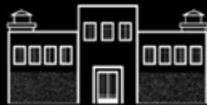


Practical Shooting



THE GAOL EVENTS
URBAN AIRSOFT

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01 – The Founding Concepts of PS

The Practical Shooting (PS) we are to provide at The Gaol Events will form a multi gun-centric shooting sport based on simulated tactical and defence scenarios.

The PS competition format was designed to be enjoyable for all shooters of all skill levels, with a premium put on the social interaction and camaraderie of the members. Participation in PS events requires the use of handguns, holsters, Rifles and Shotguns and other equipment suitable for concealed carry self-defence and tactical shooting. With that in mind, and keeping the shooters' best interests in mind, PS will use established Airsoft equipment that are based on commonly available firearms and gear, allowing individuals the opportunity to compete with minimal investment.

Our main goal is to test the skill and ability of the individual and offer a fun sport with regards Target Shooting.

1.1 PS Fundamental Principles

The Fundamental Principles are a guide to all members.

- 1.1.1 Promote safe and proficient use of Realistic Imitation Firearms (RIF's) and equipment suitable for Airsoft.
- 1.1.2 Offer a practical shooting sport encouraging competitors to develop skills and fellowship with likeminded shooters.
- 1.1.3 Provide a level playing field for all competitors that solely tests the skill and ability of each individual, not their equipment.
- 1.1.4 Provide separate divisions for equipment and classifications for shooters, such that firearms with similar characteristics are grouped together and people with similar skill levels compete against each other along with equipment classifications for rigs, plate carriers etc.
- 1.1.5 Provide shooters with practical and realistic courses of fire, and test skills that could be required to survive life-threatening encounters.
- 1.1.6 **Develop** and maintain an infrastructure that will allow PS to be responsive to our shooters. While PS can never be all things to all people, respectful constructive suggestions from our members, which follow PS Fundamental Principles, will always be welcome.

1.2 PS Strict Principles of Safety

As with any firearm competition, safety is the primary and fundamental concern. The Four Rules of Gun Safety are the basis for the PS safety rules:

- **All guns are always loaded.** □ □ □ **Never let the muzzle cover anything you are not willing to destroy.** □ □ □ **Keep your finger off the trigger till your sights are on the target.** □ □ □ **Identify your target, and what is behind it.** □

1.3 Principles of Shooting PS

1.3.1 Equipment Principles

Allowed equipment will meet the following criteria:

- 1.3.1.1 RIF's - all RIF's must be within holsters or slung prior to any course taking place, exceptions to this is solely Shotguns if running a 3 Gun Course as this may be left at a weapons station.

1.3.1.2 Round Limits – We will only allow a max of 30rnd Magazines for each weapon, NO HICAP Mags are to be used this includes extended pistol magazines. Midcap Magazines will be filled with 30rnds prior to each course run.

1.3.2 Participation Principles

1.3.2.1 Competitors will not attempt to circumvent or compromise any stage by the use of inappropriate devices, equipment, or techniques.

1.3.2.2 Competitors will refrain from unsportsmanlike conduct, unfair actions, and the use of illegal equipment.

1.3.2.3 The PS Rulebook is not intended to be an exhaustive description of all allowed and disallowed equipment and techniques. Shooter equipment and techniques should comply with the basic principles of PS and be valid in the context of a sport that is based on self-defence and Tactical scenarios. A reasonable application of common sense and the PS Founding Concepts will be employed in determining whether a particular device, technique, or piece of equipment is permitted under the PS rules.

1.3.2.4 At its core, PS is a self-defence and Tactical Shooting scenario based sport. The props used to create the Course of Fire (CoF) are often Cars, barricades etc. The CoF will indicate available shooting positions. The props will be defined in the CoF walk through.

1.3.2.5 Individual walk through of a CoF, including air gunning, and taking sight pictures, are not permitted within the CoF boundaries.

1.3.2.6 Shooting from behind cover is a basic premise of PS. Competitors will use all available cover in a CoF.

1.3.2.7 Re-shoots are allowed for stage equipment failures or SO interference.

1.3.3 Course of Fire Principles

1.3.3.1 One issue critical to the long-term success of this shooting discipline is that problems shooters are asked to solve must reflect Tactical and self-defence principles. PS should help promote basic sound gun handling skills and test skills a person would need in a Tactical & concealed-carry encounter. Requirements such as the use of cover while engaging a target, reloading behind cover, and limiting the number of rounds per string were all based upon that principle.

1.3.3.2 A CoF should test a competitor's shooting skills. Allowances will be made for physically challenged or disabled shooters. Match Directors should always attempt to make the CoF accessible for all shooters.

1.3.3.3 While we recognize that there are many schools of thought in training for self-defence and Tactical shooting, the primary focus of PS is in the continuing development of safe and sound gun handling skills that are universally accepted.

1.3.3.4 PS rules will be equally enforced for all classifications of PS members.

02 – Safety Rules

Colonel Jeff Cooper's Four Basic Rules of Firearm Safety:

- **All guns are always loaded.**
- **Never let the muzzle cover anything you are not willing to destroy.**
- **Keep your finger off the trigger till your sights are on the target.**
- **Identify your target, and what is behind it.**

Jeff Cooper's Four Basic Rules of Firearm Safety have appeared in the beginning pages of books, videos, and training courses for more than 30 years. They are time honoured and although they are not PS safety rules, they serve as the foundation of the safety rules below.

2.1 The Safety Rules below serve as the cornerstone for every PS shooter, Safety Officer (SO), Match Director (MD) to follow so that our events are safe and enjoyable to a wide range of participants. They are to be adopted for all PS events.

2.2 Unsafe firearm handling will result in immediate Disqualification (DQ) from the PS match. Examples (non-inclusive list):

2.2.1 Endangering any person, including yourself. This includes sweeping one's self or anyone else with a loaded or unloaded firearm. Sweeping is defined as allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person.

