

INTERNATIONAL PRACTICAL SHOOTING CONFEDERATION

RIFLE COMPETITION RULES

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TABLE OF CONTENTS

Page No.

CHAPTER 1: Course Design	1
1.1 General Principles	1
1.1.1 Safety	1
1.1.2 Quality	1
1.1.3 Balance	1
1.1.4 Diversity	1
1.1.5 Freestyle	1
1.1.6 Difficulty	1
1.1.7 Challenge	1
1.2 Types of Courses	1
1.2.1 General Courses of Fire	1
1.2.2 Special Courses of Fire	2
1.2.3 Supplementary Courses of Fire	2
1.3 IPSC Sanctioning	2
CHAPTER 2: <u>Range and</u> Course Construction and Modification	3
2.1 General Regulations	3
2.1.1 Physical Construction	3
2.1.2 Safe Angles of Fire	3
2.1.3 Minimum Distances	3
2.1.4 Target Locations	3
2.1.5 Range Surface	3
2.1.6 Obstacles	3
2.1.7 Common Firing Lines	3
2.1.8 Target Placement	3
2.1.9 Berms	4
2.2 Course Construction Criteria	4
2.2.1 Charge Lines and Fault Lines	4
2.2.2 Not A applicable	4
2.2.3 Barriers	4
2.2.4 Not A applicable	4
2.2.5 “Cooper” Tunnels	4
2.2.6 Stage Props	4
2.2.7 Windows and Ports	4
2.3 Modifications to Course Construction	4
2.4 Safety Areas	5
2.5 Test Firing/Sighting-In Bay	6
2.5.6 Vendor Areas	5 6
2.6 Unloading/Loading Station	6
2.7 Hygiene Areas	6
CHAPTER 3: Course Information	7
3.1 General Regulations	7
3.1.1 Published Courses of Fire	7
3.1.2 Non-Published Courses of Fire	7
3.2 Written Stage Briefings	7
3.3 Local, Regional and National Rules	7
CHAPTER 4: Range Equipment	8
4.1 Targets – General Principles	8
4.2 IPSC Approved Rifle Targets – Paper	8
4.3 IPSC Approved Rifle Targets – Metal	9
4.4 Frangible Targets	9 10
4.5 Rearrangement of Range Equipment or Surface	9 10
4.6 Range Equipment Failure and Other Issues	10

CHAPTER 5: Competitor Equipment.....	11
5.1 Rifles.....	11
5.2 Carry and Storage and Competitor Equipment.....	12
5.3 Appropriate Dress.....	12
5.4 Eye and Ear Protection.....	12
5.5 Ammunition and Related Equipment.....	13 12
5.6 Chronograph and Power Factors.....	13
5.7 Malfunctions – Competitor’s Equipment.....	14
5.8 Official Match Ammunition.....	15
CHAPTER 6: Match Structure.....	17
6.1 General Principles.....	17
6.1.1 String	17
6.1.2 Standard Exercise	17
6.1.1 Course Of Fire.....	17
6.1.3 2 Stage.....	17
6.1.4 3 Match.....	17
6.1.5 4 Tournament.....	17
6.1.6 5 Grand Tournament.....	17
6.1.7 6 League.....	17
6.1.8 Shoot Off	17
6.2 Match Divisions.....	17
6.3 Match Categories.....	18
6.4 Regional Teams.....	18
6.5 Competitor Status and Credentials.....	18 19
6.6 Competitor Scheduling and Squadding.....	19
6.7 International Classification System (“ICS”).....	19 20
CHAPTER 7: Match Management.....	20 21
7.1 Match Officials.....	20 21
7.1.1 Range Officer (“RO”).....	20 21
7.1.2 Chief Range Officer (“CRO”).....	20 21
7.1.3 Stats Officer (“SO”).....	20 21
7.1.4 Quartermaster (“QM”).....	20 21
7.1.5 Range Master (“RM”).....	20 21
7.1.6 Match Director (“MD”).....	20 21
7.2 Discipline of Match Officials.....	20 21
7.3 Appointment of Officials.....	20 21
CHAPTER 8: The Course of Fire.....	21 23
8.1 Rifle Ready Conditions.....	21 23
8.2 Competitor Ready Condition.....	21 23
8.3 Range Communication.....	21 24
8.3.1 “Load And Make Ready”.....	22 24
8.3.2 “Are You Ready”.....	23 24
8.3.3 “Standby”.....	23 24
8.3.4 “Start Signal”.....	23 24
8.3.5 “Stop”.....	23 24
8.3.6 “If You Are Finished, Unload And Show Clear”.....	23 24
8.3.7 “If Clear, Hammer Down, Open Action”.....	23 24
8.3.8 “Range is Clear”.....	23 24
8.3.9 Visual and/or Physical Signals.....	24
8.3.10 Chronograph Station and Equipment Compliance Check.....	25
8.4 Loading, Reloading or Unloading During a Course of Fire.....	23 25
8.5 Movement.....	23 25
8.6 Assistance or Interference.....	23 25
8.7 Sight Pictures, Dry Firing and Range Course Inspection.....	23 25
CHAPTER 9: Scoring.....	24 27
9.1 General Regulations.....	24 27

9.1.1	Approaching Targets	24	27
9.1.2	Touching Targets	24	27
9.1.3	Prematurely Patched Targets	24	27
9.1.4	Unrestored Targets	24	27
9.1.5	Impenetrable	24	27
9.1.6	Hard Cover	24	27
9.1.7	Target Sticks	24	28
9.2	Scoring Methods	25	28
9.3	Scoring Ties	25	28
9.4	Scoring and Penalty Values	26	28
9.5	Scoring Policy	26	28
9.6	Score Verification and Challenge	27	29
9.7	Score Sheets	27	30
9.8	Scoring Responsibility	28	30
9.9	Scoring of Moving <u>Disappearing</u> Targets	28	31
9.10	Official Time	29	31
9.11	Scoring Programs	29	31
CHAPTER 10: Penalties		30	32
10.1	Procedural Penalties – General Regulations	30	32
10.2	Procedural Penalties – Specific Examples	30	32
10.3	Match Disqualification – General Regulations	32	33
10.4	Match Disqualification – Accidental Discharge	32	33
10.5	Match Disqualification – Unsafe Gun Handling	31	34
10.6	Match Disqualification – Unsportsmanlike Conduct	33	35
10.7	Match Disqualification – Prohibited Substances	33	35
CHAPTER 11: Arbitration and Interpretation of Rules		34	36
11.1	General Principles	34	36
11.1.1	Administration	34	36
11.1.2	Access	34	36
11.1.3	Appeals	34	36
11.1.4	Appeal to Committee	34	36
11.1.5	Retain Evidence	34	36
11.1.6	Preparing the Appeal	34	36
11.1.7	Match Official's Duty	34	36
11.1.8	Match Director's Duty	34	36
11.1.9	Arbitration Committee's Duty	34	36
11.2	Composition of Committee	34	36
11.2.1	Level III and <u>or</u> h Higher matches	34	36
11.2.2	Level I and Level II matches	34	36
11.3	Time Limits and Sequences	34	37
11.3.1	Time Limit for Appeal to Arbitration	35	37
11.3.2	Decision Time Limit	35	37
11.4	Fees	35	37
11.4.1	Amount	35	37
11.4.2	Disbursement	35	37
11.5	Rules of Procedure	35	37
11.5.1	Committee's Duty and Procedure	35	37
11.5.2	Submissions	35	37
11.5.3	Hearing	35	37
11.5.4	Witnesses	35	37
11.5.5	Questions	35	37
11.5.6	Opinions	35	37
11.5.7	Inspect Area	35	37
11.5.8	Undue Influence	35	37
11.5.9	Deliberation	35	37
11.6	Verdict and Subsequent Action	35	37
11.6.1	Committee Decision	35	37
11.6.2	Implement Decision	35	37
11.6.3	Decision is Final	36	38
11.6.4	Minutes	36	38
11.7	Third Party Appeals	36	38

11.8 Interpretation of Rules	36 38
CHAPTER 12: Miscellaneous Matters.....	37 39
12.1 Appendices.....	37 39
12.2 Language.....	37 39
12.3 Disclaimers	37 39
12.4 Gender.....	37 39
12.5 Glossary	37 39
12.6 Measurements	38 40
APPENDIX A1: IPSC Match Levels	41
APPENDIX A2: IPSC Recognition.....	42
APPENDIX A3: Shoot-Off Elimination Table	43
APPENDIX B1: Target Presentation.....	44
APPENDIX B2: IPSC Target.....	45
APPENDIX B3: IPSC Mini Target	46
APPENDIX B3 B4: IPSC Universal Target.....	47
APPENDIX B4 B5: IPSC A4/A Target	48
APPENDIX B5 B6: IPSC A3/B Target.....	49
APPENDIX C1: Calibration/ Testing of IPSC Poppers	50
APPENDIX C2: IPSC Poppers Calibration Zones	51
APPENDIX C3: IPSC Metal Plates.....	52
APPENDIX C4: Daily Chronograph Report Form	54
Appendix D1: Semi Auto Open Division	
Appendix D2: Semi Auto Standard Division	
Appendix D3: Manual Action Open Division	
Appendix D4: Manual Action Standard Division	
APPENDIX D: Rifle Divisions	55
Appendix E1: “J” Ladder for 16 Competitors	
Appendix E2: “J” Ladder for 8 Competitors	
APPENDIX F1: Scoring Hand Signals	56

CHAPTER 1: Course Design

The following general principles of course design list the criteria, responsibilities and restrictions governing course designers as the architects of the sport of IPSC shooting.

1.1 General Principles

- 1.1.1 Safety – IPSC matches must be designed, constructed and conducted with due consideration to safety.
- 1.1.2 Quality – The value of an IPSC match is determined by the quality of the challenge presented in the course design. Courses of fire must be designed primarily to test a competitor's IPSC shooting skills, not their physical abilities.
- 1.1.3 Balance – Accuracy, Power and Speed are equivalent elements of IPSC shooting, and are expressed in the Latin words "Diligentia, Vis, Celeritas" ("DVC"). A properly balanced course of fire will depend largely upon the nature of the challenges presented therein, however, courses must be designed, and IPSC matches must be conducted in such a way, as to evaluate these elements equally.
- 1.1.4 Diversity – IPSC shooting challenges are diverse. While it is not necessary to construct new courses for each match, no single course of fire must be repeated to allow its use to be considered a definitive measure of IPSC shooting skills.
- 1.1.5 Freestyle – IPSC matches are freestyle. Competitors must be permitted to solve the challenge presented in a freestyle manner and, for handgun and shotgun matches, to shoot targets on an "as and when visible" basis. After the start signal, courses of fire must not require mandatory reloads nor dictate a shooting position, location or stance, except as specified below. However, conditions may be created, and barriers or other physical limitations may be constructed, to compel a competitor into shooting positions, locations or stances.
 - 1.1.5.1 Level I and Level II matches are not required to comply strictly with the freestyle requirements or round count limitations (see Section 1.2).
 - 1.1.5.2 ~~Short Courses, Standard Exercises~~ and Classifiers may include mandatory reloads and may dictate a shooting position, location and/or stance. ~~however, mandatory reloads must never be required in other Long Courses.~~
 - 1.1.5.3 ~~General Courses, Standard Exercises~~ and Classifiers may not specify that the weak shoulder is to be used when shooting.
 - 1.1.5.4 If a written stage briefing specifies that a competitor is required to carry, retain or grasp an object during his attempt at a course of fire, Rule 10.2.2 will apply.
 - 1.1.5.5 Course designers may give competitors freedom to await the Start Signal anywhere within the boundaries of a well demarcated firing zone.
- 1.1.6 Difficulty – IPSC matches present varied degrees of difficulty. No shooting challenge ~~or time limit~~ may be appealed as being prohibitive. This does not apply to non-shooting challenges, which should reasonably allow for differences in competitor's height and physical build.
- 1.1.7 Challenge – IPSC ~~Rifle~~ matches recognize the challenges presented when difficulty of using full power rifles firearms in dynamic shooting, and must always employ a minimum power level factor to be attained by all competitors to reflect this challenge.

1.2 Types of Courses

IPSC matches may contain the following types of courses of fire:

- 1.2.1 General Courses of Fire:
 - 1.2.1.1 "Short Courses" – Must not require more than 5 rounds to complete. ~~and no more than 2 shooting locations.~~ If 2 hits per paper target are required, the number of rounds is increased to 10.
 - 1.2.1.2 "Medium Courses" – Must not require more than 10 rounds to complete. ~~and no more than 3 shooting locations.~~ Course design and construction must not require more than 5 scoring targets to

be shot from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view. ~~If more than 5 scoring targets can be shot from a single location, the extra scoring targets must be able to be shot from another shooting location.~~ If two hits per paper target are required, the number of maximum rounds to complete is increased to 20 and the maximum number of scoring hits from any single location or view is increased to 10.

