when specifically ordered to make ready on the line by a Range Officer (RO).
- All CSC events are conducted on "cold ranges."
- Rifles are to be unloaded with safety flag inserted into chamber and bolt closed at all times unless and until instructed by a RO to load and make ready.
- Should the course of fire stipulate the use of multiple long guns, the preceding requirements will also apply (e.g. shotguns).
- Where no designated Unloading/Loading station is provided, a competitor who arrives at a match in possession of a loaded firearm (e.g. defensive sidearm) and proceeds immediately to a match official for the express purpose of safely unloading the firearm will not be subject to disqualification. Competitor must also have match official present when loading his/her carry firearm when exiting the range at end of match.
- Handling a firearm at any time except when in a designated safety area or when under the supervision of, and in response to a direct command issued by, a Range Officer.
- Handling any firearm at your car or truck; your vehicle is not a Safety Area. Gun handling at your car will incur a MDQ!
- Handling any firearm behind the line while waiting on the stages; rifles are to be racked or cased while waiting on the stage(s) and may not be handled until summoned to the starting position by the RO.
- "180 violations;" If at any time during the course of fire, a competitor allows the muzzle of their firearm to point rearwards further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up range, loaded or not.
- "Sweeping;" Allowing the muzzle of a rifle to point at (i.e. "sweep") any part of the competitor's or anyone else's body during a course of fire.
- EXCEPTION - A match disqualification will not apply for inadvertent sweeping of the lower extremities (below the belt) while slinging the rifle, provided that - the safety is applied and the competitor's fingers are clearly outside of the trigger guard.

- 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 until safely racked or cased.
- If casing your rifle between stages, the muzzle must be pointed straight up or into a berm while casing it and may not sweep you or anyone else at any time.
- While transporting rifles anywhere on the range away from the stages, if an exposed muzzle sweeps anyone (competitor, range official, bystander, et al)
- Failure to keep the finger outside the trigger guard while: Clearing a malfunction where the competitor is clearly not aiming at a target(s), During loading, reloading, or unloading, During movement except when the competitor is legitimately aiming at or engaging targets, at any time during the course of fire, or while loading, reloading or unloading, a competitor drops their firearm or causes it to fall, loaded or not.
- Competitors may only carry their firearm designated for the Practical Rifle Match; no “secondary” firearms will be allowed on the stages, unless specifically called for in the stage procedure.
- Handling live or dummy ammunition (including practice or training rounds, snap caps, or empty cases), loaded magazines, or loaded speed-loading devices in a Safety Area.
- The word “handling” does not preclude competitors from entering a Safety Area with ammunition in magazines or on their belt, in their pockets or in their range bag, provided the competitor does not physically remove loaded magazines or ammunition from their retaining or storage device while within the Safety Area.
- Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing them, return them to the competitor.
- Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction; however, a competitor who retrieves a dropped firearm (as opposed to a Range Official) will be disqualified.
- Using metal piercing, incendiary and/or tracer ammunition and/or using any ammunition which has been deemed unsafe by a Range Official.
- Ammunition declared unsafe by a Range Official due to multiple squibs must be withdrawn, but will not subject the competitor to disqualification.

ACCIDENTAL/NEGLIGENT DISCHARGES - MDQ

A competitor who causes an accidental discharge must be stopped by the Range Officer immediately. An accidental discharge is defined as follows:

- A shot which travels over a backstop, a berm, or in any other direction specified in the written stage briefing by the match organizers as being unsafe.
- If 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), through no fault of the competitor, may not be disqualified.
- All walls and vision barriers, unless otherwise stipulated in the written stage briefing, are deemed to be solid and to extend downwards to the ground and upwards to infinity; any shot fired over, under, or through a wall or vision barrier not fired through a designated shooting port will be asserted to have been fired in an unsafe direction and will incur a MDQ.
- A shot which strikes the ground within 10 feet of the competitor, except when shooting at a paper target closer than 10 feet to the competitor.
- A shot which occurs while loading, reloading, unloading, or clearing a malfunction.
- A shot which occurs while transferring a firearm between shoulders or hands.
- A shot which occurs during movement, except while legitimately and clearly engaging targets.