2.2.1.1 Exception: Some body types combined with some holster types makes it almost impossible to holster a firearm or remove the firearm from the holster without sweeping a portion of the shooter's lower extremities. Thus, a match Disqualification is not applicable for sweeping of the shooter's own body below the belt while removing the firearm from the holster or holstering of the firearm, provided that the shooter's trigger finger is clearly outside of the trigger guard. However, once the muzzle of the firearm is clear of the holster on the draw, sweeping any part of the body is a Disqualification.

2.2.2 Pointing muzzle beyond designated "Muzzle Safe Points" if used, or beyond the 180-degree Muzzle Safe Plane if used.

2.2.3 A discharge:

2.2.3.1 In the holster.

2.2.3.2 Striking up range of the shooter.

2.2.3.3 Before the start signal.

2.2.3.4 While transferring a firearm from one hand to the other.

2.3 Dropping a Firearm.

2.3.1 Dropping a loaded or unloaded firearm or causing it to fall, during Load and Make Ready, the shooting of a string or stage, reloads or malfunction clearance or during Unload and Show Clear will result in Disqualification from the match. If a shooter drops a firearm the SO will immediately give the command "Stop". The shooter will be disqualified from the PS match.

2.3.2 If a competitor drops a loaded or unloaded firearm or causes it to fall within a stage boundary it is a Disqualification from the match.

2.4 Impact resistant eye protection are required to be used by everyone attending a PS shooting event. The responsibility for safe and serviceable eye protection falls completely on the shooter or spectator.

2.5 Fingers must be obviously and visibly outside the trigger guard during loading, unloading, drawing, holstering, while moving (unless engaging targets) and during malfunction clearance.

2.6.1 First offense is a Procedural Error penalty. Second Offense is a DQ from the match.

2.6.2 Each "Finger" violation will be clearly noted on the shooter's score sheet for tracking purposes.

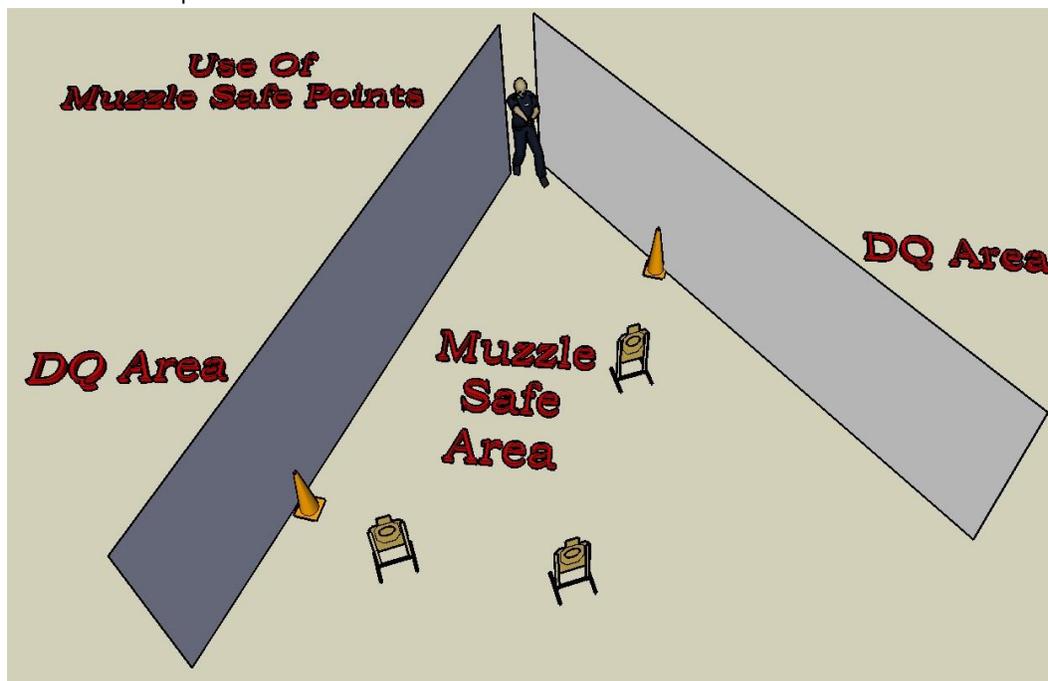
2.7 The normal condition of pistols not in use during a Course of Fire (CoF) is holstered and unloaded, with hammer down or striker forward and magazine removed or cylinder empty. Loaded firearms may only be handled in the safe area when supervised by the MD or a SO. Magazines, speed loaders, and may be reloaded while off the firing line, but the shooter's firearm can be loaded or unloaded only under the direction of the SO. (See the rule below regarding Cold Ranges, Hot Bays, and Hot Ranges.)

2.8 All CoFs will be started with the Weapons holstered or Slung, safeties engaged as required by different divisions, and hands clear of equipment, unless other positions for the pistol are stipulated in the CoF description, (table top, drawer, pack, purse, in the firing hand, glove box etc.)

