



# I.C.O.R.E Australia Inc.

## Rule Book

Incorporated Association Registration Number- A0040357W

Australian Registered Body Number - 656 188 224

Version 1.5

Effective 1 July 2025

Amendments from previous version shown in red.

<b>PART 1—DEFINITIONS</b>	<b>6</b>
1.1 Match Director (MD)	6
1.2 Range Master (RM)	6
1.3 Chief Range Officer (CRO)	6
1.4 Range Officer (RO)	6
1.5 Statistician (Stats)	6
1.6 Match Official (MO)	6
1.7 Written Stage Briefing (WSB)	6
1.8 Course of Fire (COF)	6
1.9 Freestyle	7
1.10 Strong Hand	7
1.11 Weak Hand	7
1.12 Kneeling	7
1.13 Prone	7
1.14 Fired round	7
1.15 Disqualification	7
<b>PART 2—SAFETY</b>	<b>8</b>
2.1 Personal Protective Equipment (PPE)	8
2.2 Eligibility	8
2.3 Safe Areas	8
2.4 Behaviour	8
2.5 Alcohol and Drugs	8
2.6 Dropped Revolver	8
2.7 Compliance with Official Instructions	8
2.8 Unsafe Actions	9
<b>PART 3—DIVISIONS</b>	<b>10</b>
3.1 Open	10
3.2 Limited	10
3.3 Limited 6	11
3.4 Classic	11
3.5 Rimfire (refer Rule 14.2)	12
3.6 Single Division	12

<b>PART 4—SPECIAL CATEGORIES</b>	<b>12</b>
4.1 Junior	12
4.2 Senior	12
4.3 Super Senior	12
4.4 Grand Senior	13
4.5 Lady	13
4.6 International	13
4.7 Snubby	13
<b>PART 5—EQUIPMENT</b>	<b>13</b>
5.1 Revolvers	13
5.2 Holster	13
5.3 Belt	14
5.4 Ammunition Loaders and Holders	14
5.5 Malfunctions	14
5.6 Substitute Revolver	14
<b>PART 6—AMMUNITION</b>	<b>15</b>
6.1 Suitability	15
6.2 Power Factor	15
6.3 Squib Rounds	15
6.4 Substitute Ammunition	15
<b>PART 7—CHRONOGRAPH STAGE</b>	<b>16</b>
7.1 Mandated Use	16
7.2 Collection of Ammunition	16
7.3 Equipment Check	16
7.4 Chronograph Procedure	16
<b>PART 8—STAGE DESIGN</b>	<b>17</b>
8.1 Construction	17
8.2 Presentation	17
8.3 Classifiers	17
8.4 Paper Targets	17

<b>8.5 Steel</b>	<b>17</b>
<b>8.6 Demarcated Areas</b>	<b>18</b>
<b>8.7 Props and Obstacles</b>	<b>18</b>
<b>8.8 Engagement Parameters</b>	<b>18</b>
<b>8.9 Shots Unlimited</b>	<b>18</b>
<b>8.10 Shots Limited</b>	<b>19</b>
<b>8.11 Written Stage Briefings (WSB)</b>	<b>19</b>
<b>8.12 Resetting</b>	<b>20</b>
<b>PART 9—STAGE PROCEDURES</b>	<b>20</b>
<b>9.1 Written Stage Briefing (WSB)</b>	<b>20</b>
<b>9.2 Verbal Stage Briefing</b>	<b>20</b>
<b>9.3 Walkthrough</b>	<b>20</b>
<b>9.4 Competitor Presentation</b>	<b>21</b>
<b>9.5 Competitor Order</b>	<b>21</b>
<b>9.6 Start Position</b>	<b>21</b>
<b>9.7 Range Officer Commands</b>	<b>21</b>
<b>9.8 Competitor Assistance or Interference</b>	<b>22</b>
<b>PART 10—TARGETS</b>	<b>23</b>
<b>10.1 Standard Targets</b>	<b>23</b>
<b>10.2 Hard Cover</b>	<b>23</b>
<b>10.3 Soft Cover</b>	<b>23</b>
<b>10.4 Special Scoring Zones</b>	<b>23</b>
<b>10.5 No Shoot Targets</b>	<b>24</b>
<b>10.6 Steel Plates</b>	<b>24</b>
<b>10.7 Poppers and Knockdown Targets</b>	<b>24</b>
<b>10.8 Calibration</b>	<b>24</b>
<b>10.9 Target Arrays</b>	<b>25</b>
<b>10.10 Stop Plates</b>	<b>26</b>
<b>PART 11—SCORING</b>	<b>26</b>
<b>11.1 Raw Time</b>	<b>26</b>
<b>11.2 Target Hits</b>	<b>26</b>
<b>11.3 Penalties</b>	<b>27</b>