1.2.1.3 "Long Courses" – Must not require more than 20 rounds to complete. Course design and construction must not require more than 5 scoring targets to be available shot from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view. ~~If more than 5 scoring targets can be shot from a single location, the extra scoring targets must be able to be shot from another shooting location.~~ If 2 hits per paper target are required, the number of maximum rounds to complete is increased to 40 and the maximum number of scoring hits from any single location or view is increased to 10.

1.2.1.4 The recommended balance for an IPSC sanctioned match is a ratio of 3 Short Courses to 2 Medium Courses to 1 Long Course. ~~Where possible, it is further recommended that no single COF in a match represents more than 15% of the total match points available.~~ Significant variance from this ratio will not be approved by IPSC.

1.2.1.5 The recommended balance for an IPSC Rifle match with regards to target distance is: 30% of all targets to be less than 60 meters, 50% to be between 60 and 150 meters and 20% to be between 150 and 300 meters.

1.2.2 Special Courses of Fire:

~~1.2.2.1 If 2 hits per paper target are required; "Standard Exercises" must not require more than 24 rounds to complete. Component strings must not require more than 6 rounds (12 rounds if a mandatory reload is specified). The use of the weak shoulder may not be specified.~~

~~1.2.2.2 If 1 hit per paper target is required "Standard Exercises" must not require more than 12 rounds to complete. Component strings must not require more than 3 rounds (6 rounds if a mandatory reload is specified). Mandatory reloads, shooting positions and stances may be specified. The use of the weak shoulder may not be specified.~~

1.2.2.3 1 "Classifiers" – Courses of fire ~~published~~ authorized by a Regional Directorate and/or IPSC, which are available to competitors seeking a regional and/or international classification. Classifiers must be ~~set up~~ set up in accordance with these rules and be conducted strictly in accordance with the notes and diagrams accompanying them. Results must be submitted to the ~~publishing~~ authorizing entity in the format required (with the applicable fees, if any), in order for them to be recognized.

~~1.2.3~~ Supplementary Courses of Fire:

1.2.3.2 + 2 "Shoot-Off" – An event conducted separately from a match. Two eligible competitors simultaneously engage two identical and adjacent target arrays in a process of elimination (see Appendix A3). ~~must not require~~ Each target array must not exceed ~~more than~~ 6 rounds for manual action Divisions, and 12 rounds for semi auto Divisions, ~~to complete~~ and each competitor may be required to perform a mandatory reload between shooting at his first and final targets.

1.3 IPSC Sanctioning

1.3.1 Match organizers wishing to receive IPSC sanctioning must comply with the general principles of course design and course construction as well as all other current IPSC Rules and regulations relevant to the discipline. Courses of fire that do not comply with these requirements will not be sanctioned, and must not be publicized or announced as IPSC sanctioned matches.

1.3.2 Target arrays and presentations included in courses of fire submitted to IPSC, but deemed by IPSC to be illogical or impractical, will not be approved.

1.3.2 3 The IPSC President, his delegate, or an officer of the Confederation (in that order), may withdraw IPSC sanctioning from a match. ~~Such action may be taken at any time where~~ if, in his or their opinion, a match or any component part thereof:

1.3.3.1 Contravenes the purpose or spirit of the principles of course design; or

1.3.3.2 Has been constructed at significant variance to the sanctioned design; or

1.3.3.3 Is in breach of any current IPSC Rules; or

1.3.3.4 Is likely to bring the sport of IPSC shooting into disrepute.

1.3.→ 4 IPSC match level requirements and recommendations are specified in Appendix A1.

CHAPTER 2: Range and Course Construction and Modification

The following general regulations of course construction list the criteria, responsibilities and restrictions applicable to courses of fire in IPSC matches. Course designers, host organizations and officials are governed by these regulations.

2.1 General Regulations

- 2.1.1 Physical Construction – Safety considerations in the design, physical construction, and stated requirements for any course of fire are the responsibility of the host organization subject to the approval of the Range Master. Reasonable effort must be made to prevent injury to competitors, officials and spectators during the match. Course design should prevent inadvertent unsafe actions wherever possible. Consideration must be given to the operation of any course of fire to provide suitable access for officials supervising the competitors.
- 2.1.2 Safe Angles of Fire – Courses of fire must always be constructed taking into account safe angles of fire. Consideration must be given to safe target and frame construction and the angle of any possible ricochets. Where appropriate the physical dimensions and suitability of backstops and side berms must be determined as part of the construction process. Unless otherwise specified, the default maximum muzzle angle is 90 degrees in all directions, measured from the front of the competitor facing directly center downrange. Violations are subject to Rule 10.5.2.
- 2.1.2.1 Subject to the direction and approval of the Regional Director, stage(s) or range specific muzzle angles (reduced or increased) may be ~~approved~~ permitted. Violations are subject to Rule 10.5.2. Full details of the applicable angles and any conditional factors (e.g. a reduced vertical muzzle angle only applies when a finger is inside the trigger guard), must be published in advance of the match and must be included in the written stage briefings (also see Section 2.3). ~~Violations are subject to Rule 10.5.2.~~
- 2.1.3 Minimum Distances – Whenever metal targets or metal hard cover are used in a course of fire, precautions must be taken so that competitors and Match Officials maintain a minimum distance of 50 meters from them while they are being shot. Where possible, ~~the distance should be restricted~~ this should be done with physical barriers. If Fault Lines are used to limit the approach to metal targets, they must be placed at least 51 meters from the targets so that the competitor may inadvertently fault the line and still be outside the 50 meter minimum distance (see Rule 10.4.7). Care should also be taken in respect of metal props in the line of fire.
- 2.1.4 Target Locations – When a course is constructed to include target locations other than immediately downrange, organizers and officials must protect or restrict surrounding areas to which competitors, officials or spectators have access. Each competitor must be ~~allowed~~ permitted to solve the competitive problem in his own way and must not be hindered by being forced to act in any manner which might cause unsafe action. Targets must be arranged so that shooting at them as presented will not cause competitors to breach safe angles of fire.
- 2.1.5 Range Surface – Where possible, the range surface must be prepared prior to the match, and be kept moderately clear of debris during the match, to provide reasonable safety for competitors and officials. Consideration should be given to the possibility of inclement weather and competitor actions. Range Match Officials may add gravel, sand or other materials to a deteriorated range surface at any time, and such range maintenance actions may not be appealed by competitors.
- 2.1.6 Obstacles – Natural or created obstacles in a course of fire should reasonably allow for variations in competitors' height and physical build and should be constructed to provide reasonable safety for all competitors, Match Officials and spectators.
- 2.1.7 Common Firing Lines – Courses of fire where multiple competitors are required to fire simultaneously from a common firing line (e.g. ~~Standard Exercises~~, Shoot-Off), must provide a minimum of 3 meters of free space between each competitor.
- 2.1.8 Target Placement – Care must be taken with the physical placement of a paper target to prevent a “shoot through”.
- 2.1.8.1 Target placement should be clearly marked on the target stands for target replacement and target stands should be securely fixed or their locations should be clearly marked on the range surface to ensure consistency throughout the entire match. Furthermore, target types should be specified and identified on the target frames or stands prior to the start of the match to ensure that a scoring target is not interchanged with a no-shoot after the match has commenced.

- 2.1.8.2 When paper and metal targets are used in close proximity in a course of fire, care must be taken to minimize the risk of splatter from metal targets.
- 2.1.8.3 When IPSC Poppers are used in a course of fire, care should be taken to ensure that the location or foundation area is prepared to provide consistent operation throughout the match.
- 2.1.8.4 Static targets (i.e. those which are not activated), with the exception of the Universal target, must not be presented at an angle greater than 90 degrees from the vertical.
- 2.1.9 Berms – All berms are “off limits” to all persons at all times, except when access to them is specifically permitted by a Range Officer (see ~~Rule 10.6.1~~ Section 10.6).

2.2 Course Construction Criteria

During the construction of a course of fire, a variety of physical barriers may be used to restrict competitor movement and to provide additional competitive challenges as follows:

- 2.2.1 Fault Lines – Competitor movement should preferably be restricted through the use of physical barriers, however, the use of Fault Lines is permitted as follows:
 - 2.2.1.1 To prevent unsafe and/or unrealistic charging at, or retreat from, targets;
 - 2.2.1.2 To simulate the use of physical barriers and/or cover;
 - 2.2.1.3 To define the boundaries of a general shooting area or part thereof.
 - ~~2.2.1.4 Fault Lines should be constructed of wood or other suitable materials, they must rise at least 2 centimeters above ground level, they must be a minimum of 1.5 meters in length, and they should be of a length sufficient to cover the areas most likely to be used by competitors. In any case, Fault Lines are deemed to extend to infinity. Fault lines must be fixed firmly in place to ensure they remain consistent throughout the match.~~
 - 2.2.1.4 Fault Lines must be fixed firmly in place, they must rise at least 2 centimeters above ground level, they should be constructed of wood or other rigid materials, and they should be of a consistent color (preferably red), at every COF in a match. Unless used in a continuous manner to define the boundary of a general shooting area, fault lines must be a minimum of 1.5 meters in length, but they are deemed to extend to infinity (also see Rule 4.4.1).
 - 2.2.1.5 If a COF has a passageway visibly delineated by fault lines and/or a clearly demarcated shooting area, any competitor who takes a shortcut outside the passageway and/or shooting area will incur one procedural penalty for each shot fired after beginning the shortcut.
- 2.2.2 Not ~~A~~ applicable.
- 2.2.3 Barriers – Must be constructed in the following manner:
 - 2.2.3.1 They must be high enough and strong enough to serve the intended purpose. Unless supplemented by a shooting platform or similar, barriers of at least 1.8 meters high are deemed to extend skywards to infinity (also see Rule 10.2.11).
 - 2.2.3.2 They should include Fault Lines projecting rearward at ground level from the side edges.
- 2.2.4 Not ~~A~~ applicable.
- 2.2.5 “Cooper” Tunnels – Are tunnels comprised of braced uprights supporting loose overhead materials (e.g. wooden slats), which may ~~be fall off when~~ inadvertently dislodged by competitors (see Rule 10.2.5). These tunnels may be constructed to any height, but overhead materials must not be heavy enough to cause injury if they fall.
- 2.2.6 Stage Props – Where these items are intended to support a competitor in motion or while shooting targets, they must be constructed with the safety of the competitor and Match Officials as a priority. Provisions must be made to allow Match Officials to safely monitor and control competitor action at all times. Props must be strong enough to withstand use by all competitors.

- 2.2.7 Windows and Ports – Must be placed at a height reachable by most competitors, with a sturdy platform being available for use by others, if requested, without penalty.

2.3 Modifications to Course Construction

- 2.3.1 Match Officials may, for any reason, modify the physical construction or stage procedure for a course of fire, provided that such changes are approved in advance by the Range Master. Any such physical changes or additions to a published course of fire should be completed before the stage begins.
- 2.3.2 All competitors must be notified of any such changes as soon as possible. As a minimum, they must be notified by the official in charge of the course of fire during the squad briefing.
- 2.3.3 If the Range Master approves any such action after the match begins he must either:
- 2.3.3.1 Allow the course of fire to continue with the modification affecting only those competitors who have not already completed the stage. If a competitor's actions caused the change, that competitor must be required to reshoot the ~~altered~~ revised course of fire, subject to Rule 2.3.4.1; or
 - 2.3.3.2 If possible, require all competitors to complete the course of fire as revised with all previous attempts removed from the match ~~scores~~ results.
 - 2.3.3.3 A competitor who refuses to reshoot a course of fire, under this or any other Section, when so ordered by a Range ~~Official~~ Officer, will receive a zero score for that stage, irrespective of any previous attempt.
- 2.3.4 If the Range Master (in consultation with the Match Director) determines that the physical or procedural change results in a loss of competitive equity and it is impossible for all competitors to attempt the revised stage, or if the stage has been rendered unsuitable or unworkable for any reason, that stage and all associated competitor scores must be deleted from the match.
- 2.3.4.1 A competitor who incurred a disqualification in a stage which is subsequently deleted, may be entitled to reinstatement, if the highest level of appeal pursued by the competitor (i.e. the Range Master or the Arbitration Committee, as the case may be), deems that the disqualification was directly attributable to the reasons for the stage being deleted.
- 2.3.5 During inclement weather, the Range Master may order that paper targets be fitted with transparent protective covers and/or overhead shelters, and this order is not subject to appeal by competitors (see Rule 6.6.1). Such items must be applied and remain fitted to all affected targets for the same period of time, until the order is rescinded by the Range Master.
- 2.3.6 If the Range Master (in consultation with the Match Director) deems that climatic or other conditions have, or are likely to, seriously affect the safety and/or conduct of a match, he may order that all shooting activities be suspended, until he issues a "resume shooting" directive.