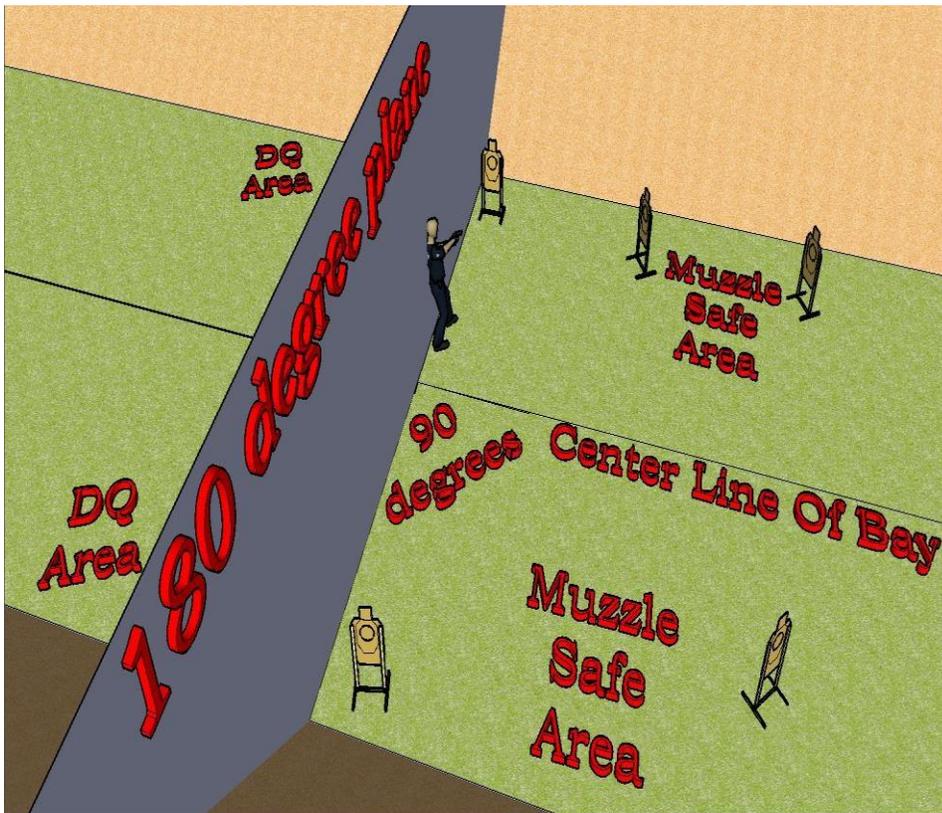
2.9 Muzzle Safe Points. 2.9.1 If the muzzle of the shooter's firearm points further up range than a "Muzzle Safe Point" the shooter will be disqualified from the match. The shooter will be given the command "Stop." The shooter will stop immediately, place the trigger finger obviously and visibly outside the trigger guard of the firearm, and wait for further instructions from the SO.

2.9.2 There are two types of Muzzle Safe Points used in PS. The CoF description will describe which type of muzzle safe point is used. One or both may be used on a single stage, however if no muzzle safe cones or flags are present on a stage, the default is the 180 rule.

2.9.2.1 A Muzzle Safe Point is a physical and clearly visible marker such as a doorway, window or marker tape attached.



2.9.2.2 The 180-degree plane is an imaginary infinite vertical plane drawn through the centreline of the shooter's body, perpendicular to the centreline of the shooting bay and that moves with the shooter as the shooter moves through the stage.



2.9.3 When facing downrange the violation of the 180-degree plane when drawing from a muzzle rearward holster configuration or while holstering a firearm into a muzzle rearward holster configuration is not an infraction.

2.12 Range Commands

2.12.1 Many of the range commands given to a shooter by the SO are for safety, while the rest are for stage administration.

2.12.2 The complete set of IDPA Range Commands are:

2.12.3.1 Range Is Hot, Eyes

This is the first command given to each shooter starting the action of shooting a stage. This command signifies the start of the CoF. The shooter will make sure that their eye protection is in place. It is also notification to anyone in the shooting bay to check that their own eye protection is properly fitted.

2.12.3.2 Load and Make Ready

When the shooter has eye protection in place, the SO will issue the Load and Make Ready command. The shooter will prepare the firearm and magazines to match the start position for the stage. Typically this is to load the firearm and holster, but may include non-typical loading or staging of equipment. The shooter will then assume the starting position necessary for the stage. If the shooter's firearm is not to be loaded for the start of a stage the command used will be "Make Ready."

2.12.3.3 Are You Ready?

2.12.3.3.1 After "Load and Make Ready," the SO will ask the shooter "Are You Ready?" If ready, the shooter should respond verbally, or by obvious nodding of the head, but may

also choose to stand ready. If there is no response from the shooter in approximately three (3) seconds the shooter is assumed to be ready.

2.12.3.3.2 If the shooter is not ready when this question is asked the shooter must respond “Not Ready”. If the shooter continues to not be ready, the shooter must take a step out of the starting position. When ready the shooter will assume the starting position and the “Are You Ready” question will be asked again.

2.12.3.3.3 The shooter is expected to be ready to proceed approximately fifteen (15) seconds after the “Load and Make Ready” command. If the shooter is ill prepared and needs more than fifteen seconds to get ready, the shooter will be advised that he/she is being given approximately fifteen (15) seconds more to prepare. If the shooter is still not ready after that period, he/she has earned a Procedural Error penalty and will be moved down in the shooting order.

2.12.3.4 Standby

This command is given after the shooter is ready. This command will be followed by the start signal within one (1) to four (4) seconds. The shooter may not move or change positions between the

“Standby” command and the start signal, unless required to do so by the CoF.

2.12.3.5 Finger

This command is given when the shooter's finger is not obviously and visibly outside the trigger guard when it should be, as noted above.

2.12.3.6 Muzzle

This command is given when the muzzle of the shooter's firearm is pointed near a muzzle safe point.

The shooter must correct the errant muzzle and continue with the stage. See muzzle safe points above.

2.12.3.7 Stop

This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage is not correct. The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction. Failure to immediately stop and remove the trigger finger from within the trigger guard will result in Disqualification from the match.

2.12.3.8 Cover

This command is given when a shooter is not properly using cover. Refer to rule 3.5 for specifics of using cover.

2.12.3.9 If Finished, Unload and Show Clear

This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition will be removed from the firearm and a clear chamber/cylinder will be shown to the SO. If the shooter is not finished, the shooter should finish the stage and the command will be repeated.

2.12.3.12 Holster

The Shooter will safely holster the firearm.

2.12.3.13 Range Is Clear

This command indicates to the shooter and anyone within the stage boundaries that the range is clear. This command begins the scoring and resetting of the stage.

2.14 The SO will stop a shooter that has started a CoF and is not wearing proper eye protection, and a reshoot will be given to the shooter. If the shooter's eye protection becomes dislodged during a CoF, the same action applies. If the shooter discovers missing or dislodged eye protection before the SO and stops, the shooter will also be given a reshoot. A shooter who intentionally loses or dislodges eye and/or ear protection during a CoF will be disqualified.

2.16 The MD should make every effort to ensure that all items used in a PS match are in good condition and safe as used. This includes permanent fixtures in the shooting bay, the bays themselves, props, static and moving targets, target holders, doors, walls, barrels, tables, reactive targets, etc.