<b>11.4 Stage Time</b>	<b>28</b>
<b>11.5 Match Time</b>	<b>28</b>
<b>11.6 Verification</b>	<b>28</b>
<b>11.7 Challenges</b>	<b>28</b>
<b>11.8 Recording of Scores</b>	<b>28</b>
<b>11.9 Electronic Scoring</b>	<b>29</b>
<b>11.10 Scoring Alterations</b>	<b>29</b>
<b>11.11 Shoot Throughs</b>	<b>29</b>
<b>11.12 Skid shots</b>	<b>29</b>
<b>11.13 Disappearing Targets</b>	<b>29</b>
<b>11.14 Moving Targets</b>	<b>29</b>
<b>11.15 Interim Results</b>	<b>29</b>
<b>11.16 Final Results</b>	<b>29</b>
<b>11.17 Withdrawing a Stage</b>	<b>30</b>
<b>PART 12—RESHOOTS</b>	<b>30</b>
<b>12.1 Range Equipment Malfunction</b>	<b>30</b>
<b>12.2 Stage Safety</b>	<b>30</b>
<b>12.3 Incomplete Scoring</b>	<b>30</b>
<b>12.4 Calibration</b>	<b>30</b>
<b>12.5 Shoot Throughs</b>	<b>30</b>
<b>12.6 Stage Reset</b>	<b>30</b>
<b>12.7 Missing Scores</b>	<b>30</b>
<b>12.8 Special Circumstances</b>	<b>30</b>
<b>PART 13—PROTESTS</b>	<b>31</b>
<b>13.1 Verbal Protest</b>	<b>31</b>
<b>13.2 Written Protest</b>	<b>31</b>
<b>13.3 Arbitration Committee</b>	<b>31</b>
<b>13.4 Arbitration Hearing</b>	<b>31</b>
<b>PART 14—SIDE EVENTS</b>	<b>31</b>
<b>14.1 Shoot Off Event</b>	<b>31</b>
<b>14.2 Rimfire Event</b>	<b>32</b>

# **PART 1—DEFINITIONS**

## **1.1 Match Director (MD)**

The person responsible for the administration of the match. Preferably holds a RO qualification. Oversees all match staff. Other than at a State Or National Level event, may also perform the role of Range Master if qualified.

## **1.2 Range Master (RM)**

The Range Officer responsible for the safety and practical operation of the match. Verifies the constructed stages concur with the WSB while at all times ensuring safety is maintained. Reports any discrepancies to the MD for rectification. Oversees range safety and compliance with rules. Manages Range Officers and Match Officials.

## **1.3 Chief Range Officer (CRO)**

The Range Officer responsible for an allocated stage or squad. Oversees their appointed Range Officers and Match Officials. Appointed by and reporting to the RM.

## **1.4 Range Officer (RO)**

A member that has achieved the ICORE AU Range Officer Qualification. Supports the CRO for an allocated stage or squad. Appointed by the RM, reporting to the CRO.

## **1.5 Statistician (Stats)**

Responsible for the recording and compilation of the match results. Ensures accuracy of competitor data. Verifies score recording equipment matches the ‘as constructed’ stages. Appointed by and reporting to the MD.

## **1.6 Match Official (MO)**

Any other official appointed by the MD.

## **1.7 Written Stage Briefing (WSB)**

The document containing the details required for a given stage. Refer **Rule 8.11** for more information.

## **1.8 Course of Fire (COF)**

The task presented to the competitor to complete on a given stage. This will be detailed in the WSB. The COF begins at the “Make Ready” command and ceases at the “Range is Clear” command.

## **1.9 Freestyle**

As determined by the competitor to safely complete the COF or part thereof.

## **1.10 Strong Hand**

Restricted to only using the hand corresponding to the side the holster is worn on. When engaging targets, the strong side arm can not be supported in any way by the weak side arm. The weak hand may not contact the strong side arm forward of the shoulder joint. When not engaging targets the weak side arm may be used to facilitate reloads, clear malfunctions etc.

## **1.11 Weak Hand**

Restricted to only using the hand opposite to the side the holster is worn on. When engaging targets, the weak side arm can not be supported in any way by the strong side arm. The strong hand may not contact the weak side arm forward of the shoulder joint. When not engaging targets the strong side arm may be used to facilitate reloads, clear malfunctions etc.

## **1.12 Kneeling**

When engaging targets, the competitor must have at least one knee in contact with the ground surface.

## **1.13 Prone**

When engaging targets, the competitor must be horizontal.

## **1.14 Fired round**

A round is deemed to be fired **once** it has left the barrel.

## **1.15 Disqualification**

A competitor that has been disqualified may no longer compete in the match. It is generally considered good sportsmanship to continue to assist the squad for the remainder of the match.

## **PART 2—SAFETY**

### **2.1 Personal Protective Equipment (PPE)**

All competitors, officials and spectators are required to wear eye and ear protection in the vicinity of live fire. Should a competitor inadvertently lose their PPE during a COF the RO will grant a reshoot under **Rule 12.2 Stage Safety**.

### **2.2 Eligibility**

The Match Director must not allow an individual to compete unless satisfied they are safe and competent.

### **2.3 Safe Areas**

Unloaded revolvers may only be handled, holstered or bagged in designated 'safe areas' or under the direction of an RO.

### **2.4 Behaviour**

Any competitor deemed by the RM to have been disruptive, abusive, violent or otherwise unsportsmanlike will be disqualified. The competitor retains the right of appeal under Part 13.

### **2.5 Alcohol and Drugs**

Any competitor suspected by a RM to be under the influence of any drug or alcohol will be removed from the range and referred to the local Police for testing. Any positive test or refusal to co-operate will result in disqualification.

### **2.6 Dropped Revolver**

In the event a revolver is dropped when the competitor is not under the supervision of a RO, the immediate area will be cleared and a RO summoned.

The RO will handle, determine the status, clear and make safe the revolver.

Any dropped revolver found to be loaded will result in disqualification.

Also see Rule **2.8.4 Dropped Revolver in Course of Fire**.