2.4 Safety Areas

~~The host organization is responsible for the construction and placement of a sufficient number of Safety Areas for the match. They should be conveniently placed and easily identified with signs. Safety Areas should include a table with the safe direction and boundaries clearly shown. Safety Areas should include a suitable gun rack or racks, as they are intended for use by all IPSC disciplines, particularly during Tournaments.~~

- 2.4.1 The host organization is responsible for the construction and placement of a sufficient number of Safety Areas for the match. They should be conveniently placed and easily identified with signs.
- 2.4.2 Safety Areas must include a table with the safe muzzle direction and boundaries clearly shown. If a backstop and/or side walls are included, they must be constructed of materials capable of containing fired rounds. Safety Areas at tournaments and long gun matches must include sufficient gun racks adjacent to, but not in, the Safety Area for secure muzzle-up storage of rifles and shotguns.
- 2.4.4 3 Competitors are permitted to use the Safety Areas unsupervised for the activities stated below provided they remain within the boundaries of the Safety Area and the firearm is pointed in a safe direction. Violations may be subject to ~~match~~ disqualification (see Rule 10.5.1 & 10.5.12).

~~2.4.4 3.1~~ Casing, uncasing, and holstering unloaded firearms.

~~2.4.4 3.2~~ Practice the mounting, drawing, "dry-firing" and re-holstering of unloaded firearms.

~~2.4.4 3.3~~ Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.

~~2.4.4 3.4~~ Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.

~~2.4.2 4~~ Dummy ammunition (~~including practice or training rounds, snap caps and empty cases~~), loaded magazines, loaded speed loading devices and live rounds, whether loose, packaged or contained in magazines or speed loaders, must not be handled in a Safety Area under any circumstances (see Rule 10.5.12).

2.5 Test Firing / Sighting-In Bay

~~2.5.1~~ When available at a match, a test firing bay must be operated under the supervision and control of a ~~an~~ officiating Range Officer.

~~2.5.2~~ Competitors may test the operation of their firearm and ammunition, subject to all existing safety rules and any time limits or other restrictions imposed by a ~~the~~ officiating Range Officer.

~~2.5.3~~ At Level III or higher tournaments and long gun matches, approved IPSC paper and metal targets (where possible, electronically indicating or self-resetting), should be available for use by competitors to aid in the sighting-in of their firearms, in accordance with the guidelines shown in Appendix C3.

2.5 6 Vendor Areas

~~2.5 6.1~~ Vendors (i.e. individuals, corporations and other entities displaying or selling merchandise at an IPSC match) are solely responsible for the safe handling and security of their products and other items in their care, and ensuring they are displayed in a condition that ~~must~~ will not endanger any person. ~~It is recommended that Assembled firearms must be deactivated prior to being displayed.~~

~~2.5 6.2~~ The Range Master (in consultation with the Match Director) must clearly delineate the vendor area, and he may issue "Acceptable Practice Guidelines" to all vendors, who are responsible for their implementation in respect of their own merchandise.

~~2.5 6.3~~ Competitors may handle unloaded vendor's firearms while remaining wholly within the vendor areas, provided reasonable care is taken to ensure that the muzzle is not pointed at any person while being handled.

2.6 Unloading/Loading Station

~~2.6.1~~ If it is possible that some competitors arriving at a range where an IPSC match is being held may be in possession of a loaded firearm on their person (e.g. law enforcement officers etc.), match organizers should provide an Unloading/Loading Station to enable such competitors to safely unload their firearms prior to entering the range, and to safely load their firearms again on departure from the range. The Unloading/Loading Station should be conveniently located outside the entrance to the range (or outside the portion of the range allocated to the IPSC match), it should be clearly sign marked and it must include a suitable impact zone.

2.7 Hygiene Areas

~~2.7.1~~ A sufficient number of hygiene areas, with hand cleansing supplies and facilities, should be provided adjacent to lavatories and near the entrance to food service areas.

CHAPTER 3: Course Information

3.1 General Regulations

The competitor is always responsible to safely fulfil the requirements of a course of fire but can only reasonably be expected to do so after verbally or physically receiving the written stage briefing, which must adequately explain the requirements to the competitors. Course information can be broadly divided into the following types:

- 3.1.1 Published Courses of Fire – Registered competitors and/or their Regional Directorate~~s~~ must be provided with the same course of fire information, within the same notice period, in advance of the match. The information may be provided by physical or electronic means, or by reference to a website (also see Section 2.3).
- 3.1.2 Non-Published Course of Fire – Same as Rule 3.1.1 except that the details for the course of fire are not published beforehand. The ~~stage~~ course of fire instructions are provided in the written stage briefing.

3.2 Written Stage Briefings

- 3.2.1 A written stage briefing approved by the Range Master must be posted at each course of fire prior to commencement of the match. This briefing will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match, and it must provide the following minimum information:

~~* — Scoring Method:~~

- Targets (type & number): ₁
- Minimum number of rounds: ₁
- The rifle ready condition: ₁
- Start position: ₁
- Time starts: audible or visual signal: ₁
- Procedure: ₁

- 3.2.2 The Range ~~Official~~ Officer in charge of a course of fire must read out the written stage briefing verbatim to each squad. The Range ~~Official~~ Officer may visually demonstrate the acceptable Start Position and Gun Ready Condition.
- 3.2.3 The Range Master may modify a written stage briefing at any time for reasons of clarity, consistency or safety (see Section 2.3).
- 3.2.4 After the written stage briefing has been read to competitors, and questions arising therefrom have been answered, competitors should be permitted to conduct an orderly inspection ("walkthrough") of the course of fire. The duration of time for the inspection must be stipulated by the Range Officer, and it should be the same for all competitors. If the course of fire includes moving targets or similar items, these should be demonstrated to all competitors for the same duration and frequency.

3.3 Local, Regional and National Rules

- 3.3.1 IPSC matches are governed by the rules applicable to the discipline. Host organizations may not enforce local rules except to comply with legislation or legal precedent in the applicable jurisdiction. Any voluntarily adopted rules that are not in compliance with these rules must not be applied to IPSC matches without the express consent of the Regional Directorate~~s~~ and the IPSC Executive Council.

CHAPTER 4: Range Equipment

4.1 Targets – General Principles

- 4.1.1 Only targets approved by the IPSC Assembly and which fully comply with the specifications in Appendices B and C, and frangible targets (see Rule 4.4.1), are to be used for IPSC Rifle matches (~~see Section 9.4~~).
- 4.1.1.1 If one or more targets at a match fail to comply exactly with the stated specifications, and if replacement targets of the correct specifications are unavailable, the Range Master must decide whether or not the variance is acceptable for that match, and which provisions of Section 2.3 of these rules will apply, if any. However, the Range Master's decision will only affect the match in progress, and will not serve as a precedent for future matches held at the same location, or for any subsequent use of the subject targets at another match.
- 4.1.2 Scoring targets used in all IPSC ~~Rifle~~ matches must be of a single color, as follows:
- ~~4.1.2.1 The scoring area of scoring paper targets must be of a typical cardboard color or white.~~
- 4.1.2.1 The scoring area of the IPSC Target and Mini Target must be tan colored, except where the Range Master deems that a lack of contrast with the surrounding area or background necessitates that a different color be used.
- 4.1.2.2 The entire front of scoring metal or other non-paper targets must be painted a single color, preferably white.
- 4.1.3 No-shoots must be clearly marked with a conspicuous “X” or be of a single, unique color different from scoring targets throughout a match or tournament (i.e. if no-shoots are yellow, they must all be yellow in a match or tournament). ~~Metal no-shoots in the general size and shape of authorized paper targets may be used. Metal no-shoots do not have a non-scoring border.~~
- 4.1.4 Targets used in a course of fire may be partially or wholly hidden through the use of hard or soft cover, as follows:
- 4.1.4.1 Cover provided to hide all or a portion of a target will be considered hard cover. When possible hard cover should not be simulated but constructed using impenetrable materials (see Rule 2.1.3). Whole paper targets must not be used solely as hard cover.
- 4.1.4.2 Cover provided merely to obscure targets is considered soft cover. Shots which have passed through soft cover and which strike a scoring target will score. Shots that have passed through soft cover before hitting a no-shoot will be penalized. All scoring zones on targets hidden by soft cover must be left wholly intact. Targets obscured by soft cover must either be visible through the soft cover or at least a portion of the affected target(s) must be visible from around the soft cover.
- 4.1.5 Declaring a single, intact target to represent two or more targets by use of tape, paint or any other means is prohibited.

4.2 IPSC Approved Rifle Targets – Paper

- ~~4.2.1 There are four types of paper targets approved for use in IPSC Rifle matches (see Appendix B). The IPSC Target and the Universal Target must not be included together in any stage. The IPSC A3/B target and the IPSC A4/A target may be included with other paper targets in any stage.~~
- 4.2.1 There are five paper targets approved for use in IPSC long gun matches (see Appendix B). The IPSC Mini Target is intended to simulate full size IPSC Targets placed at greater distances. The two sizes may be included together in the same course of fire provided that all Mini Targets are placed at least 2 meters further rearwards of the most distant full size Target in that course of fire (i.e. if the most distant full size Target is 15m downrange, the nearest Mini Target must be at least 17m downrange).
- 4.2.1.1 The Universal, the A4/A and the A3/B targets may be included together with other paper targets in the same course of fire.

- 4.2.2 Paper targets must have scoring lines and non-scoring borders clearly marked on the front of the target, however, scoring lines and non-scoring borders should not be visible beyond a distance of 10 meters. The scoring zones reward power in IPSC matches.
- 4.2.2.1 The front of paper no-shoots must include a sufficiently distinguishable non-scoring border. In the absence of perforations or other suitable markings, the Range Master must ensure ~~order~~ that all affected ~~targets~~ no-shoots have a replacement non-scoring border drawn or fitted thereon.
- ~~4.2.3 Paper targets must never be required to receive more than 12 hits before being scored and patched.~~
- 4.2.4 3 When the scoring area of a paper target is to be partially hidden, course designers must simulate hard cover in one of the following ways:
- 4.2.4 3.1 By actually hiding a portion of the target (see Rule 4.1.4.1); or
- 4.2.4 3.2 By physically cutting targets to remove the portion deemed to be hidden by hard cover. Such targets must be fitted with a replacement non-scoring border, which must extend the full width of the cut scoring area (see Rule 4.2.2); or
- 4.2.4 3.3 By painting or taping with a sharply defined boundary the portion of the target deemed to be hidden by hard cover with a single and visibly contrasting color.
- 4.2.4.4 Hard cover (and overlapping no-shoots) must not completely hide the highest scoring zone on a partially hidden paper target.

4.3 IPSC Approved Rifle Targets – Metal

- ~~4.3.1 Approved metal targets for use in IPSC Rifle matches include any metal target that provides an adequate method of determining hits or misses other than by falling (self indicating hits). Scoring metal targets by listening for hits is not permitted.~~
- ~~4.3.1.1 IPSC Poppers, which must be calibrated as specified in Appendix C, are approved metal targets designed to recognize power.~~
- ~~4.3.1.2 IPSC Mini Poppers, which must be calibrated as specified in Appendix C, are approved metal targets designed to recognize power and are intended to simulate regular sized Poppers placed at greater distances. IPSC Mini Poppers may be included together with full sized IPSC Poppers in the same stage.~~
- ~~4.3.1.3 Pepper Poppers and Classic Poppers may be included in the same course of fire. It is recommended that IPSC poppers which fall forwards be used.~~
- ~~4.3.1.4 Various sizes of metal plates may be used (see Appendix C3).~~
- ~~4.3.1.5 Scoring metal targets must be shot and fall or overturn or self indicate (see Rule 4.3.1) to score. Scoring metal targets which accidentally turn edge on or sideways or which a Range Officer deems have fallen or overturned or self indicated due to a shot on the apparatus supporting them or for any other accidental reason, will be treated as range equipment failure (see Rule 4.6.1).~~
- ~~4.3.1.6 Not Applicable.~~
- ~~4.3.1.7 Metal no-shoots must be shot and fall or overturn or self indicate (see Rule 4.3.1) to score. Metal no-shoots which accidentally turn edge on or sideways or which a Range Officer deems have fallen or overturned or self indicated due to a shot on the apparatus supporting them or for any other accidental reason, will be treated as range equipment failure (see Rule 4.6.1).~~

4.3.1 General Rules

- 4.3.1.1 Metal targets and no-shoots which can accidentally turn edge-on or sideways when hit are expressly prohibited. Using them may result in withdrawal of IPSC sanction.
- 4.3.1.2 Metal targets and no-shoots which a Range Officer deems have fallen or overturned due to being hit on the apparatus supporting them, or for any other accidental reason (e.g. wind action, a

ricochet, being hit solely by a shotgun wad etc.), will be treated as range equipment failure (see Rule 4.6.1).