UNSPORTSMANLIKE CONDUCT - MDQ

- Competitors will be disqualified from a match for any conduct which a Match Official deems to be unsportsmanlike. Examples of unsportsmanlike conduct include, but are not limited to, cheating, dishonesty, tantrums, failing to comply with the reasonable directions of or abusing a Match Official, and/or any other behavior likely to bring the sport into disrepute. The Match Director must be notified as soon as possible.
- The Match Director will be the sole and final arbiter of unsportsmanlike conduct or dress.

PROHIBITED SUBSTANCES - MDQ

- All persons are required to be in complete control both mentally and physically at all times during any CSC match.
- CSC considers the abuse of alcoholic products, non-prescription and non-essential drugs and the use of illegal or performance enhancing drugs, irrespective of how they are taken or administered, to be an extremely serious offense.
- Competitors and officials at must not be impaired by drugs (including alcohol) of any sort during matches. Any person, who is, in the considered opinion of a Match Official, "under the influence" will be disqualified from the match and required to leave the range.

Miscellaneous Safety Requirements

- Personal Protective Equipment... If a Range Officer deems that a competitor about to attempt a course of fire is not wearing adequate eye and/or ear protection, the Range Officer may order the competitor to rectify the situation before allowing the competitor to continue.
- If a Range Official notices that a competitor has lost or displaced their eye or ear protection during a course of fire, or has commenced a course of fire without them, the Range Official will immediately stop the competitor who will be required to reshoot the course of fire after the protective devices have been restored.
- A competitor who inadvertently loses eye or ear protection during a course of fire or commences a course of fire without them is entitled to stop, point their firearm in a safe direction and indicate the problem to the Range Official, in which case the provisions of the preceding rule will apply.
- A competitor who intentionally loses or displaces eye and/or ear protection during a course of fire in an obvious attempt to gain a reshoot will be disallowed these provisions, will be asserted to have engaged in Unsportsmanlike Conduct, and will incur a MDQ.
- All berms are off limits to all persons at all times.
- Anyone within the confines of an active shooting bay must wear eye and hearing protection at all times; this includes all spectators.
- A match director may physically modify a stage at any time for the reasons of safety. These actions may not be protested by either those who have completed or who have yet to complete the stage.
- Safety chamber flags are REQUIRED to be in any firearm used in the match. The chamber flag MUST remain in the chamber at all times unless directed by an official OR when working on/cleaning the unloaded firearm at a safety area. Failure to adhere to this rule will result in a Match DQ.
- If AR-500 steel targets are used, they MUST be placed FURTHER than 100 yards to protect the steel and competitor.
- Under no circumstance can a competition leave the stage with a loaded firearm.
- When a pistol is to be used in a stage, you will be required to transition from your rifle to pistol. The rifle will be required to be empty and ON SAFE prior to the transition to pistol. The written stage briefing may state exactly how to specifically “empty” your rifle prior to transition. At no point can a rifle be “dumped” or placed anywhere during the course of fire. If no sling is used, you will be required to retain the firearm in your weak hand and engage pistol targets with your strong hand. Very little movement is required when pistol is transitioned.

STAGE PROCEDURES

Stage Briefings:

- The Range Officer will read - verbatim - the written Stage Briefing (WSB) to the squad and address any questions about the course of fire.
- If there is any potential of altering the intent of a 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 refer the question to the Match Director for a ruling.
- In the event that a competitor contravenes the course requirements, but is not specifically prohibited from doing so in the Written Stage Briefing, the Match Director must be immediately summoned for a ruling.
- The Match Director may require modifications to the course of fire, and/or may declare that the action is “forbidden”.
- Following the declaration of a “Forbidden Action,” the shooter(s) whose action(s) resulted in such declaration will be required to reshoot the course of fire.
- All scores of a competitor who refuses this - or any other -mandated reshoot will be removed from the match results.
- Only the match director may modify the written stage briefing at any time for reasons of: clarity or consistency, safety, forbidding actions that may result in an unsafe situation, and/or to prohibit the exploitation of an unintended loophole intended to circumvent a stage requirement or gain an unfair competitive advantage in lieu of modifying course design or physical construction. Any such change(s) to a stage will be documented on the walk-through by the Match Director. The Match Director’s ruling is final and not subject to appeal or protest.
- Walk-Throughs: The RO will allow reasonable time for the squad walk-through (briefing and questions, time to rehearse the stage).
- At no time may you manipulate or activate moving props; moving targets, et al, will be demonstrated for each squad during their walk-through.
- A stage(s) may be designated as a “no preview” (e.g. surprise) stage. For these stages, the briefing will include only special requirements (e.g. alternate start position/condition, shooter-handled props, et al), whether or not there is a designated “hostage rescue” target, and what it looks like.
- A competitor who enters a signed “no-preview” stage prior to their designated turn to shoot, or a competitor observed divulging information about the stage after they have shot it, will be deemed to have engaged in unsportsmanlike conduct, and will incur a MDQ.
- The competitor is responsible for fully understanding the conditions and requirements of each stage.