### **2.7 Compliance with Official Instructions**

All competitors must comply with the Rule Book and any official instructions given by Match Officials. Range officers may issue warnings or a procedural penalty as deemed appropriate. Serious or repeated breaches may result in disqualification by the MD.

## 2.8 Unsafe Actions

Unsafe actions that will result in disqualification include-

### 2.8.1 Accidental Discharge

Any discharge deemed by the RO not to be deliberately aimed and directed at a target or any discharge made in a careless or negligent manner.

### 2.8.2 Sweeping

Causing the muzzle to point at any part of the competitor or ROs body. **No penalty will be incurred when the competitor is in the process of drawing, re-holstering, or otherwise when the revolver is restrained in the holster.**

### 2.8.3 Breaking the “180”

The “180” represents the distinction between up-range and downrange. Unless otherwise advised during the Stage Briefing this line is a plane perpendicular to the centreline of the range the stage is constructed on. This line of separation moves with the competitor through the Course of Fire. Should the competitor direct the muzzle of their revolver towards the up-range side of this plane at any point in the Course of Fire, they will be disqualified.

In addition, the muzzle may be pointed at the ground within a 1 metre radius of the competitor, only when in the course of holstering or unholstering a revolver.

### 2.8.4 Dropped Revolver in Course of Fire

Loss of control of the revolver in the course of a stage. Anything other than a clear and deliberate placing of the revolver is considered a loss of control. If, during the COF, a competitor is compelled to deliberately place the revolver for any reason other than compliance with the WSB, the competitor must remain within 1 metre until recovered.

### 2.8.5 Trigger Guard

Having a finger within the trigger guard whilst performing non engagement actions ie. reloading, moving between shooting positions or clearing malfunctions.

### 2.8.6 Documented Conditions

Failure to comply with published match, range or stage conditions not otherwise documented in these Rules.

### 2.8.7 Range Master Adjudication

Any other action deemed by Match Officials to endanger the competitor or others may be referred to the RM for adjudication.

## **PART 3—DIVISIONS**

Competitors will elect to compete in one of the following Divisions. All equipment must comply to the Division restrictions. The RM may inspect a competitor's equipment at any point of the match and may change their Division if required.

### **3.1 Open**

#### **3.1.1 Calibre**

.32 Magnum or greater

#### **3.1.2 Capacity**

Maximum 10 round cylinder

#### **3.1.3 Sights**

Unrestricted

#### **3.1.4 Barrel modifications**

Unrestricted

#### **3.1.5 Loading**

Unrestricted

### **3.2 Limited**

#### **3.2.1 Calibre**

.32 Magnum or greater

#### **3.2.2 Capacity**

Maximum 10 round cylinder

#### **3.2.3 Sights**

Red dot, hologram or telescopic style sights are prohibited.

#### **3.2.4 Barrel modifications**

Compensators, metering and porting are prohibited.

#### **3.2.5 Loading**

Unrestricted

## **3.3 Limited 6**

### **3.3.1 Calibre**

.32 Magnum or greater

### **3.3.2 Capacity**

Maximum 6 round cylinder

### **3.3.3 Sights**

Red dot, hologram or telescopic style sights are prohibited.

### **3.3.4 Barrel modifications**

Compensators, metering and porting are prohibited.

### **3.3.5 Loading**

Unrestricted

## **3.4 Classic**

### **3.4.1 Calibre**

Revolvers .32 Magnum or greater

### **3.4.2 Capacity**

Maximum 6 round cylinder

### **3.4.3 Sights**

Red dot, hologram or telescopic style sights are prohibited.

### **3.4.4 Barrel modifications**

Prohibited. Original unaltered manufacturer barrels as produced by the revolvers manufacturer may only be used. No underlugs, or barrel weights permitted.

### **3.4.5 Grip modifications**

Grip weights are prohibited

### **3.4.6 Loading**

Moonclips are prohibited.

## **3.5 Rimfire (refer Rule 14.2)**

### **3.5.1 Calibre**

.22 Long Rifle only

### **3.5.2 Capacity**

Maximum 10 round cylinder

### **3.5.3 Sights**

Unrestricted

### **3.5.4 Barrel modifications**

Unrestricted

### **3.5.5 Loading**

Unrestricted

### **3.5.6 Power factor**

Unrestricted

### **3.5.7 Targets**

Paper or fixed steel target only.

## **3.6 Single Division**

A competitor may only nominate to compete in a single Division in a given match.

## **PART 4—SPECIAL CATEGORIES**

### **4.1 Junior**

Competitors under the age of 18 on the first day of the match

### **4.2 Senior**

Competitors 55-64 years on the first day of the match

### **4.3 Super Senior**

Competitors 65-69 years on the first day of the match

## **4.4 Grand Senior**

Competitors over 70 years on the first day of the match

## **4.5 Lady**

Sex as documented on a government-issued ID

## **4.6 International**

I.C.O.R.E Members residing outside of Australia.

## **4.7 Snubby**

Revolver having a barrel of 4 inches and with no optics

# **PART 5—EQUIPMENT**

## **5.1 Revolvers**

Only revolvers may be used at ICORE Australia matches.

Revolvers must be in safe working condition. Match Officials may inspect at any time. Any revolver declared unsafe may no longer be used until repaired, reinspected and approved by the RM. The competitor will have 30 minutes to have the revolver repaired and re-inspected. Alternatively a substitute revolver (Rule 5.6) may be approved by the RM.