4.3.1.3 Metal targets and no-shoots do not have a non-scoring border.

4.3.1.4 Metal targets and no-shoots must be shot and fall, overturn or self-indicate to score.

4.3.2 IPSC Poppers

4.3.2.1 IPSC Poppers and IPSC Mini Poppers are both approved metal targets designed to recognize power, and must be calibrated as specified in Appendix C1.

4.3.2.2 IPSC Mini Poppers are used to simulate IPSC Poppers placed at greater distances. The two sizes may be included together in the same course of fire provided that all Mini Poppers are placed at least 2 meters further rearwards of the most distant full size Popper in that course of fire (i.e. if the most distant full size Popper is 15m downrange, the nearest Mini Popper must be at least 17m downrange).

4.3.3 IPSC Plates

4.3.3.1 Metal plates of various sizes may be used (see Appendix C3). It is recommended that the size of metal plates be no less than 15cm Ø / 15x15cm at distances from 50 to 150 meters, be no less than 20cm Ø / 20x20cm at distances from 150 to 250 meters, and be no less than 30cm Ø / 30x30cm above 250 meters. Metal targets in the general size and shape of authorized paper targets may also be used.

4.3.3.2 Metal plates do not recognize power and are not subject to calibration or calibration challenges. If a metal plate has been adequately and directly hit (i.e. with a full diameter bullet) but it fails to fall or overturn, a Range Officer may declare range equipment failure and order the competitor to reshoot the course of fire, after the faulty plate has been rectified.

4.3.3.3 Metal plates which fail to fall or overturn when initially hit, but which fall or overturn when hit with a subsequent shot, are not subject to a reshoot.

4.3.4 No-Shoots

4.3.4.1 Metal no-shoot poppers and plates, must be shot and fall, overturn or self-indicate to score. If hit they should be repainted during the scoring process.

4.3.4.2 Metal no-shoots in the general size and shape of authorized paper targets may be used.

4.4 Frangible Targets

4.4.1 Frangible targets, such as clay pigeons or tiles, may be used as scoring targets or no-shoots in IPSC Rifle matches. They must not be used as fault lines or as other items which incur penalties.

~~4.4.1.1 Frangible targets must break with a visible piece missing or separated from the original target to be counted for score.~~

4.5 Rearrangement of Range Equipment or Surface

4.5.1 The competitor must not interfere with the range surface, natural foliage, constructions, props or other range equipment (including targets, target stands and target activators) at anytime. Violations may incur one procedural penalty per occurrence at the discretion of the Range Officer.

4.5.2 The competitor may request that Match Officials take corrective actions to ensure consistency in respect of the range surface, the presentation of targets and/or any other matter. The Range Master will have final authority concerning all such requests.

4.6 Range Equipment Failure and Other Issues

4.6.1 Range equipment must present the challenge fairly and equitably to all competitors. Range equipment failure includes, but is not limited to, the displacement of paper targets, the premature activation of metal or moving targets, the malfunction of mechanically or electrically operated equipment, and the failure of props such as

openings, ports, and barriers. ~~The declaration and/or use of any loaded (see Rule 10.5.13) or unloaded firearm as "range equipment" is prohibited.~~

4.6.1.1 The declaration and/or use of any ~~loaded (see Rule 10.5.13) or unloaded~~ firearm as "range equipment" is prohibited.

4.6.2 A competitor who is unable to complete a course of fire due to range equipment failure, or if a metal or moving target was not reset prior to his attempt at a course of fire, must be required to reshoot the course of fire after corrective actions have been taken.

4.6.2.1 Unrestored paper targets are not range equipment failure (see Rule 9.1.4).

4.6.3 Chronic malfunction of equipment in a course of fire may result in the removal of that stage from the match results (see Rule 2.3.4).

CHAPTER 5: Competitor Equipment

5.1 Rifles

- 5.1.1 ~~Rifles~~ Firearms are ~~separated and defined~~ regulated by Divisions (see Appendix D), but courses of fire must remain consistent for all Divisions.
- 5.1.2 There is no minimum caliber for rifles used in IPSC matches.
- 5.1.3 Sights
- Types of sights identified by IPSC are:
- 5.1.3.1 "Open sights" are aiming devices fitted to a firearm which do not use electronic circuitry and/or lenses. Fiber-optic inserts are deemed not to be lenses.
- 5.1.3.2 "Optical/electronic sights" are aiming devices (including flashlights) fitted to a firearm which use electronic circuitry and/or lenses.
- 5.1.3.3 The Range Master is the final authority in respect of the classification of any sights used in an IPSC match and/or their compliance with these rules, including the Divisions in Appendix D.
- 5.1.4 Unless required by a Division (see ~~Appendices~~ Appendix D), there is no restriction on the trigger pull weight of a firearm, ~~however,~~ but the trigger mechanism must, at all times, function safely.
- 5.1.5 Triggers and/or trigger shoes that extend beyond the width of the trigger guard are expressly prohibited. However, rifles fitted with "winter triggers/guards" may be used in this mode, provided that this fitting was designed, manufactured and provided as part of the rifle and only when the particular climate or weather conditions dictate their use.
- 5.1.6 Firearms must be serviceable and safe. Range Officers may demand examination of a competitor's firearm or allied equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the match until the item is repaired to the satisfaction of the Range Master (also see Rule 5.7.5).
- 5.1.7 Competitors must use the same rifle and type of sights for all courses of fire in a match. However, in the event that a competitor's original rifle and/or sights become unserviceable or unsafe during a match, the competitor must, before using a substitute rifle and/or sights, seek permission from the Range Master who may approve the substitution provided he is satisfied:
- 5.1.7.1 The substitute rifle satisfies the requirements of the relevant Division and is of the same type, action and caliber and is fitted with the same type of sights- ; and
- 5.1.7.2 In using the substitute ~~rifle~~ firearm the competitor will not gain an ~~competitive~~ advantage- ; and
- 5.1.7.3 The competitor's ammunition, when tested in the substitute ~~rifle~~ firearm, attains the minimum power factor ~~using the match chronograph (see Rule 5.6.3.9).~~
- 5.1.8 A competitor who substitutes or significantly modifies a ~~rifle~~ firearm and/or sights during a match without the prior approval of the Range Master will be subject to the provisions of ~~Section 10.6~~ Rule 10.6.1.
- 5.1.9 A competitor must never use or wear on his person more than one firearm during a course of fire (see Rule 10.5.7).
- 5.1.10 The rifle must be fitted with a stock enabling it to be fired from the shoulder- (see Rule 10.5.15).
- 5.1.11 Rifles offering only "burst" and/or fully automatic operation (i.e. whereby more than one round can be discharged on a single pull or activation of the trigger) are prohibited- (see Rule 10.5.15).
- 5.1.12 Combination guns offering an additional barrel, or barrels, that is not a conventional rifle barrel (e.g. a rifle and shotgun combination), are prohibited.

5.2 Carry and Storage and Competitor Equipment

~~5.2.1 Carry and Storage – Except when within the boundaries of a safety area, or when under the supervision and direct command of a Range Officer, the competitor’s rifle must be unloaded and carried or stored in one of the following conditions. At the discretion of the Range Officer, failure to comply may incur a warning or may be subject to the provisions of Rule 10.5.1.~~

~~5.2.1.1 Slung from the shoulder with the rifle reasonably vertical. The action must remain open or be closed, or~~

~~5.2.1.2 Carried/shouldered with the rifle reasonably vertical. The action may be open or closed. Match Directors may require this to be “vertically upwards” or “vertically downwards” providing this is made clear to all competitors in a reasonable manner, or~~

~~5.2.1.3 Placed in racks, or otherwise placed, with the muzzle pointing in a direction as specified by a Range Officer. The action may be open or closed. Match Organizers should make available, within easy access to all stages, sufficient gun racks for the numbers of competitors attending the match, or~~

~~5.2.1.4 Carried in a slip or case (it is preferred that the rifle is carried reasonably vertical).~~

~~5.2.1.5 Competitors must use a chamber safety flag, or device, that is clearly visible externally to the gun, at all times when the rifle is not in use (except whilst carrying out the activities permitted under Rule 2.4.1).~~

~~5.2.1.6 Under no circumstances, except when under the supervision of, and in response to a direct instruction issued by a Range Officer, will the rifle be loaded (see Rule 10.5.13) or have empty detachable magazines fitted except that a competitor may practice the insertion and removal of empty detachable magazines while in a Safety Area.~~

5.2.1 Carry and Storage – Except when within the boundaries of a safety area, or when under the supervision and direct command of a Range Officer, ~~long guns~~ long guns must be unloaded and held, shouldered or slung (or placed in a rack), with the muzzle pointed skywards. ~~Long guns~~ Long guns placed in a slip or case are not required to be pointed skywards. The action may be open or closed, but a chamber safety flag must be fitted at all times when the firearm is not in use. Detachable magazines must be removed. Failure to comply may be subject to the provisions of Rule 10.5.1.

5.2.1.1 Competitors arriving at an IPSC match in possession of a loaded firearm must immediately report to a ~~an officiating Range Official~~ Officer, who will supervise unloading of the firearm. Competitors failing to comply may be subject to Rule 10.5.13.

5.2.1.7 2 Within the provisions of Rule 5.2.1 no ammunition of any kind is permitted on the gun, or in clips or loops fitted to the gun, or to a sling fitted to the gun except when under the supervision of, and in response to a direct instruction issued by a Range Officer.

5.2.2 Not ~~A~~ applicable.

~~5.2.3 Not Applicable.~~

5.2.3 The use of shooting sticks and similar is prohibited.

5.2.4 Ammunition and speed ~~loading devices~~ loaders; must be carried or worn on the competitor or mounted to the rifle in safely designed pouches, pockets or other suitable retention devices, unless otherwise specified in the ~~course description~~ written stage briefing.

5.3 Appropriate Dress

5.3.1 The use of camouflage or other similar types of military or police garments other than by competitors who are law enforcement or military personnel is discouraged. ~~The exception are competitors who are law enforcement or military personnel.~~ The Match Director will be the final authority in respect of what garments must not be worn by competitors.

5.4 Eye and Ear Protection

- 5.4.1 All persons are warned that the correct use of adequate eye and ear protection is in their own interest and of paramount importance to prevent injury to vision and hearing. It is strongly recommended that eye and ear protection be worn at all times by all persons while on the range premises.
- 5.4.2 Host organizations may require the use of such protection by all persons, as a condition of attendance and while present on the range premises. If so, ~~Range Match~~ Officials must make every reasonable effort to ensure that all persons wear adequate protection.
- 5.4.3 If a Range ~~Official~~ Officer notices that a competitor has lost or displaced their eye or ear protection during a course of fire, or has commenced a course of fire without them, the Range ~~Official~~ Officer must immediately stop the competitor who will be required to reshoot the course of fire after the protective devices have been restored.
- 5.4.4 A competitor who inadvertently loses eye or ear protection during a course of fire, or commences a course of fire without them, is entitled to stop, point their firearm in a safe direction and indicate the problem to the Range ~~Official~~ Officer, in which case the provisions of the previous rule will apply.
- 5.4.5 Any attempt to gain a ~~competitive~~ reshoot or advantage by removing eye and/or ear protection during a course of fire will be considered unsportsmanlike conduct (see Rule 10.6.2).
- 5.4.6 If a Range Officer deems that a competitor about to make an attempt at a course of fire is wearing inadequate eye or ear protection, the Range Officer may order the competitor to rectify the situation before allowing the competitor to continue. The Range Master is the final authority on this matter.

5.5 Ammunition and Related Equipment

- 5.5.1 Competitors at an IPSC match are solely and personally responsible for the safety of all and any ammunition, which they bring to the match. Neither IPSC nor any IPSC Officers, nor any organization affiliated to IPSC, nor the officers of any organization affiliated to IPSC accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such ammunition.
- 5.5.2 All competitor ammunition and their respective magazines and speed loaders ~~loading devices~~ must comply with the provisions of the relevant Division (see Appendix D).
- 5.5.3 Spare magazines, speed ~~loading devices~~ loaders or ammunition dropped or discarded by a competitor after the start signal may be retrieved, however, their retrieval is, at all times, subject to all safety rules.
- 5.5.4 Metal piercing, incendiary and/or tracer ammunition is prohibited at IPSC matches (see Rule 10.5.15).
- ~~5.5.5 All ammunition used by a competitor must satisfy all the requirements of the relevant Division as defined in Appendix D.~~
- 5.5.7 5 Ammunition ~~must not discharge~~ which discharges more than one bullet or other scoring projectile from a single round is prohibited (see Rule 10.5.15).
- 5.5.6 ~~Any~~ Ammunition deemed unsafe by a Range Officer must be immediately withdrawn from the match (~~& see~~ Rule 10.5.15).