Reshoots:

A competitor may be required to reshoot a stage under the following conditions:

- Course of fire or stage procedure materially altered by MD due to competitor's actions.
- Range equipment failure (position of a target changed, premature activation of moving target, mover not reset, mechanical or electrical malfunction, or any other failure of range equipment).
- RO suspected an unsafe condition (unsafe firearm or ammunition, squib), but unsafe condition either did not exist (e.g. no bullet lodged in barrel on a squib call), or was not due to shooter.
- Inadvertent physical contact between CRO or RO and competitor. DELIBERATELY contacting range official in an obvious attempt to gain a reshoot is deemed Unsportsmanlike Conduct.
- Targets taped before scoring.
- Insufficient or excess hits recorded on scoresheet or time not recorded.
- Could not record accurate time for stage (timer failure).
- All scores of a competitor who refuses a mandated reshoot will be removed from the match results.

READY CONDITION

- Unless otherwise specified in the written stage briefing, rifles will always start loaded, with the safety on, in "Low-Ready" position.
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- "Low-Ready" is defined as buttstock against shoulder, muzzle below belt line pointed in a safe direction, finger outside the trigger guard, and safety applied.
- Safety must remain in the "ON" position until the start signal!
- If the RO observes that the safety is not applied, they will not give the "Are you Ready?!" command.
- If the competitor disengages the safety before the start signal, the RO will stop them, and re-commence the range commands at "Are You Ready?!"
- Alternative start conditions and positions may be specified in the written stage briefing.
- When the written stage briefing specifies an "empty" firearm at the start, the bolt must be closed, the hammer must down on an empty chamber, and the magazine well must be empty.

- Unless stipulated otherwise in the stage procedure, all spare ammunition and magazines must be carried in retention devices specifically designed for that purpose, on their person and/or on their rifle.
- Unless stipulated otherwise in the stage procedure, competitors may not touch or hold any magazine, loading device, or ammunition after the “Standby” command and before the “Start Signal.”

RANGE COMMANDS:

“MAKE READY”

- Signifies the commencement of the course of fire as regards applicable safety rules.

“ARE YOU READY”

- The lack of any negative response indicates that the competitor fully understands the requirements of the course of fire and is ready to proceed.

“STAND BY”

- The RO will stop the competitor if they are creeping, or disengage the safety, and restart at the “are you ready” command.
- Repeated creeping or disengaging safeties may incur a +10 second procedural penalty/penalties.

“AUDIBLE START SIGNAL”

- Courses of fire may require self-starts, non-audible visual starts (e.g. lights) triggered by the timer, or the like; if applicable, these will be specified in the stage briefing.

“IF YOU ARE FINISHED, UNLOAD & SHOW CLEAR”

- The RO will visually inspect the chamber and magazine well of rifle. It is the competitor’s responsibility to ensure that the firearm is unloaded.

“IF CLEAR, HAMMER DOWN INTO THE BERM:

- Insert chamber block or flag at this time and close bolt on chamber block or flag.
- Should a discharge occur on dropping the hammer, the provisions of “Accidental Discharges” will apply; responsibility for rendering the firearm safe before leaving the line always rests ultimately with the competitor.

“RANGE CLEAR”

- Signifies the conclusion of the course fire as regards applicable safety rules.

“STOP!”