The revolvers and their use must be fully compliant with the laws of the State or Territory that the match is conducted in.

## **5.2 Holster**

The holster must -

- be compatible with the revolver
- cover the entire trigger guard area
- be attached to the gun belt
- securely hold the revolver in place.
- retain the revolver so that the heel of the butt of the revolver must be above the top of the belt
- retain the revolver so that the muzzle points within a 1 metre radius of the competitor's feet when standing relaxed.

## **5.3 Belt**

The belt must-

- safely and securely support the holster and ammunition
- worn about the waist
- the belt (or inner belt) must pass through a minimum of 3 belt loops.
- for women, may be worn at hipbone level.

## **5.4 Ammunition Loaders and Holders**

Loading devices such as speedloaders and moon clips may be used and secured to the belt using specifically designed retention devices. **Non-commercially made devices are subject to RM approval.** Unless directed in the WSB all ammunition must be mounted on the belt at the start signal. Ammunition may be retrieved in a safe manner if dropped during a Course of Fire. Dump pouches are not to be used as loader holders.

## **5.5 Malfunctions**

### **5.5.1 Prior to the start signal**

In the event of a malfunction being discovered after the “Make Ready” but prior to the “Start Signal” the competitor will be instructed by the RO to make the revolver safe. The time will be noted and a 30 minute period allowed to either repair or replace the revolver in accordance with **Rule 5.6 Substitute Revolver**. If the competitor is unable to do so in the allocated time, a Raw Time of zero seconds and all applicable penalties for the stage will be called.

### **5.5.2 After the start signal**

In the event of a malfunction after the start signal that prevents the competitor completing the Course of Fire, the competitor will be scored the Raw Time, any target hits completed and any penalties applicable.

## **5.6 Substitute Revolver**

In the event of a revolver malfunction, a competitor may request the RM to approve the use of a substitute revolver. The RM must be satisfied there is no significant advantage gained and may direct the competitor to chronograph with the substitute.

The use of a substitute revolver without RM approval may result in disqualification.

## **5.7 Alterations of holsters and allied equipment**

Unless specifically permitted in the WSB, or as instructed by a RO, the positioning must not be altered by a competitor from stage to stage.

## **PART 6—AMMUNITION**

### **6.1 Suitability**

All ammunition must be safe, fit for purpose, and comply with any restrictions or range conditions as published by the MD.

The RM may declare a competitor's ammunition as unsafe and require the competitor to cease use immediately.

### **6.2 Power Factor**

Is determined by measuring the weight (grains) and velocity (feet per second) of the projectile. These figures are multiplied to calculate the Power Factor. The minimum Power Factor is 120,000. Refer to the Chronograph section for more information.

### **6.3 Squib Rounds**

In the event of a suspected squib round, the competitor may elect to self-stop or may be stopped by the RO.

If the competitor self-stops, they must advise the RO and await further instruction. The stage will be scored according to Rule **5.5.2 After the start signal**

If the RO stops the competitor and no obstruction is discovered, the competitor will be given a reshoot under **Rule 12.2 Stage Safety**

If the RO stops the competitor and an obstruction is found, the stage will be scored according to Rule **5.5.2 After the start signal**

### **6.4 Substitute Ammunition**

A competitor may request the RM to approve the use of substitute ammunition. The RM must be satisfied there is no significant advantage gained and may direct the competitor to Chronograph with the substitute.

The use of a substitute ammunition without RM approval will result in disqualification.

## **PART 7—CHRONOGRAPH STAGE**

### **7.1 Mandated Use**

A Chronograph stage is mandatory at all State, Territory and National Level Matches. Chronograph is an official stage in the match and is subject to all rules of the Rule Book. A WSB is required. The WSB must include the stage's procedure and instructions for the competitor. Competitors must be instructed to not handle their revolvers until under the direct supervision of the RO on the Chronograph stage.

### **7.2 Collection of Ammunition**

The RM or delegate will randomly collect 8 rounds from each competitor at any time through the match. The rounds will be bagged and labelled with the competitors name and declared projectile weight.

One round from each competitor will be pulled and weighed. The verified weight will be noted on the label.

### **7.3 Equipment Check**

As part of the Chronograph Stage, the competitors equipment will be checked for safety and compliance with the rules.

Any breaches will be referred to the RM for adjudication.

### **7.4 Chronograph Procedure**

The Chronograph stage will have a CRO and support staff as required. Competitors are not to handle their collected ammunition until after testing. Either a doppler radar chronograph or 2 light sensor chronographs set up in series may be used.

In accordance with the WSB the RO will fire up to 6 rounds past the chronograph. If any of those rounds make Power Factor using the verified projectile weight, the test is passed.

If none of the 6 fired rounds make power factor, the competitor can elect to have the final round either chronographed or weighed. If weighed, the highest of the two verified weights will be used for the calculation. Should either of these options still not achieve Power Factor, the test is failed and the competitor will incur a 360 second penalty, but may continue to compete in the match.

Results must be documented in accordance with **Rule 11.8 Recording of Scores or 11.9 Electronic Scoring**

## **PART 8—STAGE DESIGN**

### **8.1 Construction**

Stages must be constructed to not present any danger to competitors or Match Officials. Consideration must be given to shoot throughs, ricochets, slip hazards, trip hazards and proximity to the 180. Targets should be easily accessible for scoring, patching and resetting. Moving target systems must not present any danger in the setting, activation or engagement. Deterioration of the ground surfaces due to use and/or weather must be managed to limit inconsistency.