5.6 Chronograph and Power Factors

- 5.6.1 The power factors for each Division are stipulated in Appendix D. One or more official match chronographs must be used to assist in the determination of the power factor of each competitor's ammunition. ~~However,~~ in the absence of official match chronographs, the power factor declared by a competitor cannot be challenged.
- 5.6.1.1 The power factor rating to enable a competitor's scores to be included in match results is called "Minor". The power factor floor for Minor rating, and other specific requirements applicable to each Division, are stipulated in Appendix D.
- 5.6.1.2 Some Divisions offer a higher power factor rating called "Major", which enables competitors to earn more points for peripheral shots on scoring paper targets. The power factor floor for Major rating, if available, and other specific requirements applicable to each Division, are stipulated in Appendix D.

5.6.1.3 The associated values awarded for Minor and Major scoring hits are illustrated in Appendices B and C. The method used to determine power factor is explained in the following section.

5.6.2 The ~~official match~~ chronograph(s) must be properly ~~set up~~ set up in accordance with the manufacturer's recommendations and verified each day by Match Officials in the following manner:

5.6.2.1 At the beginning of the first day of the match, a Range Officer will fire 3 rounds from the supply of the official match calibration ammunition through the calibration firearm over the chronograph, and the average velocity of the 3 rounds will be recorded- ;

5.6.2.2 On each of the following match days, the process will be repeated using the same firearm and ammunition supply (ideally from the same factory lot)- ;

5.6.2.3 The chronograph will be deemed to be within tolerance if the daily average velocity is within +/- 5% of the average velocity achieved in Rule 5.6.2.1 ~~applicable minimum power factor~~- ;

5.6.2.4 Should a daily variance exceed the allowable tolerance stated above, the Range Master will take whatever steps he deems necessary to rectify the situation. A sample form suitable for recording daily readings appears in Appendix C4- ;

5.6.2.5 The official match bullet scale(s) should be initially calibrated, in accordance with the manufacturer's recommendations, when the first squad arrives for testing each day and again immediately before each subsequent squad is tested (see Rule 5.6.3-3)- ;

5.6.2.6 If bullet weighing is conducted in advance of a competitor's arrival, weighed bullets must be retained by the chronograph station with the competitor's remaining sample rounds, until the competitor or their delegate has attended the chronograph station and completed testing (see Rule 5.6.3-3). If a competitor challenges the weight of a bullet pre-weighed before his arrival, he is entitled to have the scales calibrated, and the test bullet reweighed, in his presence.

5.6.3 Competitor Ammunition Testing Procedure

5.6.3.1 Ammunition must be tested using the competitor's firearm. Moreover, prior to and/or during testing, the competitor's firearm and the component parts thereof must not be altered or modified in any way from the condition it is being used (or will be used) at the match. Violations will be subject to Rule 10.6-1 Section 10.6.

5.6.3.2 An initial 8 sample rounds for the chronograph test will be drawn from each competitor at a time and place determined by Match Officials, who may require additional tests of a competitor's ammunition at any time during the match.

5.6.3.3 From the 8 sample rounds drawn by Match Officials, 1 bullet is removed and weighed to determine the actual bullet weight, and 3 bullets are fired over the chronograph. All digits visible on the scales and chronograph displays must be used at face value (i.e. without rounding or truncation), for the calculation in the next rule. In the absence of a bullet puller and scales, the competitor's declared bullet weight will be used. Digits displayed on the official match bullet scales and chronograph will be used at face value, irrespective of the number of decimal places indicated on the particular model of measuring device used at the match.

5.6.3.4 Power factor is calculated using the bullet weight and the average velocity of the 3 rounds fired, according to the following formula:

$$\text{Power Factor} = \frac{\text{bullet weight (grains)} \times \text{average velocity (feet per second)}}{1000}$$

The final result will ignore all decimal places (e.g. for IPSC purposes, a result of 149.9999 is not 150).

5.6.3.5 If the resultant power factor fails to meet the declared power factor floor, another 3 rounds will be fired over the chronograph. The power factor will be recalculated using the bullet weight and the average velocity of the 3 highest velocity rounds from the 6 rounds fired.

5.6.3.6 If the power factor is still insufficient, the competitor may elect to have his final bullet:

- (a) Weighed and, if heavier than the first bullet, the power factor calculation in Rule 5.6.3.5 will be recalculated using the heavier bullet weight; or
 - (b) Fired over the chronograph and the power factor recalculated using the first bullet weight, and the average velocity of the 3 highest velocity rounds from the 7 rounds fired.
- 5.6.3.7 If the resultant power factor fails to meet the Major power factor floor of the relevant Division, the competitor's ~~entire match~~ scores will be recalculated as Minor, if achieved.
- 5.6.3.8 If the resultant power factor fails to meet the minimum power factor floor for the relevant Division, the competitor may continue shooting the match, but ~~not for score or match recognition~~ his scores will not be entered into match results nor count for match recognition and awards.
- 5.6.3.9 If a competitor's ammunition is retested, or if any authorized replacement ammunition is used, and different power factors are recorded when tested according to these rules, the lower power factor must be applied to score all courses of fire, including those already completed by the competitor.
- 5.6.3.10 The scores of a competitor who, for any reason, fails to present his firearm for testing at the designated time and location and/or who fails to provide sample rounds for testing whenever requested by a Match Official, will be removed from the match results.
- 5.6.3.11 If the Range Master deems that a ~~match~~ chronograph has become inoperative, and further testing of competitor's ammunition is not possible, the power factors of competitors which have been successfully tested will stand, and the "Major" or "Minor" power factors declared by all other competitors who have not been tested will be accepted without challenge, subject to any applicable Division requirements (see ~~Appendices~~ Appendix D).

5.7 Malfunctions – Competitor's Equipment

- 5.7.1 ~~In the event that~~ If a competitor's firearm malfunctions after the start signal, the competitor may safely attempt to correct the problem and continue the course of fire. During such corrective action, the competitor must keep the muzzle of the firearm pointing safely downrange at all times. The competitor ~~may~~ must not use rods or other tools to verify or correct the malfunction. Violations will result in a zero score for the stage.
- 5.7.1.1 A competitor who experiences a firearm malfunction while responding to the "Load And Make Ready" or "Make Ready" command, but prior to issuance of the "Start Signal", is entitled to retire, under the authority and supervision of the ~~officiating~~ Range Officer, to repair his firearm, without penalty, subject to the provisions of Rule 5.7.4, Rule 8.3.1.1 and all other safety rules. Once the repairs have been completed (and the provisions of Rule 5.1.7 have been satisfied, if applicable), the competitor may return to attempt the course of fire, subject to scheduling as determined by the ~~officiating~~ Range Officer or Range Master.
- 5.7.2 While rectifying a malfunction that requires the competitor to clearly move the firearm away from aiming at a target, the competitor's fingers must be clearly visible outside the trigger guard (see Rule 10.5.8).
- 5.7.3 In the event that a firearm malfunction cannot be corrected by the competitor within 2 minutes, he must point the firearm safely downrange and advise the Range Officer, who will terminate the course of fire ~~(excluding any unattempted component strings in a Standard Exercise)~~ in the normal manner. The course of fire ~~(excluding any unattempted component strings in a Standard Exercise)~~ will be scored as shot including all applicable misses and penalties.
- 5.7.4 Under no circumstances is a competitor permitted to leave a course of fire in the possession of a loaded firearm (see Rule 10.5.13).
- 5.7.5 Where the firearm has failed as above, the competitor must not be permitted to reshoot the course of fire ~~or string~~. This includes ~~the instances where a firearm is declared unserviceable or unsafe during a course of fire or string (see Rule 5.1.6). However, any unattempted component strings in a Standard Exercise may still be attempted by the affected competitor after the firearm has been repaired, and prior to when match results are declared final by the Match Director.~~
- 5.7.6 In the event that a Range Officer terminates a course of fire due to a suspicion that a competitor has an unsafe firearm or unsafe ammunition (e.g. a "squib" load), the Range Officer will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the firearm or ammunition and proceed as follows:

- 5.7.6.1 If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a reshoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded up to the last shot fired, and the course of fire will be scored "as shot", including all applicable misses and penalties (see Rule 9.5.6).
- 5.7.6.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to reshoot the stage.
- 5.7.6.3 A competitor who self-stops due to a suspected or actual squib load is not entitled to a reshoot.

5.8 Official Match Ammunition

- 5.8.1 When match organizers make official match ammunition available for purchase by competitors at a match, the Match Director must, both in advance in official match literature (and/or on the official match website), and by way of a sign certified by him and posted at a conspicuous place at the point of sale, clearly identify which manufacturer/brand, specific cartridges and load descriptions are deemed to be rated, by Division, as either Minor or Major power factor, as the case may be. The subject rounds will usually be exempt from Rule 5.6.3 testing by chronograph, subject to the following conditions:
 - 5.8.1.1 The competitor must obtain, and retain for the duration of the match, an official receipt from the match organizers (or their nominated vendor) at the match evidencing details of the quantity and description of the subject ammunition purchased at the match, and said receipt must be produced on demand by any Match Official, failing which the provisions of Rule 5.8.1 will not apply. Ammunition not purchased from the match organizers (or their nominated vendor) at the match will not enjoy the provisions of Rule 5.8.1, regardless of whether or not such ammunition appears, for all intents and purposes, to be identical to official match ammunition.
 - 5.8.1.2 Official match ammunition purchased by competitors is deemed to be competitor equipment (see Section 5.7), therefore malfunctions will not be grounds for a reshoot and/or an appeal to Arbitration.
 - 5.8.1.3 Official match ammunition must not be restricted solely for sale to, and/or use by, competitors representing the host country and/or the vendor.
 - 5.8.1.4 Official match ammunition must be approved by the Regional Director of the Region in which the match is being held.
 - 5.8.1.5 Match Officials reserve the right to conduct chronograph or other tests on all and any ammunition, at any time, and a reason need not be given.
- 5.8.2 Where possible, match organizers (or their nominated vendor at the match) should make available a test firing bay, supervised by a Range Officer, where competitors can function test a small quantity of official match ammunition of the same batch through their firearm(s) prior to purchase.

CHAPTER 6: Match Structure

6.1 General Principles

The following definitions are used for clarity:

- ~~6.1.1 String – A separately timed and scored component of a Standard Exercise. Scores and penalties are recorded following completion of each string, and results achieved in each string are then tallied to produce a final stage result (also see Rule 9.5.5).~~
- ~~6.1.2 Standard Exercise – A course of fire consisting of one or more separately timed component strings. Scores, with any penalties deducted, are accumulated on completion of the course of fire to produce the final stage results. The course of fire for each component string may require a specific shooting position, procedure and/or one or more mandatory reloads. Only one Standard Exercise of a maximum of 24 rounds is allowed in IPSC sanctioned Level IV or higher matches.~~
- 6.1.1 Course Of Fire (also “course” and “COF”) – A separately timed and scored IPSC shooting challenge, conceptualized and constructed in accordance with IPSC principles of course design, containing targets and challenges which each competitor must safely negotiate.
- 6.1.3 2 Stage – A separately timed and scored component of a match. A portion of an IPSC match containing one course of fire and related supporting facilities, amenities, shelter and signage. A stage must use one type of firearm (e.g. handgun, rifle or shotgun) exclusively.
- 6.1.4 3 Match – Consists of a minimum of 2 3 stages where all stages use the same type of firearm. The total sum of individual stage results will be accumulated to declare a match winner. Each component stage must be designated exclusively to a single type of firearm (e.g. handgun stage or shotgun stage or rifle stage).
- 6.1.5 4 Tournament – Consists of A single special match where individual stages are assigned to one particular type of firearm (e.g. Stages 1-4 Handgun, Stages 5-8 Rifle, Stages 9-12 Shotgun). The total sum of individual stage results will be accumulated to declare a match tournament winner.
- 6.1.6 5 Grand Tournament – Consists of two or more firearm specific matches (e.g. a handgun match and a shotgun match, or a handgun match, a rifle match and a shotgun match). The individual match results achieved by a competitor in each component match will be used to declare an overall tournament winner, in accordance with the IPSC Grand Tournament Rules.
- 6.1.7 6 League – Consists of two or more IPSC matches of a single firearm type held at different locations and on different dates. The total sum of match results attained by each competitor at component matches specified by the league organizers will be accumulated to determine a league winner.
- ~~6.1.8 Shoot-Off – An event conducted separately from a match. Eligible competitors compete directly against each other by simultaneously shooting at separate but equal target arrays in a process of elimination (see Appendix E).~~

6.2 Match Divisions

- 6.2.1 IPSC Divisions recognize different firearms and equipment (see Appendix D). Each match must recognize at least one Division. When multiple Divisions are available in a match, each Division must be scored separately and independently, and match results must recognize a winner in each Division.
- 6.2.2 In IPSC sanctioned matches, the minimum number of competitors stipulated in Appendix A2 must compete in each Division for it to be recognized. If there are insufficient competitors in a Division, the Match Director may allow that Division to stand without official IPSC recognition.
- 6.2.3 Prior to the commencement of a match, each competitor must declare one Division for score, and Match Officials should check competitor equipment compliance with the declared Division, prior to the competitor making an attempt at any of the courses of fire. This is a service to assist competitors verify that their equipment, in the configuration as presented, is in compliance with their declared Division. However, competitors always remain subject to the provisions of Rule 6.2.5.1.
- 6.2.3.1 If a competitor disagrees with an equipment compliance ruling, the onus is upon him, prior to him attempting any courses of fire, to provide evidence acceptable to the officiating examiner in

support of his claim. In the absence or rejection of such evidence, the original decision will stand, subject only to appeal to the Range Master, whose decision is final.