03 – Shooting Rules

3.5 Cover

When cover is available it must be used when engaging targets, unless the shooter is "in the open" and must engage targets "in the open." Shooters may not cross or enter any openings (doorways, open spaces, windows, etc.) without first engaging targets visible from those locations.

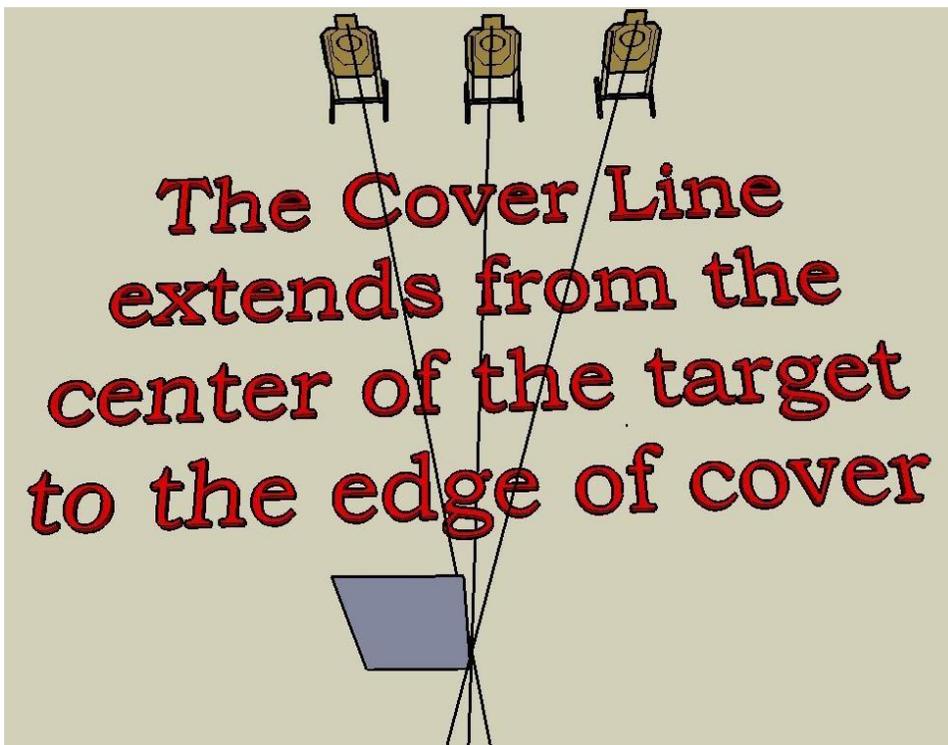
3.5.1 Stages will have one or more of the following cover situations:

3.5.1.2 In a stage with cover where the shooter starts "in the open" with targets to be engaged "in the open." Up to 6 targets may be "in the open" while the shooter is stationary or while moving to the next shooting position.

3.5.1.3 The shooter engages targets from cover.

3.5.1.4 When moving between two positions of cover the shooter "discovers" a target during movement either behind a vision barrier or after a target is activated and "appears." Up to 6 targets may be "discovered" or "surprise" targets "in the open" and must be engaged on the move.

3.5.2 The cover line extends back from the centre of the target body -0 zone to the point of the physical barrier up range to the stage boundary. If the entire body -0 zone is not visible to the shooter, the cover line extends back from the centre of the visible -0 zone.



3.5.3 At no time should a shooter stand directly in a window or port to engage targets. Shooters must slice the pie around the edge of the window or port. The portion of the shooter's body above and below the window or port is of no concern when with using cover around the edge of the window or port. The opposite sides of a single window or port shall be considered separate positions of cover.

3.5.5 If the shooter fires a shot out of cover, prior to being given a cover warning, then the following applies:

3.5.5.1 A PE is assessed.

3.5.5.2 The SO should not call "Cover" after the shot has been fired.

3.5.5.3 Rationale: The shooter has already earned the PE since the shooter broke the shot before the SO could provide the courtesy cover warning. Once the PE has been earned, if the SO subsequently calls cover, then the shooter is in effect being penalized twice, once for shooting out of cover, and then by taking the time to move back into cover. However, an inadvertent or delayed cover warning by the SO, subsequent to the shot firing, does NOT invalidate the PE assessment nor does it necessitate a re-shoot.

3.5.5.4 If the shooter breaks cover, and moves back behind cover before firing a shot, then no PE is assessed.

3.5.6 If the shooter is given a "Cover" call and still fires a shot out of cover, a PE is assessed.

3.6 Cover and Reloads

3.6.1 All reloads must be performed behind cover; however, if a shooter runs the firearm empty while engaging targets "in the open," as required or allowed by the CoF description, the shooter may initiate an Emergency Reload while advancing to the next shooting position specified in the CoF. The shooter may not engage or re-engage any more "in the open" targets until after reaching the next shooting position.

3.6.2 If the shooter did not completely engage all of the "in the open" targets before running the firearm empty, no Procedural Error penalty shall be assessed for a failure to engage targets per the CoF description.

3.6.2.1 If the shooter reloads and continues to engage or re-engage targets while moving to the next shooting position, a Procedural Error penalty will be assessed for each shot fired.

3.6.2.2 The shooter has the option of going back to cover to reload, if available and if going back can be done safely. After a reload behind cover the shooter may engage or re-engage the "in the open" targets.

3.6.3 A shooter can reload behind cover while stationary or moving along a single contiguous piece of cover as long as the shooter is not visible to any un-engaged targets while reloading. That is, if there is contiguous cover from the last shooting position along the path the shooter is traveling, the shooter may move and reload as long as the shooter is not visible to any un-engaged targets while reloading.

3.6.4 A shooter may not leave cover, cross or enter any openings with an empty firearm, even if visible targets have been engaged or there are no visible targets. A shooter may not leave cover, cross or enter any openings while reloading, even if visible targets have been engaged or there are no visible targets.

3.6.4.1 If a shooter starts to cross an opening with an empty firearm, realizes the mistake, moves back behind cover and completes a reload before leaving cover then no penalty is assessed.