### **8.2 Presentation**

The stages must be presented to the competitor consistently. Moving target systems must activate and present in a predictable and identical way.

### **8.3 Classifiers**

Classifiers must be set up exactly as detailed in the WSB.

### **8.4 Paper Targets**

A minimum of 50% of the A zone must be available for engagement.

Standard targets require a minimum spacing of 15mm between targets. Overlapping standard targets must have a 15mm non scoring zone separating the individual targets.

Where X-ring scoring is used, the X rings must be presented in black.

### **8.5 Steel**

Any use of steel targets or hard cover must be designed so that it is not possible to engage from within 7 metres.

Steel targets must not be presented at an angle of greater than 45 degrees to the shooting position.

## **8.6 Demarcated Areas**

### **8.6.1**

The bounds of the demarcated area must be clearly marked by the use of fault lines or a Shoot Box.

### **8.6.2**

Fault lines must be visibly and tangibly distinguishable from the surrounding area.

### **8.6.3**

Each shot fired whilst contacting the ground outside the demarcated area will incur a foot fault penalty whilst in contravention of this rule.

### **8.6.4**

A competitor must remain within the demarcated area. Should a competitor exit the demarcated area by contacting the ground at any point, all shots fired prior to returning to the demarcated area at the departure point will incur a foot fault penalty.

### **8.6.5**

Transiting between designated Shoot Boxes will not incur a penalty under Rule 8.6.4

## **8.7 Props and Obstacles**

These must not provide any danger to the competitor. There must be 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, otherwise the penalty will be as listed in the WSB. Props or obstacles outside the demarcated area may not be used for support. A procedural penalty will be incurred for each shot fired while supported.

## **8.8 Engagement Parameters**

The stage design or description may dictate reloads, engagement sequence, firing positions, and firing styles. Competitors who have a disability that prevents them from shooting a certain position may not be required to shoot in that position. An alternative must be presented for them. The penalty for taking the alternative will be as listed in the WSB.

## **8.9 Shots Unlimited**

A Course of Fire with no maximum number of shots is deemed as “Shots Unlimited”. The competitor may use the extra shots and time to better their score.

## **8.10 Shots Limited**

A Course of Fire or part thereof that designates a maximum number of shots is deemed as "Shots Limited". Penalties will apply for extra shots and extra hits where applicable.

## **8.11 Written Stage Briefings (WSB)**

Written Stage Briefings are required for all stages and are required to contain the following information-

### **8.11.1 Start Position**

The competitor's location, direction and position.

Unless indicated otherwise, the start position is loaded, holstered, standing, facing directly downrange, anywhere in the demarcated area, hands loose by sides. The standing start position is a natural relaxed upright position. Head, shoulders, hips and feet as vertically in line as practicable. Feet shoulder width apart, hands loose by sides.

The RO may direct the competitor until an acceptable start position is achieved.

### **8.11.2 Procedure**

Description of procedure. Order of shooting positions and targets. Any restrictions on shooting styles and use of props. The number of hits required on each paper target.

Unless otherwise indicated, the targets may be engaged in any order, 2 hits per paper and fell all steel, as seen, from within the demarcated area.

### **8.11.3 Scoring**

Shots Limited or Unlimited.

### **8.11.4 Targets**

Type and quantity.

### **8.11.5 Rounds**

Minimum number of rounds for a Shots Unlimited stage, maximum number for a Shots Limited stage.

### **8.11.6 Start signal**

Audible or visual.

### **8.11.7 Stop signal**

Last shot, visual or audible.

### **8.11.8 Penalties**

As per Rule Book.

Any additional penalties as applicable under **Rule 8.6 or 8.7**

## **8.12 Resetting**

It is the responsibility of the RO to ensure that targets are patched and steel targets are reset and painted before each competitor attempts the course of fire. Notwithstanding, a stage that is not reset is not grounds for a competitor to self-stop a stage. The competitor must complete the course of fire unless stopped by the RO. At the completion of the stage the competitor can alert the RO. Should the RO not be able to accurately determine the competitors score a reshoot will be given under Rule 12.3

# **PART 9—STAGE PROCEDURES**

## **9.1 Written Stage Briefing (WSB)**

A WSB conforming to **Rule 8.11** must be suitably posted on the range the stage is constructed.

## **9.2 Verbal Stage Briefing**

The stage CRO must assemble the squad and read the WSB as written and completely.

## **9.3 Walkthrough**

Competitors are prohibited from entering a stage prior to the Verbal Stage Briefing.

Following the Verbal Stage Briefing, competitors are permitted a walkthrough of the stage to confirm target locations and possible shooting positions.

Any moving targets or activated props in the stage will have their activation demonstrated by the RO prior to the commencement of the walkthrough period. The targets will remain presented throughout the walkthrough and reset for the first competitor.

The MD may elect to set a maximum squad walkthrough time limit. **Where a time limit is set, the RO will give a call at “one minute” prior to the completion of the allowed time. At the conclusion of the allowed time, the RO will call “clear the range”.** Competitors must then immediately exit the stage.

## **9.4 Competitor Presentation**

Competitors are to present to the stage with their firearm unloaded and holstered. This includes all ammunition required for the stage and otherwise prepared to complete the Course of Fire.