6.2.3.2 The competitor's firearm and all allied equipment accessible to him during a course of fire are subject to compliance testing, if requested by a Range Match Official.

6.2.4 Subject to the prior approval of the Match Director, a competitor may enter a match in more than one Division. However, the competitor may compete for ~~match~~ score in only one Division, and that must be the first attempt in all cases. Any subsequent attempts in another Division will not be entered into match results nor count for match recognition and awards.

6.2.5 Where a Division is unavailable or deleted, or where a competitor fails to declare a specific Division prior to the commencement of a match, the competitor will be placed in the Division which, in the opinion of the Range Master, most closely identifies with the competitor's equipment. If, in the opinion of the Range Master, no suitable Division is available, the competitor will shoot the match for no score.

6.2.5.1 ~~However, if A competitor who fails to satisfy the equipment or other requirements of a declared Division during a course of fire after the Start Signal, the competitor~~ will be placed in Open Division, if available, otherwise the competitor's scores will not be entered into match results. will shoot the match for no score. Competitors already registered in Open Division who fail to comply with the requirements of Open Division after the Start Signal will not have their scores entered into match results.

6.2.5.2 A competitor who is classified or reclassified as above must be notified as soon as possible. The Range Master's decision on these matters is final.

6.2.5.3 A competitor reclassified to Open Division under Rule 6.2.5.1 will thereafter be subject only to the provisions of Open Division but is required to continue using the same firearm and sights, unless Rule 5.1.7 applies.

6.2.6 A ~~match~~ disqualification incurred by a competitor, at any time during a match, will prevent the competitor from further participation in the match including any subsequent attempts in another Division. However, this is not retroactive. Any previous and complete ~~match~~ scores from another Division will be ~~included~~ entered into match results for recognition and awards in that Division.

6.2.7 Recognition of a competitor in a specific Division will not preclude further recognition in a Category or from inclusion as member of a Regional or other team.

6.3 Match Categories

6.3.1 IPSC matches may include different Categories within each Division to recognize different groups of competitors. A competitor may declare only one Category for a match or tournament.

6.3.2 Failure to meet the requirements of the declared Category or failure to declare a Category prior to the start of the match will result in exclusion from that Category. Details of currently approved Categories and related requirements are listed in Appendix A2.

6.4 Regional Teams

6.4.1 Subject to the availability of allocated slots, only one official Regional team in each Division and/or Division/Category may be selected on merit by each Region for IPSC Level IV or higher matches. Approved Category teams are specified by the IPSC Assembly (see Appendix A2).

6.4.1.1 At Level IV matches, the only teams permitted are those representing Regions within the zone where the match is being held (e.g. at a European Championship, only teams representing Regions designated by IPSC as belonging to the European Zone can be fielded).

6.4.1.2 At Level IV and higher matches, official Regional Teams must be "seeded" for squadding purposes in accordance to how ~~they~~ the team placed at the same immediately preceding event, if any, even if the team is comprised of different persons.

6.4.2 An individual competitor's scores ~~will~~ can only be used exclusively for a single team in a match, and each team must be comprised of competitors in the same Division.

6.4.2.1 The individual Division and/or Category assigned to a competitor determines his eligibility in respect of teams (e.g. a competitor individually in Production Division cannot participate in an Open Division team). A female individually registered as "Lady" cannot participate in a team based on age, or vice versa. A competitor individually registered in a Category may be a member of an "overall" team in the same Division.

- 6.4.3 Teams must consist of a maximum of 4 members, however, only the final scores of the 3 highest scoring team members will be used to calculate team results.
- 6.4.4 If a member of a team retires from the match for any reason before completing all of the stages, scores attained by that competitor will continue to stand towards the team score, however, the affected team is not entitled to replace the retired team member.
- 6.4.5 A team member who is unable to commence a match may be replaced prior to commencement by another competitor, subject to the approval of the Match Director.
- 6.4.6 If a member of a team is disqualified from a match, the disqualified member's scores will revert to zero for all ~~courses of fire~~ stages. Teams will not be entitled to replace a disqualified team member.

6.5 Competitor Status and Credentials

- 6.5.1 All competitors must be individual members of the IPSC Region in which they normally reside. Residency is defined as the Region where the individual is ordinarily domiciled for a minimum of 183 days of the twelve months immediately preceding the month in which the match begins. Ordinarily domiciled condition is a physical presence test and does not relate to citizenship or to any address of convenience. The 183 days need not be consecutive or the most recent 183 days of the twelve month period. In any case, match organizers must not accept any competitor from a foreign Region unless the Regional Director of that Region has confirmed the competitor's eligibility to participate in the subject match.
- 6.5.1.1 Competitors who ordinarily reside in a country or geographical area which is not affiliated to IPSC may join an IPSC affiliated Region and may compete under the auspices of that Region, subject to the approval of the IPSC Executive Council and the Regional Directorate of that Region. If a competitor's country or geographical area of residence subsequently applies for affiliation to IPSC, the competitor must become a member of that Region during the affiliation process.
- 6.5.2 A competitor and/or team member may represent only the IPSC Region in which they reside, except as follows:
- 6.5.2.1 In respect of a competitor who resides in one Region, but who wishes to represent the Region of which they are a citizen, the Regional Directors for the Region of residence and the Region of citizenship must agree in writing prior to the commencement of the match.
- 6.5.2.2 A competitor who falls under the conditions of Rule 6.5.1.1 may represent the Region of which they are a member, subject to the prior written approval of the Regional Director.
- 6.5.3 At Regional and Continental Championships, only competitors who satisfy the residency requirements stated in Rule 6.5.1 are entitled to be recognized as the Regional or Continental Champion, by Division and/or by Division/Category, as the case may be. However, when determining Regional or Continental Champions, match results of competitors from outside the applicable Region or Continent must not be deleted from the match results, which must remain wholly intact. For example:
- Region 1 Open Division Championships
- 100% Competitor A - Region 2 (declared as Overall Match and Division Champion)
99% Competitor B - Region 6
95% Competitor C - Region 1 (declared as Region 1 Champion)

6.6 Competitor Scheduling and Squadding

- 6.6.1 Competitors must compete for score according to the published match and squadding schedule. A competitor who is not present at the scheduled time and date for any stage may not attempt that stage without the prior approval of the Match Director, failing which the competitor's score for that stage will be zero.

6.6.2 Only Match Officials, match sponsors and dignitaries, who are members in good standing of their Region of residence, and IPSC Officers (as defined in Section 6.1 of the IPSC Constitution) may compete for score in a "pre-match", subject to the prior approval of the Match Director. Scores attained in the "pre-match" may, at the discretion of the Match Director, be included in the overall match results provided dates of the "pre-match" are published in advance in the official match schedule. Competitors in the main match must not be restricted from viewing the "pre-match".

6.6.2.1 At Level IV or higher ~~competitions~~ matches, all members of the same official Regional Team must compete together in the same squad in the main match.

6.6.3 A match, tournament or league will be deemed to have started on the first day that competitors (including those specified above) shoot for score and will be deemed to have ended when the results have been declared final by the Match Director.

6.7 International Classification System ("ICS")

6.7.1 The IPSC Executive Council may coordinate and publish dedicated regulations and procedures in order to manage and administer an International Classification System.

6.7.2 Competitors seeking an international classification must use the approved courses of fire available from the IPSC website.

CHAPTER 7: Match Management

7.1 Match Officials

The duties and terms of reference of Match Officials are defined as follows:

- 7.1.1 Range Officer (“RO”) – Issues range commands, oversees competitor compliance with the written stage briefing and closely monitors safe competitor action. He also declares the time, scores and penalties achieved by each competitor and verifies that these are correctly recorded on the competitor's score sheet (under the authority of a Chief Range Officer and Range Master).
- 7.1.2 Chief Range Officer (“CRO”) – Is the primary authority over all persons and activities in the courses of fire under his control, and oversees the fair, correct and consistent application of these rules (under the direct authority of the Range Master).
- 7.1.3 Stats Officer (“SO”) – Supervises the stats room team, which collects, sorts, verifies, tabulates and retains all score sheets and ultimately produces provisional and final results. ~~Any incomplete or inaccurate score sheets must be promptly referred to the Range Master~~ (under the direct authority of the Range Master).
- 7.1.4 Quartermaster (“QM”) – Distributes, repairs and maintains all range equipment (e.g. targets, patches, paint, props etc.), ~~Range Officer appliances~~ other range needs (e.g. timers, batteries, staplers, staples, clipboards etc.) and replenishes Range Officer rations refreshments (under the direct authority of the Range Master).
- 7.1.5 Range Master (“RM”) – Has overall authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire and the application of these rules. All ~~match~~ disqualifications and appeals to arbitration must be brought to his attention. The Range Master is usually appointed by and works with the Match Director. ~~h~~ However, in respect of IPSC sanctioned Level IV or higher matches, the appointment of the Range Master is subject to the prior written approval of the IPSC Executive Council.
- 7.1.5.1 References to "Range Master" throughout this rulebook mean the person serving as Range Master at a match (or his authorized delegate for one or more specific functions), regardless of any international or regional rank.
- 7.1.6 Match Director (“MD”) – Handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff and the provision of services. His authority and decisions will prevail with regard to all matters except in respect of matters in these rules which are the domain of the Range Master. The Match Director is appointed by the host organization and works with the Range Master.

7.2 Discipline of Match Officials

- 7.2.1 The Range Master has authority over all Match Officials other than the Match Director (except when the Match Director is actually participating as a competitor at the match), and is responsible for decisions in matters concerning conduct and discipline.
- 7.2.2 In the event that a Match Official is disciplined, the Range Master must send a report of the incident and details of the disciplinary action to the Match Official's Regional Director, the Regional Director of the Region hosting the match, and to the President of the International Range Officers Association (IROA).
- 7.2.3 A Match Official who is disqualified from a match for a safety infraction while competing will continue to be eligible to serve as a Match Official for the match. The Range Master will make any decision related to an official's participation.

7.3 Appointment of Officials

- 7.3.1 Match organizers must, prior to commencement of a match, appoint a Match Director and a Range Master to carry out the duties detailed in these rules. The nominated Range Master should preferably be the most competent and experienced certified ~~Range~~ Match Official present (also see Rule 7.1.5). For Level I and II matches a single person may be appointed to be both the Match Director and the Range Master.

- 7.3.2 References in these rules to ~~Range~~ Match Officials (e.g. "Range Officer", "Range Master" etc.), mean personnel who have been officially appointed by match organizers to actually serve in an official capacity at the match. Persons who are certified ~~Range~~ Match Officials, but who are actually participating in the match as regular competitors, have no standing or authority as ~~Range~~ Match Officials for that match. Such persons should therefore not participate in the match wearing garments bearing ~~Range~~ Match Official insignia.

CHAPTER 8: The Course of Fire

8.1 Rifle Ready Conditions

The ready condition for rifles will normally be as stated below. However, in the event that a competitor fails to load the chamber when permitted by the written stage briefing, whether inadvertently or intentionally, the Range Officer must not take any action, as the competitor is always responsible for the handling of the rifle.

8.1.1 Rifles:

8.1.1.1 Loaded (Option 1): magazine filled and fitted (if applicable), chamber loaded, hammer and/or sear cocked and safety catch applied ~~engaged~~ (if the rifle is designed to have one).

8.1.1.2 Loaded (Option 2): magazine filled and fitted (if applicable), chamber empty and the action closed.

8.1.1.3 Unloaded (Option 3): fixed magazine must be empty, detachable magazines removed and chamber(s) must be empty. The action/bolt may be open or closed.

8.1.2 Not ~~A~~ applicable.

8.1.3 Courses of fire may require ready conditions which are different to those stated above. In such cases, the required ready condition must be clearly stated in the written stage briefing.

8.1.3.1 When a written stage briefing requires that a competitor's firearm and/or allied equipment be placed on a table or another surface prior to the Start Signal, they must be placed as stipulated in the written stage briefing. Apart from components normally affixed to them (e.g. a thumb rest, thumb safety, racking or cocking handle, base pad etc.), other items must not be used to artificially elevate them (also see Rule 5.1.8).

8.1.4 Unless complying with a Division requirement (see ~~Appendices~~ Appendix D), a competitor must not be restricted on the number of rounds to be loaded or reloaded in a rifle. Written stage briefings may only stipulate when the firearm is to be loaded or when mandatory reloads are required, when permitted under Rule 1.1.5.2.