- Signifies that the course of fire (COF) must end immediately. The range officer (RO) will direct the competitor to “unload & show-clear”. The reasons for the “stop” command will be explained to the competitor once the range is deemed “clear” and safe by the range officer.

SCORING

- CSC utilizes “Time Plus” scoring; stage scores are calculated as the sum of the “raw” time for the stage (per electronic shot timer) plus any penalties incurred.
- All targets must be “neutralized” to avoid “failure to neutralize” (FTN) penalties. See Appendix “A” for target & penalty description.
- Steel targets, if used, must be heard and called out by the Range Officer to score.
- The use of “self-indicating” reactive steel targets is encouraged; RO’s are not required to call hits on self-indicating targets.
- The course of fire may require multiple engagements of a steel target or targets.
- Full-diameter strikes in the non-scoring area (black) of a hard cover target will not in and of themselves incur penalties.
- Any round touching or breaking the scoring perforation on a target will be awarded the highest value of the scoring area so affected by the round.
- Any round touching or breaking the scoring perforation on a no-shoot target will incur the appropriate penalties as indicated in Appendix “A”.
- Targets, props, walls, and vision barriers are deemed impenetrable to a full bullet diameter; rounds that pass through a target, prop, wall, or vision barrier and go on to strike another target will be assessed as misses.
- Keep pace with the RO as they score your targets, and voice any scoring challenges on the spot, before the target is taped. Scoring challenges will not be entertained nor reshoots granted after a target is taped or reset. The Match Director’s ruling on any scoring dispute is final.
- Do not tape a target until it has been scored! Once scored, the squad should be quickly taping/resetting the stage for the upcoming competitor.
- Procedural penalties will be added to the “raw” time and are cumulative.
- At the discretion of the Match Director, scoring and taping may commence behind the competitor as they are shooting a stage(s) to keep clearance times within reason. Competitors may designate a proxy to follow the process and verify as they wish. Questionable/penalized target(s) will be left un-taped for the competitor to personally witness.
- A competitor who obviously reacts to a Start Signal, but, for any reason, does not or cannot fire a shot or continue the attempt at the course of fire (e.g. Malfunction after the Start Signal with no shot fired) and thus fails to have an official time recorded on the timing device operated by the RO will be assessed a 60-second raw time plus all applicable FTE and FTN penalties.

- Misses, FTN's, and FTE's also apply to all appearing and/or disappearing target(s); all targets are deemed to pose/have posed a "threat," whether or not they "retreat" and are no longer available for engagement.
- Shooting out of stance or position (e.g. stage procedure requires shooter to engage targets from off/support shoulder in a standards exercise - shooter uses strong-side shoulder) will incur a procedural penalty of +10 seconds.
- If a competitor is unable to complete a course of fire, their time to their last shot fired, plus all FTE and FTN penalties for targets not engaged, will comprise the final time/score.
- In the event of a malfunction after the first shot, a competitor will be allowed a maximum of 60 seconds to rectify the problem. If the malfunction cannot be corrected in this time, the RO will stop the course of fire and score the stage as shot. Only the competitor may handle the firearm while working to resolve a malfunction. If any other person handles or needs to handle the firearm the course of fire will be stopped and the preceding penalties will be applied. A competitor, who experiences a malfunction while responding to the "Make Ready" command, but prior to issuance of the "Start Signal", may retire to repair their firearm without penalty. Once repairs have been completed the competitor may return to attempt the course of fire, subject to scheduling as determined by the officiating Range Officer and/or Match Director.
- Under no circumstance will malfunctions or failure of any competitor equipment of any nature comprise grounds for a reshoot.
- The match director, at their sole discretion, may allow a single penalty or waive any or all procedural penalties in respect of a competitor who has an obvious significant physical impairment. This decision by the match director must be made prior to the course of fire.
- ANY competitor shooting a 7.62x51mm or higher firearm is only required to hit the target once ANYWHERE to neutralize the target, regardless of division.
- Shotguns may ONLY use SLUG ammunition (no bird shot or buck shot). Shotguns are only required to hit the target once ANYWHERE to neutralize the target.