## **9.5 Competitor Order**

The competitor order will be called by the Scorer.

## **9.6 Start Position**

Competitors are expected to be ready at the start position when the resetting of the stage is complete.

## **9.7 Range Officer Commands**

### **9.7.1 “Make Ready”**

This command signifies the start of course of fire. The competitor is permitted to take a sight picture, prepare the revolver and assume the starting position as defined in the WSB. **Dry firing or spin testing multiple moon clips is not permitted.**

### **9.7.2 “Are You Ready?”**

This command is asking if the competitor is prepared to proceed. If the competitor is ready to proceed, no response is necessary.

If the competitor isn't prepared, it is their responsibility to inform the RO by calling “Not Ready”. The RO will then allow a short period of time before again making the “Are you ready?” call.

### **9.7.3 “Stand By”**

This command is advising the competitor that the start signal is imminent.

### **9.7.4 “Start Signal”**

The start signal will be either audible or visual and within a nominal 2-3 seconds following the “Stand by” command.

The RO may abort or overrule the start signal in certain circumstances by using the “Stand easy” or “Stop” commands. The RO will resolve the issue and restart the competitor from the “Make Ready” command.

### **9.7.5 “Stand easy”**

This command may be used following the “Make Ready” command but prior to a competitor commencing their attempt at the course of fire. The competitor is to remain in the start position, pending further instructions from the RO. The RO will resolve the issue and restart the competitor from the “Make Ready” command.

### **9.7.6 “Stop”**

This command may be used at any time during the course of fire. The competitor must immediately cease firing, stop moving, ensure the muzzle is pointed in a safe direction, and wait for further instructions from the RO.

### **9.7.7 "Unload and show clear."**

If the competitor has been issued the “Stop” command, the RO will issue this command.

### **9.7.8 "If you are finished, unload and show clear."**

If the competitor has finished their attempt at the COF, they will remove all ammunition from the revolver cylinder and hold the revolver in a position that allows the RO to confirm it is unloaded.

### **9.7.9 "If clear, close cylinder and holster."**

After the RO issues this command, the competitor is prohibited from firing. The competitor will close the cylinder, holster the revolver and apply the holster lock if fitted. Any shooter who fires after this command is given will be disqualified.

### **9.7.10 "Range is clear."**

This command signifies the end of the course of fire.

## **9.8 Competitor Assistance or Interference**

Competitors are not to be assisted or interfered with during their attempt at a given COF, other than for safety related issues. Wilful interference by a spectator or official may be grounds for a reshoot under **Rule 12.8**. Where accidental interference by an official occurs ie. contact with the RO or poor RO positioning, the competitor may be granted a reshoot under **Rule 12.2**.

Any competitive assistance given to the competitor by spectators or officials may result in procedural penalties for the competitor if an advantage has been gained.

A competing spectator that either assists or interferes with a competitor on the line may be subject to disqualification under **Rule 2.4**

## **PART 10—TARGETS**

### **10.1 Standard Targets**

#### **10.1.1 NRA-D1**

- X Zone - hits scored within the central 4 inch diameter ring.
- A Zone - hits scored between the 4 and 8 inch diameter rings.
- B Zone - hits scored between the 8 and 12 inch diameter rings.
- C Zone - hits scored between the 12 inch diameter ring and edge of target.
- An NRA D-1 may be used to represent a NRA AP-1 by applying a black sticker over the X Zone. However, the target perforations determine the score.

#### **10.1.2 NRA AP-1**

- X Zone - hits scored with in the central 4 inch diameter ring .
- A Zone - hits scored between the 4 and 8 inch diameter rings.
- B Zone - hits scored between the 8 and 12 inch diameter rings.
- C Zone - hits scored between the 12 inch diameter ring and edge of target.
- The NRA AP-1 target may NOT be used for classifiers.

### **10.2 Hard Cover**

Hard cover may be represented by painting or over cladding sections of the standard target typically in black. **Where a stage contains both X-ring targets and hard cover, an alternate hard cover colour (excluding white) may be used and specifically noted in the WSB.** The transition between scoring and non scoring areas must be sharply defined. ie, by use of tape. Full diameter hits into the hard cover will **not** be scored as a **hit**.

### **10.3 Soft Cover**

Soft cover may be represented as a penetrable vision barrier that obscures the target but allows scoring hits on the targets behind.

### **10.4 Special Scoring Zones**

Special scoring zones may be represented by painting or over cladding sections of the standard target in contrasting colours except black or white. Special scoring zones cannot be used on targets with soft or hard cover.

## **10.5 No Shoot Targets**

No Shoots may be represented by painting or over cladding sections of the standard target white. Full diameter hits into the No shoot will incur a 5 second penalty. There is no limit on the number of penalties that can be incurred. **When No Shoot targets are used in a stage, any steel targets in that stage must be painted a colour other than white.**

## **10.6 Steel Plates**

Are steel targets either Fixed and attached to a stand or Falling and placed on a support. Should a Falling Plate rotate to an angle beyond 45 degrees to the competitor but not fall, the Range Officer is to stop the competitor and grant a reshoot.

If the competitor re-engages and fells the plate before being stopped by the RO, the plate is deemed as hit and is not subject to a reshoot.

## **10.7 Poppers and Knockdown Targets**

Are steel targets connected by a hinging system to a base and may be used to activate another target device.

Must be calibrated according to Rule **10.8 Calibration**.

Must be felled to be assessed as a hit.