8.2 Competitor Ready Condition

This designates when, under the direct command of a Range Officer:

8.2.1 The rifle is prepared, made safe and held or placed as specified in the written stage briefing.

8.2.2 Unless specified in the written stage briefing ~~specifically stated by the stage description~~, the competitor's ~~posture~~ stance prior to the commencement of the ~~stage~~ course of fire must be standing erect ~~and relaxed~~, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the finger out of the trigger guard.

8.2.2.1 Unless otherwise stated in the written stage briefing holding the gun upside down is not acceptable.

8.2.2.2 A competitor who attempts or completes a course of fire where an incorrect start position was used may be required by a Range ~~Official~~ Officer to reshoot the course of fire.

8.2.2.3 Different stages may require the "ready position" to be prone, kneeling, sitting or as otherwise stated in the written stage briefing. However, the "ready condition" of the rifle stipulated here and the general outline of the "ready position" will prevail.

8.2.2.4 A course of fire must never permit a competitor to start a stage with the rifle mounted into the shoulder and pointing towards targets.

8.2.3 A course of fire must never require or allow a competitor to touch or hold a magazine, loading device or ammunition, other than a magazine fitted to the rifle, after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).

8.3 Range Communication

The approved range commands and their sequence are as follows:

- 8.3.1 "Load And Make Ready" (or "Make Ready" for starts with an unloaded firearm) – This command signifies the start of "the Course of Fire". Under the direct supervision of the Range Officer the competitor must face ~~down-range~~ downrange, or in a safe direction as specified by the Range Officer, fit eye and ear protection, and prepare the firearm in accordance with the written stage briefing. The competitor must then assume the required start position. At this point, the Range Officer will proceed.
- 8.3.1.1 Once the ~~"Load and Make Ready" (or "Make Ready" for starts with an unloaded firearm)~~ appropriate command has been given, the competitor must not move away from the start location prior to issuance of the "Start Signal" without the prior approval, and under the direct supervision, of the Range Officer. Violation will result in a warning for the first offense and may result in the application of Rule 10.6.1 for a subsequent offense in the same match.
- 8.3.2 "Are You Ready?" - The lack of any negative response from the competitor indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the ~~"Are You Ready?"~~ this command, he must state "Not Ready". ~~It is suggested that when~~ When the competitor is ready he should assume the required start position to indicate his readiness to the Range Officer.
- 8.3.3 "Standby" – This command should be followed by the start signal within 1 to 4 seconds (also see Rule 10.2.6).
- 8.3.4 "Start Signal" – The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to a start signal, for any reason, the Range Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from "Are You Ready?"
- 8.3.4.1 In the event that a competitor inadvertently begins shooting prematurely ("false start"), the Range Officer will, as soon as possible, stop and restart the competitor once the course of fire has been restored.
- 8.3.5 "Stop" – Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Officer.
- 8.3.5.1 ~~When conducting Standard Exercises, and/or when~~ When two or more courses of fire share a common shooting bay or area, Range ~~Officials~~ Officers may issue other interim commands on completion of the first ~~string or~~ COF, in order to prepare the competitor for the second and subsequent ~~strings or~~ COF (e.g. "Reload if required"). Any such interim commands to be used must be clearly stated in the written stage briefing.
- 8.3.6 "If You Are Finished, Unload And Show Clear" – If the competitor has finished shooting, he must lower his rifle and present it for inspection by the Range Officer with the muzzle pointed ~~down-range~~ downrange, fixed magazine empty or detachable magazine removed and chamber empty, action held or latched open.
- 8.3.7 "If Clear, Hammer Down, Open Action" – After issuance of this command, the competitor must not resume shooting (see Rule 10.6.1). While continuing to point the rifle safely downrange, the competitor must perform a final safety check of the rifle as follows:
- 8.3.7.1 Close the action, pull the trigger to release the hammer and then open the action again.
- 8.3.7.2 If the gun proves to be clear, ~~the safety catch(es) must be applied (if the gun type permits them to be applied with the action open).~~ the competitor must then fit a chamber safety flag. The action can remain open or be closed.
- 8.3.7.3 If the gun ~~did~~ does not prove to be clear, the Range Officer will resume the commands from Rule 8.3.6 (also see Rule 10.4.3).
- 8.3.7.4 Full compliance with Rules 8.3.7.1 and 8.3.7.2 signifies the end of the course of fire. The competitor must then comply with Rule 5.2.1.

- 8.3.8 "Range Is Clear" – Competitors or ~~Range Officials~~ Match Personnel must not move forward of, or away from, the firing line or final shooting location until this declaration is given by the Range Officer. Once the declaration is made, officials and competitors may move forward to score, patch, reset targets etc.
- 8.3.9 A competitor with a severe hearing disability may, subject to prior approval of the Range Master, be entitled to have the foregoing verbal Range Communications supplemented by visual and/or physical signals.
- 8.3.9.1 The recommended physical signals are taps on the competitor's weak side shoulder using a countdown protocol, namely 3 taps for "Are You Ready", 2 taps for "Standby" and 1 tap to coincide with the "Start Signal".
- 8.3.9.2 Competitors wishing instead to use their own electronic or other device must firstly submit it for examination, testing and approval by the Range Master before it can be used.
- 8.3.10 There are no fixed range communications designated for use at the chronograph station or at an equipment compliance check (which may be conducted at a venue away from the shooting range). Competitors must not handle their handguns, or remove chamber safety flags from long guns, as the case may be, until the officiating examiner asks for them to be passed to him, in accordance with his instructions. Violations are subject to Rule 10.5.1.

8.4 Loading, Reloading or Unloading During a Course of Fire

- 8.4.1 When loading, reloading or unloading during a course of fire, the competitor's fingers must be visibly outside the trigger guard, except where specifically permitted (see Rules 8.3.7.1 and 10.5.9), and the firearm must be pointed safely ~~down range~~ downrange or in another safe direction authorized by a Range Officer (also see ~~Section 10.5~~ Rules 10.5.1 and 10.5.2).

8.5 Movement

- 8.5.1 Except when the competitor is actually aiming or shooting at targets, all movement must be accomplished with the fingers visibly outside the trigger guard and the external safety should be ~~engaged~~ applied. The firearm must be pointed in a safe direction. "Movement" is defined as any of the actions below:
- 8.5.1.1 Taking more than one step in any direction.
- 8.5.1.2 Changing shooting position (e.g. from standing to kneeling, from seated to standing etc.).
- 8.5.2 The re-slinging of a rifle during a course of fire is prohibited.

8.6 Assistance or Interference

- 8.6.1 No assistance of any kind can be given to a competitor during a course of fire, except that any Range Officer assigned to a stage may issue safety warnings to a competitor at any time. Such warnings will not be grounds for the competitor to be awarded a reshoot.
- 8.6.1.1 Competitors confined to wheelchairs or similar devices may be given special dispensation by the Range Master in respect of mobility assistance, however, the provisions of Rule ~~10.2.11~~ 10.2.10 may still apply, at the Range Master's discretion.
- 8.6.2 Any person providing assistance or ~~interference~~ to a competitor during a course of fire without the prior approval of a ~~an officiating~~ Range Officer (and the competitor receiving such assistance) may, at the discretion of a Range Officer, incur a procedural penalty for that stage and/or be subject to Section 10.6.
- 8.6.2.1 Any person verbally or otherwise interfering with a competitor during his attempt at a course of fire may be subject to Section 10.6. If the officiating Range Officer believes that the interference significantly affected the competitor, he must report the incident to the Range Master, who may, at his discretion, offer the affected competitor a reshoot.
- 8.6.3 In the event that inadvertent contact from the Range Officer or another external influence has interfered with the competitor during a course of fire, the Range Officer may offer the competitor a reshoot of the course of fire. The competitor must accept or decline the offer prior to seeing either the time or the score from the initial attempt. However, ~~in the event that~~ if the competitor commits a safety infraction during any such interference, the provisions of Sections ~~10.3~~ 10.4 and 10.5 may still apply.

8.7 Sight Pictures, Dry Firing and Range Course Inspection

- 8.7.1 Competitors are ~~always~~ prohibited from taking a sight picture with a loaded firearm prior to the start signal. Violation will result in a warning for the first occurrence and one procedural penalty for each subsequent occurrence in the same match.
- 8.7.2 1.1 If match organizers also prohibit taking a sight picture with an unloaded firearm prior to the start signal, competitors must be advised in the written stage briefing. Violation will result in a warning for the first occurrence and one procedural penalty for each subsequent occurrence in the same match.
- 8.7.3 1.2 When permitted, competitors taking a sight picture with an unloaded firearm prior to the start signal must only do so on a single target, to verify that their sights are prepared as required. Competitors who test a targeting sequence or a shooting position while taking a sight picture will incur one procedural penalty per occurrence.
- 8.7.4 2 Competitors are prohibited from using any sighting aid (e.g. the whole or part of an imitation or replica firearm, any part of a real firearm including any accessories thereof etc.), except for their own hands, while conducting their inspection ("walkthrough") of a course of fire. Violations will incur one procedural penalty per occurrence (also see Rule 10.5.1).
- 8.7.5 3 No person is permitted to enter or move through a course of fire without the prior approval of a Range Officer assigned to that course of fire, or the Range Master. ~~Violators~~ Violations will incur a warning for the first offense but may be subject to the provisions of Section 10.6 for subsequent offenses.

CHAPTER 9: Scoring

9.1 General Regulations

- 9.1.1 Approaching Targets – While scoring is in progress, competitors or their delegate must not approach any target closer than 1 meter without the authorization of the Range Officer. Violation will result in a warning for the first offense, but the competitor or his delegate may, at the discretion of the Range Officer, incur a procedural penalty for subsequent occurrences in the same match.
- 9.1.2 Touching Targets – While scoring is in progress competitors or their delegate must not touch, gauge or otherwise interfere with any target without the authorization of the Range Officer. Should a Range Officer deem that a competitor or their delegate has influenced or affected the scoring process due to such interference, the Range Officer may:
- 9.1.2.1 Score the affected target as a missed target; or
- 9.1.2.2 Impose penalties for any affected no-shoots.
- 9.1.3 Prematurely Patched Targets – If a target is prematurely patched or taped, preventing the determination of the actual score, the Range Officer must order the competitor to reshoot the course of fire.
- 9.1.4 Unrestored Targets – If, following completion of a course of fire by a previous competitor, one or more targets have not been properly patched or taped for the competitor being scored, the Range Officer must judge whether or not an accurate score can be determined. If there are extra scoring hits or questionable penalty hits thereon, and it is not obvious which hits were made by the competitor being scored, the affected competitor must be ordered to reshoot the course of fire.
- 9.1.4.1 In the event that patches or tape applied to a restored paper target are accidentally blown off by wind, muzzle blast or another reason, and it is not obvious to the Range Officer which hits were made by the competitor being scored, the competitor will be required to reshoot the course of fire.
- 9.1.4.2 A competitor who hesitates or self-stops during his attempt at a course of fire, due to a belief that one or more paper targets have not been restored, is not entitled to a reshoot.
- 9.1.5 Impenetrable – The scoring area of all IPSC scoring targets and no-shoots is deemed to be impenetrable. If a:
- 9.1.5.1 ~~Full diameter of a-b~~ Bullet strikes wholly within the scoring area of a paper target, and continues on to strike the scoring area of another paper target, the hit on the subsequent paper target will not count for score or penalty, as the case may be.
- 9.1.5.2 ~~Full diameter of a-b~~ Bullet strikes wholly within the scoring area of a paper target, and continues on to hit or strike down a metal target, or hits a frangible target or an electronically registering target that activates other range equipment, this will be treated as range equipment failure. The competitor will be required to reshoot the course of fire, after it has been restored.
- 9.1.5.3 ~~Partial diameter of a-b~~ Bullet strikes partially within the scoring area of a paper or metal target, and continues on to strike the scoring area of another paper ~~or metal~~ target, the hit on the subsequent paper target will also count for score or penalty, as the case may be.
- 9.1.5.4 Bullet strikes partially within the scoring area of a paper or metal target, and continues on to strike down (or hit the scoring area of) another metal target, the fallen (or hit on the) subsequent metal target will also count for score or penalty, as the case may be.
- 9.1.6 Hard Cover – Unless specifically described as "soft cover" (see Rule 4.1.4.2) in the written stage briefing, all props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable "hard cover". If a:
- 9.1.6.1 Bullet strikes wholly within hard cover, and continues on to strike the scoring area of a scoring paper target or no-shoot, the hit on the paper target will not count for score or penalty, as the case may be.
- 9.1.6.2 Bullet strikes wholly within hard cover, and continues on to hit or strike down a metal target, or hits a frangible target or an electronically registering target that activates other range equipment, this will be treated as range equipment failure (see ~~Section 4.6~~ Rule 4.6.1). The competitor will be required to reshoot the course of fire, after it has been restored.