3.7 At no time is it permissible to fire while holding a magazine, speed loader, or loose ammunition. Holding shall be defined as touching, grasping or supporting a magazine, speed loader.

3.8 A penalty will be assessed any time a loaded Magazine (magazine, speed loader) is dislodged and falls out of a pouch during a course of fire. This includes the case where a magazine is inside an ammunition pouch and they are both dislodged.

3.8.1 Ammunition pouch: Any location a shooter chooses to store a loaded or partially loaded magazine can include pockets.

3.8.2 Dropping a loaded magazine or speed loader/moon clip involved in a reload, during a reload does not incur a penalty as long as the shooter retrieves and properly stows the loaded magazine or speed loader/moon clip prior to the firing of the last shot in the string of fire.

3.8.3 Malfunction Clearing Exception: When clearing a malfunction, the magazine or speed loader/moon clip that may have caused the malfunction does not need to be retained by the shooter and will incur no penalty if dropped.

3.11 Firearms and magazines must always be loaded to the shooter's division capacity, unless otherwise specified by the stage description.

3.11.1 Firearms and magazines manufactured such that they cannot be loaded to the division capacity may still be used as long as they are loaded to their maximum capacity and meet all other criteria for that division.

3.12 Once the shooter has assumed the "ready position" and the "Standby" command has been given, the shooter's physical position may not be changed prior to the start signal, with the exception of head movements, provided such movements do not contradict the ready position requirements specified in the stage description.

3.13 Unless specified otherwise in the stage description, the default ready position is defined as the shooter standing erect with body relaxed and hands resting naturally at sides.

3.14 Start Position Errors

3.14.1 If an SO determines that a shooter was allowed to start in an incorrect start position (at the time the “Standby” command was given,) a reshoot is required and no penalty is assessed.

Note: This rule does not apply to equipment start condition (loaded with correct number of rounds, etc.)

3.14.2 When a stage is started in an incorrect start position and the shooter notices but the SO does not notice, the shooter must request a reshoot immediately following the holster command and prior to the scoring of targets. If not requested during this period, no reshoot will be allowed.

3.15 No shooter can reshoot a stage or string for firearm or “mental” malfunctions. Reshoots are required for stage equipment malfunctions. If an SO feels he has interfered with a shooter, he will offer a reshoot to the shooter immediately following the holster command and prior to the scoring of targets, as determined by the SO. If a shooter feels he has been interfered with by an SO, the shooter must request a reshoot immediately following the holster command and prior to the scoring of targets. The MD will determine if a reshoot request is granted.

3.16 Flashlight Usage Rules

3.17.1 If a shooter elects or is required to use a flashlight on a stage, the default starting position for the flashlight is in the shooter's support hand or on the weapon of choice with the light off, unless otherwise dictated by the stage description. The stage description may not force the shooter to start with the flashlight stowed on his or her body.

3.17.2 Once the stage begins the flashlight may be left on during the entire stage at the shooter's discretion.

3.17.3 The flashlight must be retained by the shooter throughout the course of fire.

3.17.4 A dropped flashlight does not incur a penalty as long as the shooter retrieves the flashlight prior to firing the next shot in the string of fire. Note: if a shooter drops a flashlight, the SO may, at their discretion, illuminate the area for safety reasons until the shooter retrieves the flashlight. This will not be deemed SO interference.

3.17.5 The shooter's flashlight may be used to recharge night sights any time after the start signal, but not prior.

3.18 Range Commands to be used in PS shall be:

3.18.1 Range Is Hot – Eyes

3.18.2 Load and Make Ready (or Make Ready for unloaded gun starts.)

3.18.3 Are You Ready? (If no response, shooter is assumed ready.)

3.18.4 Standby

3.18.5 Finger

3.18.6 Muzzle

3.18.7 Stop

3.18.8 Cover

3.18.12 Holster

3.18.13 Range is clear

03.19 PS Shooter Responsibilities and Code of Conduct By

shooting PS Matches, I agree to the following:

- 3.19.1** I will follow all of the safety rules of PS and the host range. The safety of the shooters, match officials, and bystanders shall always be my primary objective.
- 3.19.3** Prior to and during a match, I will refrain from the use of alcohol, substances, or medications that may negatively impact my ability to shoot safely.
- 3.19.4** I recognize that it is my responsibility to maintain a working knowledge of the current PS rulebook.
- 3.19.5** I will adhere to the PS purpose and principles and will not wilfully break any IDPA rule.
- 3.19.6** I will listen carefully and refrain from talking during shooters' briefings and stage briefings.
- 3.19.9** I understand it is my responsibility to be ready to shoot when called to the line.
- 3.19.10** I understand it is my duty to help reset stages between shooters unless I am the current shooter, the on-deck shooter or have just finished shooting, unless instructed otherwise by an SO.
- 3.19.11** I will not communicate with others in a threatening, harassing, or abusive manner.
- 3.19.12** it is my responsibility to check my match scores within the verification period to see that they are correct.
- 3.19.14** if I have a question or an issue, my first contact is with the SO at the Events,
- 3.19.15** I understand that violations of these responsibilities and code of conduct will result in my Disqualification from a match.

04 – Scoring Rules

- 4.0.1** The scoring system in PS is designed to reward a balance of accuracy with speed. PS scoring converts everything to a time score and the lowest time wins. The scoring system is also designed to be very simple to understand and use.
- 4.0.2** The main thing to remember when scoring in PS is that everything is based on time, the raw time it takes to shoot a stage and the accuracy of the hits on the targets, where inaccuracy adds time to the score. Part of the simplicity of IDPA scoring comes from not using the total points of a target, and instead using points down on each target. Each point down adds a 1 second to the time for the stage.

4.1 Unlimited Scoring

- 4.1.1 Unlimited** Scoring allows the shooter to shoot at each target as much as deemed necessary, as long as this does not violate other PS rules. The best hits on a target are used for score. This gives the shooter the option to make up misses or hits that he/she is not satisfied with, to improve their score. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses and a Procedural Error penalty is assessed for not following the CoF description.
- 4.1.2 Each** Course of Fire description will specify how many hits are required on each target. For example if three (3) hits are required on each target, then the best three hits will be scored, if there are more than three hits on the target.
- 4.1.3 To** tally an Unlimited score, take the time it took to complete the strings of fire (raw time from the shot timer) and total up the points down from each target. The raw time is added to the total points down for the stage and then added to any other penalties if applicable.