EQUIPMENT RULES:

- Competitors must use the same rifle and accessories for the duration of the match, unless otherwise approved by the Match Director.
- A competitor who substitutes or materially modifies a rifle and/or sights and/or accessories during a match without the prior approval of the Match Director will be deemed to have engaged in Unsportsmanlike Conduct and will incur a MDQ.
- Firearms must at all times be serviceable and safe. If a competitor's firearm becomes unserviceable or unsafe during the match, they may replace it with another of the same model, caliber, action, and sighting system with the approval of the Match Director.
- Slings are permitted and encouraged to be used.
- Silencers and laser aiming devices are allowed.
- White weapon lights are allowed.
- Shotgun ammunition may be retained by side-saddle, chest rig, belt, or arm carrier. No "speed" loaders allowed.
- The match director's ruling is final with regards all equipment acceptability and assigned competition division, and may not be appealed.

HANDGUN:

- Any safe and reliable make and model of handgun is allowed. Minimum caliber is 9MM.
- Handgun must be carried in a holster worn on the STRONG SIDE of the shooter, no drop-leg/shoulder/chest-rig holsters are allowed.
- Retentive holsters like "Black Hawk Serpa" and the like are NOT allowed.
- Holster must be constructed to allow positive retention during rigorous activity
- Magazine(s) may only have 17 rounds or less in each.
- No barrel compensators are allowed.

PRACTICAL RIFLE DIVISIONS:

Heavy Optics (HO):

- 7.62x51 (308 WIN) minimum caliber
- AR/AK Variant or M1A/FN FAL/SCAR17/GALIL/ETC
- Red Dot Allowed
- No magnification allowed (magnifiers or adjustable power scopes)
- 30 round magazine capacity limit

Heavy Irons (HI):

- 7.62x51 (308 WIN) minimum caliber
- AR/AK Variant or M1A/FN FAL/SCAR17/GALIL/ETC
- Iron sights only
- 30 round magazine capacity limit

AR Optics (ARO):

- 223 minimum caliber with a maximum caliber of 7.62x39 / 300BLK
- Red Dot allowed
- No magnification allowed (magnifiers or adjustable power scopes)
- Allowed types: AR/SCAR16/CZ BREN/KelTec/Tavor/AUG/ETC
- 30 round magazine capacity limit

AR Irons (ARI):

- 223 minimum caliber with a maximum caliber of 7.62x39 / 300BLK
- Iron sights only
- Allowed types: AR/SCAR16/CZ BREN/KelTec/Tavor/AUG/ETC
- 30 round magazine capacity limit

AK Optics (AKI):

- 5.45x39 / 223 / 7.62x39 Caliber
- Red Dot allowed
- No magnification allowed (magnifiers or adjustable power scopes)
- Allowed types: AK/SKS/Galil/ETC
- 30 round magazine capacity limit

AK Irons (AKI):

- 5.45x39 / 223 / 7.62x39 Caliber
- Iron sights only
- Allowed types: AK/SKS/Galil/ETC
- 30 round magazine capacity limit

AR Pistol Optics (ARPO):

- 223 minimum caliber with a maximum caliber of 7.62x39 / 300BLK
- Red Dot allowed
- No magnification allowed (magnifiers or adjustable power scopes)
- Allowed types: AR/AR Type
- 30 round magazine capacity limit

AR Pistol Irons (ARPI):

- 223 minimum caliber with a maximum caliber of 7.62x39 / 300BLK
- Iron sights only
- Allowed types: AR/AR Type with pistol “arm” brace OR buffer tube.
- 30 round magazine capacity limit

AK Pistol Optics (AKPO):

- 223 minimum caliber with a maximum caliber of 7.62x39 / 300BLK
- Red Dot allowed
- No magnification allowed (magnifiers or adjustable power scopes)
- Allowed types: AK/AK Type with pistol “arm” brace OR buffer tube.
- 30 round magazine capacity limit

AK Pistol Irons (AKPI):

- 223 minimum caliber with a maximum caliber of 7.62x39 / 300BLK
- Iron sights only
- Allowed types: AK/AK Type
- 30 round magazine capacity limit

Classic Battle Rifle (CBR):

- 223 minimum caliber
- Must be military-issue style semi-automatic rifle
- Iron sights only
- Allowed types: M1 Garand/Hakim/SVD/Jungman, ETC
- 10 round magazine capacity limit