## **10.8 Calibration**

### **10.8.1 Calibration revolver**

Prior to the start of the match a revolver is to be designated for calibration.

### **10.8.2 Calibration ammunition**

Prior to the start of the match a sufficient supply of identical ammunition is to be designated for calibration.

### **10.8.3 Power Factor**

The designated revolver and ammunition combination must chronograph between 115 and 119 power factor. A 3 round average is to be used.

### **10.8.4 Approval**

Once approved by the RM, the calibration revolver and ammunition are not subject to protest.

### **10.8.5 Calibration Zone**

In the case of a popper, the calibration zone is the complete disk formed at the top of the target.

### **10.8.6 Calibration Distance**

Must be from the furthest practical (as distinct from furthest possible) engagement position available within the course of fire.

### **10.8.7 Calibration Angle**

Must be less than 45 degrees.

### **10.8.8 Pre-match Calibration**

All knockdown steel targets.

### **10.8.9 Calibration Challenge**

A competitor may challenge a falling target hit within the calibration zone but remains standing. The target is not to be approached or touched. The RM is summoned to test.

### **10.8.10 Calibration Test**

The RM using the designated revolver and ammunition is to fire one shot at the calibration zone from a position nearest but no further than the competitor engaged the target in question. A hit in the calibration zone that fells the target will cause the competitor to get scored a miss. A hit outside the calibration zone will result in a reshoot for the competitor. A complete miss by the RM will require subsequent attempts until the target is hit.

### **10.8.11 Target Interference**

Should the challenged target be interfered with by a Match Official, the competitor will be granted a reshoot.

Should the challenged target be interfered with by any other person, the target will be scored as a miss.

Should the challenged target fall without interference prior to calibration, the competitor will be granted a reshoot.

## **10.9 Target Arrays**

A group of individual targets may be designated as an array. An array may be used to mandate that a group of targets are to be engaged from a nominated position and/or by a nominated procedure. FTE penalties will be accrued for each target in an array not engaged.

## **10.10 Stop Plates**

A plate or popper may be designated as a Stop Plate. It will be painted in a clearly distinguishable colour to any other plates or poppers in the COF. A hit on this plate stops the time for the competitors attempt at the COF. No further scoring shots taken after a stop plate is hit will count for score. See also **11.3.5 Failure to Engage** and **11.3.10 Failure to Hit Stop Plate**

# **PART 11—SCORING**

## **11.1 Raw Time**

Once the stage is completed and the range has been cleared by the RO, they will read out the time taken by the competitor to complete the course of fire.

## **11.2 Target Hits**

The targets will be assessed by the RO or delegated Match Official and all hits called for scoring. Should a hit touch a perforation or scoring line, the score called is to be for the higher scoring zone.

### **11.2.1 X Zone**

Minus time as shown in the WSB.

### **11.2.2 A Zone**

No time added.

### **11.2.3 B Zone**

Plus 1 second.

### **11.2.4 C Zone**

Plus 2 seconds.

### **11.2.5 Fixed Steel**

No time added for hit.

### **11.2.6 Knockdown Steel**

No time added if felled.

## **11.3 Penalties**

Any penalties assessed by the RO or delegated Match Official will be called for scoring.

### **11.3.1 Miss**

Plus 5 seconds. Failure of the competitor to make the required number of hits on the target.

### **11.3.2 No Shoot**

Plus 5 seconds. Incurring a hit on a designated No Shoot target. Hits must be fully within the No Shoot scoring area.

### **11.3.3 Premature Start**

Plus 5 seconds. A failure of the competitor to be in the nominated Start Position at the start signal. The competitor may redress a premature start by re-assuming the start position, but only if done so prior to touching the revolver.

### **11.3.4 Foot Fault**

Plus 5 seconds. Any shots fired while contacting the ground outside the demarcated area will incur a foot fault penalty for each shot fired whilst in contravention of this rule. Also refer **Rule 8.6 Demarcated Areas**

### **11.3.5 Failure to Engage (FTE)**

Plus 5 seconds. A failure of the competitor to fire at a given target **in accordance with the WSB**. This is additional to any miss penalties incurred on that target. Only 1 FTE can be occurred per target. The FTE penalty does not apply to a disappearing target (Rule 11.12) or to any remaining unengaged targets once a par time has expired or a stop plate has been hit.

### **11.3.6 Procedural**

Plus 5 seconds. A failure of the competitor to follow a section of the WSB **resulting in an actual, perceived or potential advantage**. If a significant advantage is assessed to have been gained, the RO may apply 1 Procedural Penalty per shot fired. A competitor may redress the procedural error, but only within the confines of the WSB.

**Note-** It may not be possible to redress the error without incurring other penalties.

### **11.3.7 Extra Hit**

Plus 5 seconds. Any additional hits incurred on a target beyond those nominated in the WSB. Only applicable to a Shot Limited Stage.

### **11.3.8 Extra Shot**

Plus 5 seconds. Any additional shots fired at a target beyond those nominated in the WSB. Only applicable to a Shot Limited Stage.

### **11.3.9 Overtime Shot**

Plus 5 seconds. An Overtime Shot is defined as any shot more than 0.31 secs after the Par Time.

### **11.3.10 Failure to Hit Stop Plate**

Plus 30 seconds.

## **11.4 Stage Time**

The stage result will be the Raw Time, plus Target Hits, plus Penalties to determine the Total Time for the Stage.