4.2 Limited Scoring

4.2.1 Same as Unlimited Scoring described above except the number of shots to fire in a string is limited to exactly the number specified in the CoF description. Additionally, the Failure to neutralize penalty does not apply in Limited Scoring stages.

4.3 Incomplete Stage

4.3.1 If a shooter has started a stage but cannot finish the stage due to a broken firearm or personal injury the score will be calculated to the point of Stopping.

4.4 Did Not Finish Match (DNF)

4.4.1 A shooter that chooses not to shoot a stage will be given a DNF for that stage but may continue to shoot other stages for no total match score.

4.4.2 A shooter that chooses not to shoot a stage must notify the SO before the Load and Make Ready command.

4.5 Always award any reasonable question on scoring to the shooter.

4.5.1 If the Safety Officer has to look at a target very closely for an extended time to determine if a shot has touched a better scoring line, the better value will be used. PS scoring will not use scoring plugs or overlays. When a Safety Officer has a reasonable doubt on a scoring call, the SO will award the better score to the shooter. This also applies to possible doubles. However, this does not automatically mean that every miss is a double.

4.5.2 Video of shooters cannot be used to determine the shooter's score or appeal an SO's decision.

4.6 A radial tear is not used to give a shooter a better score. If the actual area of the bullet hole does not reach the next better scoring ring, the shooter gets the lower score even if the tear reaches the next higher scoring ring.

4.9 Hard Cover / Soft Cover Scoring Implications

4.9.1 Stage props are commonly used to represent hard cover or impenetrable objects such as walls, cars, barricades, and furniture such as desks and file cabinets. Truly impenetrable objects may also be used as hard cover in a stage.

4.11 Threat and Non-Threat Target Designation

4.11.1 Non-threat targets must be designated by displaying a distinct colour as mentioned during the course brief, at least one of which must be visible from all shooting positions where the target may be shot.

4.11.2 Threat targets may be designated by displaying a plain white and grey target that is visible from all shooting positions where the target may be shot. Threat target designation is not mandatory, but is highly recommended. In no case should a threat indicator and non-threat be positioned on the same target. Threats indicators cannot look similar to non-threat hands. Targets must be easily identified as threat or non-threat.

4.11.3 Threats indicators of different kinds all have equal threat value and do not change target engagement priority.

4.11.4 Threat and non-threat indicators may be painted or marked on the targets or covering clothing, or may be clipped or stapled to the target.

4.12 Shoot Through

On a shoot through of a non-threat target that also strikes a threat target, the shooter will get the penalty for the non-threat target hit and will get credit for the scored hit on the threat target. The reverse also applies when a round on a threat target penetrates a non-threat or threat behind it. All target shoot through count.

4.13 Failure to Neutralize

A Failure to Neutralize (FTN) is defined as any scored target without a down zero or down one hit, no matter how many hits are made. A reactive target (steel, reactive polymer, etc.) must react properly to a hit or it is scored as a FTN in addition to applicable points down. A Failure to neutralize a target adds 5 seconds to the shooter's score, per infraction.

4.14 Hit on Non-Threat

A hit on Non-Threat (HNT) is defined as a hit in any scoring zone of a target that is designated a non-threat.

A reactive non-threat target (steel, reactive polymer, etc.) must react properly to a hit to be scored as a HNT. Each hit on a Non-Threat adds 5 seconds to the shooter's score.

4.22 Touching Targets

4.22.1 Shooters or their delegate will not touch or interfere with any target that has just been shot and has not yet been scored by the SO or Scorekeeper unless specifically authorized by the SO or Scorekeeper. If a target is interfered with by the shooter or designee before it is scored, that target will be scored as all misses. Additionally, the original hits on the target will be used to determine if an FTN score also applies. Example: a target requiring two shots, with two down three hits that is touched by the shooter will be scored as two misses and a FTN.

4.22.2 If a target is taped before it is scored, the SO will try to give the correct score if it can be discerned. Otherwise, the shooter will be given a reshoot.

4.22.3 The SO or Scorekeeper will not touch a target on the front or back of the target near the bullet holes before or during the scoring process.

4.22.4 If a target is scored and taped before the shooter or designee can see the target, the score stands.

4.22.5 If a target is not taped between shooters, the SO will try to give the correct score if it can be discerned. Otherwise, the shooter will be given a reshoot.

4.23 Targets where a scoring dispute is ongoing will be pulled from the stage and held for arbitration by the Chief Safety Officer or Match Director.

4.24 Calibration of Reactive Targets

4.24.1 Reactive targets must physically react to score. All reactive targets in a Sanctioned Match, poppers, plates, etc., will be calibrated so they will react properly with a "good hit" using a pistol

at 280fps. The Match Director or designee will calibrate all reactive targets in a match before the first shot is fired in competition each day and at the Match Director's discretion throughout the match. The stage SOs can call for a reactive target calibration on their stage at any time if deemed necessary.

4.24.2 Targets must be situated to minimize shift, twist, or move during a match, so that proper calibration is not lost as the match continues.

4.24.4 To calibrate a reactive target, fire one round at the target from the most likely firing position in the stage and hit the calibration zone of the target. If the target does not react properly, change the target setup and repeat. The target must react correctly three times in a row to be deemed properly calibrated. If the calibration zone is missed, repeat this step.

4.24.5 If during a CoF a reactive target does not react properly when hit, the competitor has three choices.

4.24.5.1 The competitor shoots the target until it reacts properly, the target is scored as hit, and the stage score stands. In this case, no calibration challenge will be allowed.

4.24.5.2 The target does not react properly and the shooter does not challenge the calibration, the target is scored as a miss and the stage score stands. A challenge after the shooter knows the stage score or individual target scores will not be allowed.