Military Bolt Action (MBA):

- 223 minimum caliber for rifles, 20 GA minimum for shotgun (SLUGS ONLY FOR MATCHES)
- Must be military style bolt action rifle, PUMP shotgun OR rifle caliber LEVER ACTION RIFLE
- Iron sights only
- Allowed types: Mauser/Mosin Nagant/Enfield/Springfield/Krag/1917/Winchester/Marlin
- 10 round magazine capacity limit for rifles, 8 +1 for shotgun (SLUGS ONLY FOR SHOTGUN)
- SCORING WILL FALL UNDER HEAVY-METAL (One round on target ANYWHERE will neutralize)

Pistol Caliber Carbine - Irons (PCCI):

- 9MM minimum caliber
- Iron sights only
- Allowed types: AR/AK/HK MP5/SIG MPX/Mech-Tech/etc.
- 30 round magazine capacity limit

Pistol Caliber Carbine - Optics (PCCO):

- 9MM minimum caliber
- Red Dot allowed (No magnified optics or adjustable power scopes)
- Allowed types: AR/AK/HK MP5/SIG MPX/Mech-Tech/etc.
- 30 round magazine capacity limit

APPENDIX "A"

TYPES & SCORING OF TARGETS:

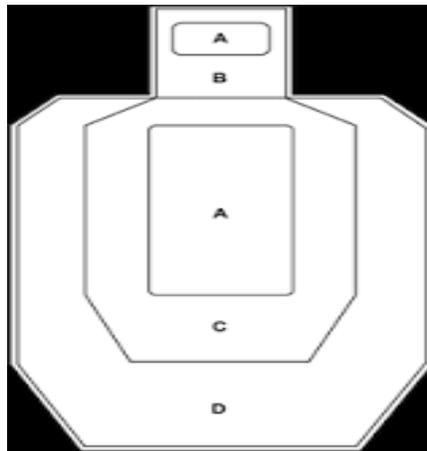


Heavy Optics (HO), Heavy Irons (HI), & Military Bolt Action (MBA):

- One round on target ANYWHERE will neutralize target

All Other Divisions:

- One round within 8" circle will neutralize target OR two rounds ANYWHERE on target will neutralize



Heavy Optics (HO), Heavy Irons (HI), & Military Bolt Action (MBA):

- One round on target ANYWHERE will neutralize target

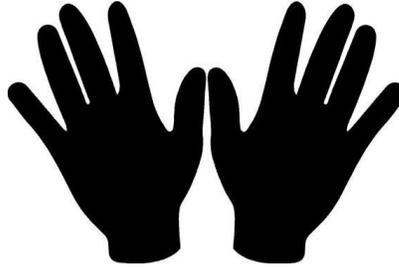
All Other Divisions:

- One round in either "A" zone OR two rounds ANYWHERE on target will neutralize.

APPENDIX “A” Continued

No-Shoot “Hostage Targets”

All targets are considered HOSTILE and must be engaged UNLESS they have a hand or hands painted on them. Targets to be engaged will be of ANY cardboard color.



HAND STENCIL SAMPLE:

SCORING STEEL:

- Called hit = neutralization of target. Multiple hits may be required by the stage procedure.

PENALTIES:

- FAILURE TO NEUTRALIZE = +10 SECONDS TO RAW TIME
- FAILURE TO ENGAGE TARGET = +30 SECONDS TO RAW TIME
- NO SHOOT HIT PENALTY = +30 SECONDS TO RAW TIME
- ENGAGING TARGET OUTSIDE SHOOTING AREA = +10 SECONDS PER SHOT FIRED
- CREEPING = +10 SECONDS TO RAW TIME
- SHOOTING OUT OF STANCE OR POSITION AS INDICATED IN THE STAGE BRIEFING = +10 SECONDS TO RAW TIME
- USING A MAGAZINE WITH GREATER CAPACITY THAN DIVISION LIMIT = +30 SECONDS TO RAW TIME
- ENGAGING STEEL OUTSIDE DELINATED SHOOTING AREA AND BEHIND STEEL DQ LINE = +10 SECONDS TO RAW TIME PER SHOT FIRED