## **11.5 Match Time**

Match time will be the total of all Stage Times.

## **11.6 Verification**

The RO must notify the squad if the stage is to start being scored prior to the completion of the competitors attempt at the COF. The competitor or their delegate is permitted to accompany the RO as the targets are scored. The competitor or delegate may challenge a called score immediately upon it's being called. The target may only be touched by the RO or RM until the score is verified. Any call unchallenged will be considered to be verified by the competitor. Any misses or penalties must be specifically brought to the attention of the competitor or their delegate.

## **11.7 Challenges**

Should a hit be challenged by a competitor or their delegate, the RO must reassess the target using overlay gauges and re-call the score. If the competitor again challenges the call, the target will be removed, marked with the competitors name, securely stored and replaced to allow the stage to continue. The RM will then be summoned to assess the target. The RMs decision on the score will be final.

## **11.8 Recording of Scores**

Scores must be recorded completely and accurately in duplicate. The competitor will be given the opportunity to check and sign off on the recorded scores. One copy of the scores will be forwarded to the Statistician and the other retained by the competitor.

## **11.9 Electronic Scoring**

Electronic scoring is permitted. State and National Level matches must have the on screen score verified and approved by the competitor. **The competitor is encouraged to take a photo of the verification page on each stage.**

## **11.10 Scoring Alterations**

The RM must approve any alterations to competitor approved scores. The competitor must be notified of the changes and the reason.

## **11.11 Shoot Throughs**

Paper targets are considered impenetrable for the purposes of scoring. A bullet that continues downrange to another paper target will not be scored again. If it is not possible to determine which hits on the downrange target are the result of a shoot through the highest scoring hits will be called.

Should the bullet fell a steel plate further downrange a reshoot will be granted under **Rule 12.5.**

## **11.12 Skid shots**

Shots fired at a timed turning target will not be scored as hits if the greatest horizontal dimension exceeds a length greater than one and a half times the bullet diameter.

## **11.13 Disappearing Targets**

Targets that permanently disappear completely during the COF are not subject FTE penalties. Miss penalties still will be incurred.

## **11.14 Moving Targets**

Moving targets that have a realistic portion of the target remaining visible throughout the COF may incur both miss and failure to engage penalties.

## **11.15 Interim Results**

Interim stage results are to be published at the completion of the match. A verification period of one hour will be allowed for competitors to check the results against their copies. At the completion of one hour the scores are considered to be verified.

## **11.16 Final Results**

Final results are to be published at the range immediately following the presentations.

## **11.17 Withdrawing a Stage**

Should scoring, mechanical or logistical circumstances prevent a stage from being able to be scored completely, accurately and fairly the RM may elect to withdraw that stage from the match. Any scores recorded on that stage will be deleted from the match results.

# **PART 12—RESHOOTS**

## **12.1 Range Equipment Malfunction**

Any failure of range equipment to perform as required or otherwise present an inconsistent stage to the competitor.

## **12.2 Stage Safety**

Where the RO stops the competitor mid-stage due to safety concerns outside the control of the competitor.

## **12.3 Incomplete Scoring**

Where the scoring is unable to be completely and accurately recorded and presented to the competitor for acceptance.

## **12.4 Calibration**

Where a calibration challenge is upheld.

## **12.5 Shoot Throughs**

Where a shoot through **or ricochet** causes a stage to be unable to be completed or scored accurately.

## **12.6 Stage Reset**

Where a stage is not sufficiently reset to allow the completion or accurate scoring of the stage.

## **12.7 Missing Scores**

Where all copies of the competitors scores are missing.

## **12.8 Special Circumstances**

Where the RM and MD decide there are unique circumstances.

## **PART 13—PROTESTS**

### **13.1 Verbal Protest**

Competitor protests regarding scoring and/or RO decisions must be initially made verbally to the RO in charge of the stage. The RO will then summon the RM for a decision. If unsatisfied with the decision of the RM, the competitor may elect to submit a written protest within one hour of the decision.

### **13.2 Written Protest**

A competitor may elect to submit a written protest to the MD regarding the actions of a competitor or Match official. The written protest must be accompanied by a Protest Fee of \$100.

### **13.3 Arbitration Committee**

On receipt of the Written Protest and Protest Fee, the MD must form an Arbitration Committee consisting of one Match Official and two competitors.

The MD, RM and any Match Officials from the stage in question must be excluded from selection. The competitors chosen for the Arbitration Committee must be competing in a different Division than the protesting competitor.

### **13.4 Arbitration Hearing**

The committee is to hear the testimony of both sides and any relevant witnesses. Following the testimonies, the committee will retire to make a decision. The committee's decision and reasoning will be in writing and published prior to the final match scores being posted. A copy of the decision is to be forwarded to the Secretary following the event. The committee's decision is final. If the protest is upheld the Protest Fee will be refunded.

## **PART 14—SIDE EVENTS**

### **14.1 Shoot Off Event**

The MD may elect to conduct a shoot off event as a un-scored stage.

The event may consist of one or multiple stages with a WSB published for each stage.

## **14.2 Rimfire Event**

The MD may elect to conduct a separately scored Rimfire Event using revolvers compliant with Rimfire Division as detailed in Rule 3.5. This event can be part of the main match or an independent match.

The event may consist of one or multiple stages with a WSB published for each stage.

Rule 6.2 does not apply to this event.

Part 7 of these rules does not apply to this event.