4.24.5.3 The target does not react properly to a hit and the shooter wishes to challenge the calibration. The challenge must be made to the SO running the shooter, immediately after the "Range Is Clear" command is given, and before the shooter knows the stage score or the individual target scores. Challenges occurring after this point will not be allowed. Whether the shooter completed the stage or not does not affect the challenge process. When an appropriate challenge is made the reactive target and the surrounding area will not be touched or interfered with by anyone until calibration is checked. As part of the challenge process, the SO will immediately collect 7 rounds of ammunition from those used in the stage from the shooter and these will be sent to the chronograph for testing.

4.24.6 If the target is touched or interfered with by match staff, MD, SOs or another competitor, the shooter will be given a reshoot.

4.24.7 If the target is touched or interfered with by the shooter or designee the target will be scored as a miss and the CoF will be deemed completed. If the shooter did not complete the stage then Incomplete Stage scoring will be used to determine the shooter's score for this stage.

4.24.8 Should the target fall without interference prior to calibration (i.e. wind, etc.) the shooter will be given a reshoot.

4.24.9 Calibration Checking Process

4.24.9.1 One round will be fired at the reactive target calibration zone from the same position as the shooter used to engage the target.

4.24.9.2 If the target is hit in the calibration zone or below and the target reacts properly, the calibration is deemed correct and the target will be scored as a miss. If the shooter did not complete the stage then Incomplete Stage scoring will be used to determine the shooter's score for the stage.

4.24.9.3 If the target is hit above the calibration zone, the Calibration Checking Process failed and the shooter will be given a reshoot.

4.24.9.4 If the target is hit anywhere on the score-able surface and the target does not react properly, the target calibration will be deemed improper, and the shooter will be given a reshoot after the target is recalibrated.

4.24.9.5 If the target is missed, fire another round at the calibration zone.

05 – Penalties Rules

5.1 Procedural Error (PE)

5.1.1 Adds three (3) seconds per infraction and is assessed when:

5.1.1.1 A shooter fails to follow the procedures set forth in the stage description.

5.1.1.2 A shooter breaks a rule of the game.

5.2 Course of Fire (CoF): A CoF will be defined as beginning at the point the Safety Officer Issues the “Range Is Hot, Eyes and Ears” command to the shooter. The CoF will continue to the point the SO issues the “If finished, unload and show clear” command. If the shooter indicates he/she is not finished and continues shooting, the CoF will continue until the “If finished, unload and show clear” command is accepted by the shooter.

5.2.1 CoF penalties will apply during the time the CoF is in progress.

5.2.2 Safety Penalties will apply prior to, during, and after the CoF.

5.4 Mobility—challenged shooters who choose not to perform an action required by the CoF (kneeling, prone, etc.) will received one (1) PE per action not performed. If the shots cannot be taken safely or the targets cannot be acquired without performing the required action, then the shooter will receive one (1) PE per target, plus the points down per target, without receiving a Failure to Neutralize (FTN).

5.5 Failure to Do Right (FTDR)

Adds twenty (20) seconds to total score and is assessed for use of inappropriate devices and unfair actions. Note: The FTDR is intended to be used solely as a penalty for deliberate attempts on the part of the shooter to circumvent or violate the competition rules to gain a competitive advantage. It should not be assessed for inadvertent shooter errors, or in cases where it is obvious that the shooter gained no competitive advantage by their actions. In these cases, the shooter should be assessed a PE rather than an FTDR. All FTDRs must be approved by the MD.

5.6 Disqualification (DQ):

Disqualification means the shooter may not continue in any part of the PS match, may not re-enter in another division, and may not shoot any side matches. The shooter's score will be reported as DQ. A shooter must be disqualified for the following reasons:

5.6.1 Unsafe firearm handling as defined in the Safety Rules Section.

5.6.2 Receiving more than one FTDR during a single match.

5.6.3 Unsportsmanlike conduct

5.6.4 Violations of the Shooter's Code of Conduct

5.7 All DQs must be confirmed by the MD

06 – Stage Design Rules

6.1 A Stage Description cannot override the rulebook except under the following conditions: **6.1.1 to** address a safety concern as it applies to the limits of the range

6.1.3 Specify the number of rounds in the firearm at the start of the stage, up to division capacity.

6.1.4 Specify the start condition and position for the firearm, and the start position for ammunition feeding devices.

6.1.5 Specify the shooter start position.

6.2 PS stages are divided into two general categories:

6.2.1 Scenario Stages - A stage that attempts to represent a target engagement that could actually happen. Scenario stages must have a written scenario description and must use Unlimited Scoring.

6.2.2 Standards-type Stages - Any stage that is designed to test the shooter's performance of the various techniques employed in PS shooting. Standards stages may use Limited or Unlimited scoring, and may require Loaded Chamber/Cylinder Reloads on the clock.

6.3 No foot-fault lines may be used on any scenario stage, however they may be used on Standards stages.

6.4 Stage boundaries must be defined at each stage.

6.13 Only one (1) non-threat target may be used for every two (2) threat targets in any string of fire.

Example:	1-2 threat targets = 1 non-threat target.
	3-4 threat targets = 2 non-threat targets.
	5-6 threat targets = 3 non-threat targets.
	7-8 threat targets = 4 non-threat targets, etc.

6.14 No threat target shall be located so that it can be hit by shooting through another threat target.

6.15 The last target in any course of fire must not be a disappearing target.

6.16 No stage shall be designed such that an ammunition feeding/loading device must be loaded during the CoF on the clock.

08 – Equipment Rules

8.1 Firearms - General

8.1.1 Division Summary

8.1.1.1 PS is divided into six (6) regular divisions that are entirely separate. None of the following divisions compete against any other division: 3 Gun Rifle, Shotgun and Pistol; 2 Gun Rifle and Pistol; Pistol Only Un Modified; Pistol Modified, Revolver (REV) and sub divisions of all the previous to be Belt Rig or Plate Carrier.

Not for Competition (NFC) is an optional division for local matches only and can be any combination of weapon.

8.1.2 Magazine Loading

8.1.2.1 All magazines must be loaded to division capacity at the start signal throughout the match except in the following cases:

8.1.2.2 If a magazine is used that holds less than division capacity, the shooter will load all magazines to the capacity of the lowest magazine throughout the match.

8.1.2.3 The CoF description may require reduced magazine loading.

8.1.2.4 In the Revolver division the shooter must load the revolver and all loading devices with the same number of rounds throughout the match unless the above loading exceptions apply.

8.1.3 Division Capacity

There are no limits for the amount of magazines you may carry, however for any competition they must only be held in pouches, loose magazines are not permitted.

8.1.5 Unserviceable Firearm Rule

8.1.5.1 In any single match, a shooter must use the same firearm for all stages unless it becomes unserviceable.

8.1.5.2 If the shooter determines that the firearm has become unserviceable, he will notify a Safety Officer who will notify the Match Director.

8.1.5.3 Once the shooter declares the firearm is unserviceable, it may not be used for the duration of the match.

8.1.5.4 The shooter may continue the match at the next start signal. Previous strings may not be re-shot.

8.1.5.5 Any same-division legal replacement firearm may be used.

8.1.6 Legal Modifications for All Divisions

8.1.6.1 Lasers that are incorporated into the firearm or sights are allowed if they comply with all other division rules.

8.1.7 No High Capacity Mags, box mags or shotguns using anything other than shells are permitted.

8.2 Firearms - Divisions

8.2.1 3 Gun

8.2.1.1 Handguns permitted for use in 3 gun must:

8.2.1.1.1 Have only internal modifications at a maximum, no additional optics are allowed for 3 gun.

8.2.1.1.2 be semi-automatic.

8.2.1.1.3 be double action.

8.2.1.1.4 Be a Maximum of 26 rnds (however if a competitor is using a single stack magazine a max of 15rnds can be used to ensure fair competition)

8.2.1.2 Rifles & Shotguns

8.2.1.2.1 May use either iron sight or Optic, (we may add an alternate class for iron sight only)

8.2.1.2.2 Have a max rnd capacity in each magazine of 30rnds

8.2.1.2.3 Rifles must be attached with a sling at all times.

8.2.1.2.4 Shotguns must be Shell fed only and no optics are permitted.

8.2.1.3 2 gun as above with variants on weapon choice.

8.2.2 Un Modified Pistol

8.2.2.1 Stock Pistols with no alterations from stock both internally or externally.

8.2.2.3 ESP Excluded Features and Modifications (Non-Inclusive list):

8.2.3 Modified Pistols

8.2.3.1 Handguns permitted for use in Modified Pistols must:

8.2.3.1.1 be semi-automatic.

8.2.3.1.4 ANY form of modification to a pistol results in it being classified as a modified Pistol Class

8.2.4 Revolvers

8.2.4.1 Handguns permitted for use in Revolver Class must be:

8.2.4.1.1 be semi-automatic.

8.2.4.1.1 Modified and Un Modified Revolvers will compete in the same class.

8.2.6

8.2.6.1 The Sub Divisions will work for timings with regards those competitors running Full TAC Vest load outs etc. or solely Belt Rigs.

8.2.7 Not for Competition (NFC)

8.2.7.1 PS encourages shooters to practice their gun handling skills with commonly carried firearms. Many everyday carry firearms do not fit into the 6 competition divisions.

8.2.7.2 PS allows clubs to add a "Not for Competition" scoring division for any competitions. This division allows any form or combination of weapon etc. competitors can also Carry optics, activated lasers, non-illuminated mounted lights, and other pistols which do not fit into the other competition divisions to participate in local club matches.

8.2.7.3 All other PS equipment rules apply for holsters Mag Pouches and Slings as well as their placement on the body.

8.2.7.4 All PS rules apply
Regards magazine capacity

8.2.7.5 Clubs are not required to implement this provision, and Match Directors are allowed discretion with implementation so that match quality remains high.

8.3 Ammunition

8.3.0.1 Any form of 6 or 8mm BB are acceptable that would be allowed on any Skirmish site within the UK

8.3.1.7 The Max FPS for any weapon is 400 on a .2 BB and a min of 280 to ensure each target can be activated as per calibration.

8.4 Belts

No limit ref belts used

8.5 Holsters

8.5.1 Criteria of a PS Legal Holster / Holster Requirements:

8.5.1.1 Must be suitable for weapon it is holding.

8.5.1.2 Must locate the weapon securely in place.

8.5.1.3 Must be worn on a belt or Rig.

8.5.1.4 Must prevent activation of the trigger while holstered.

8.5.1.5 Must hold the firearm with enough tension to allow the wearer to complete normal daily tasks without fear of losing the firearm.

8.5.1.6 The shooter's holster location must remain on the same side of the body throughout the entire course of a match.

8.5.1.13 All retention devices on the holster must be used.

8.5.1.14 Retention devices may be permanently removed or permanently disabled, but not temporarily disabled for a match.

8.6 Mag Pouches

8.6.1 General Mag Pouch Rules

8.6.1.1 Instead of using Mag Pouches, shooters may carry spare mags in their pockets.

8.6.1.2 Mags must be held in pouches or pockets during the CoF

8.7 Tac Gear

8.7.1 Any vest, Rig worn for the intention of carrying equipment will be classed as the Tactical Sub Division in all classes

8.8 Miscellaneous

8.8.1 Knee Pads & Elbow Pads

8.8.1.1 Hard shell kneepads and elbow pads are allowed.

8.8.1.2 Soft shelled pads, braces, and tape may be worn throughout a match without being concealed, provided they are worn for each stage of the match.

8.8.3 Gloves

Gloves may be used.

8.8.4 Flash Lights:

8.8.4.1 Lights may not be attached to the shooter's hand, wrist, or arm in any fashion.

8.8.4.2 Rings or straps that go around any part of the shooter's body (finger, palm, wrist, etc.) are not allowed.

8.8.4.4 Lanyards may be present, but may not be used.

8.8.4.5 Torches may be used if attached to a weapon of choice however cannot be taped and have to be attached with an appropriate Rail etc.