- 9.1.6.3 Bullet strikes partially within hard cover, and continues on to strike the scoring area of a paper target, the hit on that paper target will count for score or penalty, as the case may be.
- 9.1.6.4 Bullet strikes partially within hard cover, and continues on to strike down a scoring metal target, the fallen target will count for score. If a bullet strikes partially within hard cover, and continues on to strike down or hit a metal no-shoot, the fallen no-shoot or hit thereon will count for penalty.
- 9.1.7 Target Sticks – Are neither Hard Cover nor Soft Cover. Shots which have passed wholly or partially through target sticks and which hit a paper or metal target will count for score or penalty, as the case may be.

9.2 Scoring Methods

~~9.2.1 The written stage briefing for each course of fire must specify one of the following scoring methods:~~

9.2.2 1 "Comstock" – Unlimited time stops on the last shot, unlimited number of shots to be fired, stipulated number of hits per target to count for score.

~~9.2.2 1.1 A competitor's score is calculated by adding the highest value stipulated number of hits per target, minus penalties, divided by the total time (recorded to two decimal places) taken by the competitor to complete the course of fire, to arrive at a hit factor. The overall stage results are factored by awarding the competitor with the highest hit factor the maximum points available for the course of fire, with all other competitors ranked relatively below the stage winner.~~

~~9.2.3 "Virginia Count" – Unlimited time stops on the last shot, limited number of shots to be fired, stipulated number of hits per target to count for score.~~

~~9.2.3.1 A competitor's score is calculated by adding the highest value stipulated number of hits per target, minus penalties, divided by the total time (recorded to two decimal places) taken by the competitor to complete the course of fire, to arrive at a hit factor. The overall stage results are factored by awarding the competitor with the highest hit factor the maximum points available for the course of fire, with all other competitors ranked relatively below the stage winner.~~

~~9.2.3.2 Virginia Count must only be used for Standard Exercises, Classifiers or Short Courses.~~

~~9.2.3.3 Virginia Count must not be used in Level IV or higher matches except in respect of a Standard Exercise (see Rule 6.1.2).~~

~~9.2.4 "Fixed Time" – Limited time, limited number of shots to be fired, stipulated number of overall hits to count for score.~~

~~9.2.4.1 A competitor's score is calculated by adding the highest value stipulated number of required hits, minus penalties. The overall stage results are not factored, and competitors are ranked by the actual net points achieved by them.~~

~~9.2.4.2 If paper targets are used in Fixed Time stages they should, where possible, be disappearing targets.~~

~~9.2.4.3 Fixed Time must only be used for Standard Exercises, Classifiers or Short Courses.~~

~~9.2.4.4 Fixed Time must not be used in Level IV or higher matches except in respect of a Standard Exercise (see Rule 6.1.2).~~

~~9.2.4.5 Fixed Time courses of fire do not incur failure to engage or miss penalties.~~

9.2.5 2 Stage results must rank competitors within the relevant Division in descending order of individual stage points achieved, calculated to 4 decimal places.

9.2.6 3 Match results must rank competitors within the relevant Division in descending order of the combined total of individual stage points achieved, calculated to 4 decimal places.

9.3 Scoring Ties

- 9.3.1 If, in the opinion of the Match Director, a tie in match results must be broken, the affected competitors must shoot one or more courses of fire, nominated or created by the Match Director, until the tie is broken. The result of a tiebreaker will only be used to determine the final placing of the affected competitors, and their original match points will remain unchanged. Ties must never be broken by chance.

9.4 Scoring and Penalty Values

- 9.4.1 Scoring hits on IPSC targets will be scored in accordance with the values approved by the IPSC Assembly- (§ see Appendices B and C and below). Frangible targets will usually score 5 points.

~~9.4.1.1 In order to recognize a difficult shot in a course of fire, targets may score double value for a hit. Furthermore, targets that are designated as disappearing targets should be scored 20 points per target. The use of such targets is restricted to not more than 10% of the total number of targets in the match. Their use must have been approved during the course review process and they must be clearly identified in the written stage briefing.~~

9.4.1.1 It is recommended that disappearing metal and frangible targets be scored 10 points per target.

9.4.1.2 Metal and frangible targets that require a difficult shot may score 10 points per target.

9.4.1.3 Not applicable.

9.4.1.4 The scoring of targets as referred to in Rules 9.4.1.1 and 9.4.1.2 is restricted to not more than 10% of the total number of targets in the match. Their use must have been approved during the course review process and they must be clearly identified in the written stage briefing.

- 9.4.2 Each hit visible on the scoring area of a paper no-shoot will be penalized minus 10 points, up to a maximum of 2 hits per no-shoot.

- 9.4.3 Metal no-shoots must be shot and fall, ~~or~~ overturn or self-indicate to score and then will be penalized minus 10 points.

- 9.4.4 Each miss will be penalized minus 10 points. ~~Each miss will be penalized twice the value of the maximum scoring hit available on that target,~~ except in the case of disappearing targets (see Rules ~~9.2.4.5 and 9.9.2~~).

- ~~9.4.5 In a Virginia Count Course of Fire or a Fixed Time Course of Fire:~~

~~9.4.5.1 Extra shots (i.e. shots fired in excess of the number specified in a component string or stage), will each incur one procedural penalty. Additionally, during scoring, no more than the specified number and highest scoring hits will be awarded.~~

~~9.4.5.2 Extra hits (i.e. hits on the scoring area of scoring paper targets in excess of the total number specified in the stage), will each incur one procedural penalty. Note that hits on hard cover and/or no-shoots are not treated as Extra Hits.~~

~~9.4.5.3 If hits in excess of the total number required are visible on one or more targets, but the competitor has not fired more than the number of shots required (i.e. Extra Shots), Extra Hit penalties will not apply. If it is not obvious which hits were made by the competitor, he must be ordered to reshoot the string or COF, as the case may be~~

- ~~9.4.6 In a Fixed Time Course of Fire:~~

~~9.4.6.1 Overtime shots are shots fired at the targets after the signal to cease fire has been given. Overtime shots will not count for score.~~

~~9.4.6.2 Where static scoring paper targets are used, it is assumed that overtime shots result in the highest value hits visible on the targets, so these are ignored for scoring purposes. For example, on a stage with 1xA, 6xC and 1xD hits, where 2 overtime shots have been fired, the 2 highest hits (i.e. 1xA and 1xC) are ignored, with the final score being 5xC and 1xD hits.~~

~~9.4.6.3 Where static paper no-shoots are used, it is assumed that all hits occurred within the specified time, and will count in the scoring process, subject to Rule 9.4.2.~~

~~9.4.6.4 Where static metal or frangible targets are used, any target(s) that has (have) been hit after the signal to cease fire has been given will be ignored for scoring purposes.~~

9.5 Scoring Policy

- 9.5.1 Unless otherwise specified in the written stage briefing, scoring paper targets must be shot with a minimum of one round each, with the best hit to score. Scoring metal targets must be shot with a minimum of one round each and must fall or otherwise react to score. ~~Frangible targets must break with a visible piece missing or separated from the original target to be counted for score.~~
- 9.5.2 If the bullet diameter of a hit on a scoring target touches the scoring line between two scoring areas, or the line between the non-scoring border and a scoring area, or if it crosses multiple scoring areas, it will be scored the higher value.
- 9.5.3 If a bullet diameter touches the scoring area of ~~both an overlapping scoring targets and/or a no-shoots~~, it will earn all applicable scores and penalties ~~the score and incur the penalty~~.
- 9.5.4 Radial tears radiating outwards from the diameter of a bullet hole will not count for score or penalty.
- 9.5.4.1 Enlarged holes in paper targets which exceed the competitor's bullet diameter will not count for score or penalty unless there is visible evidence within the remnants of the hole (e.g. a grease mark, striations or a "crown" etc.), to eliminate a presumption that the hole was caused by a ricochet or splatter.
- 9.5.5 The minimum score for a ~~course of fire stage or string~~ will be zero.
- 9.5.6 A competitor who fails to engage the front of each scoring target in a course of fire with at least one round will incur one procedural penalty per target for failure to engage at the target, as well as appropriate penalties for misses (see Rule 10.2.7).
- 9.5.7 Hits visible on a scoring paper target or no-shoot, which are the result of shots fired through the rear of ~~a~~ that or another scoring paper target or no-shoot, and/or hits which fail to create a clearly distinguishable hole through the front of a scoring paper target or no-shoot, will not count for score or penalty, as the case may be.
- 9.5.8 Frangible targets must break with a visible piece missing or separated from the original target to be counted for score.

9.6 Score Verification and Challenge

- 9.6.1 After the Range Officer has declared "Range is Clear", the competitor or their delegate will be ~~allowed~~ permitted to accompany the official responsible for scoring to verify the scoring. However, this may not apply to courses of fire consisting only of reactive targets or self-setting targets and/or electronically registering targets.
- 9.6.2 The Range ~~Official~~ Officer responsible for a course of fire may stipulate that the scoring process will begin while a competitor is actually completing a course of fire. In such cases, the competitor's delegate ~~must be~~ is entitled to accompany the official responsible for scoring in order to verify the scoring. Competitors must be advised of this procedure during the squad briefing.
- 9.6.3 A competitor (or his delegate) who fails to verify a target during the scoring process loses all right of appeal in respect of scoring that target.
- 9.6.4 Any challenge to a score or penalty must be appealed to the Range Officer by the competitor (or his delegate) prior to the subject target being painted, patched, or reset, failing which such challenges will not be accepted.
- 9.6.5 In the event that the Range Officer upholds the original score or penalty and the competitor is dissatisfied, he may appeal to the Chief Range Officer and then to the Range Master for a ruling.
- 9.6.6 The Range Master's ruling in respect of the scoring of hits on targets and no-shoots will be final. No further appeals are ~~allowed~~ permitted with respect to such scoring decisions.
- 9.6.7 During a scoring challenge, the subject target(s) must not be patched, taped or otherwise interfered with until the matter has been settled, failing which Rule 9.1.3 will apply. The Range Officer may remove a disputed paper target from the course of fire for further examination to prevent any delay in the match. Both the

competitor and the Range Officer must sign the target and clearly indicate which hit(s) is (are) subject to challenge.

9.6.8 Scoring overlays approved by the Range Master must be used exclusively, as and when required, to verify and/or determine the applicable scoring zone of hits on paper targets.

9.6.9 Scoring information may be relayed through the use of hand signals (see Appendix F1). If a score is challenged, the subject targets must not be restored until they have been verified by the competitor or his delegate, in accordance with whatever arrangements have been approved in advance by the Range Master (also see Rule 9.1.3).

9.7 Score Sheets

9.7.1 The Range Officer must enter all information (including any warnings given) on each competitor's score sheet prior to signing it. After the Range Officer has signed the score sheet, the competitor must add his own signature in the appropriate place. Electronic score sheet signatures will be acceptable if approved by the Regional Directorate. Whole numbers should be used to record all scores or penalties. The elapsed time taken by the competitor to complete the course of fire must be recorded to 2 decimal places in the appropriate place.

9.7.2 If corrections to the score sheet are required, these will be clearly entered onto the original and other copies of the competitor's score sheets. The competitor and the Range Officer should initial any corrections.

9.7.3 Should a competitor refuse to sign or initial a score sheet, for any reason, the matter must be referred to the Range Master. If the Range Master is satisfied that the course of fire has been conducted and scored correctly the unsigned score sheet will be submitted as normal for inclusion in the match ~~scores~~ results.

9.7.4 A score sheet signed by both a competitor and a Range Officer is conclusive evidence that the course of fire has been completed, and that the time, scores and penalties recorded on the score sheet, are accurate and uncontested. The signed score sheet is deemed to be a definitive document and, with the exception of the mutual consent of the competitor and the signatory Range Officer, or due to an arbitration decision, the score sheet will only be changed to correct arithmetical errors or to add procedural penalties under Rule 8.6.2.

9.7.5 If a score sheet is found to have insufficient or excess entries, or if the time has not been recorded on the score sheet, it must be promptly referred to the Range Master ~~the competitor will be required who will normally require the competitor~~ to reshoot the course of fire.

9.7.6 In the event that a reshoot is not possible ~~or permissible~~ for any reason, the following actions will prevail:

9.7.6.1 If the time is missing, the competitor will receive a zero score for the ~~course of fire stage~~.

9.7.6.2 If insufficient hits or misses have been recorded on the score sheet, those which have been recorded will be deemed complete and conclusive.

9.7.6.3 If excessive hits or misses have been recorded on the score sheet, the highest value scoring hits recorded will be used.

9.7.6.4 Procedural penalties recorded on the score sheet will be deemed complete and conclusive, except where Rule 8.6.2 applies.

9.7.6.5 If the identity of the competitor is missing from a score sheet, it must be referred to the Range Master, who must take whatever action he deems necessary to rectify the situation.

9.7.7 In the event that an original score sheet is lost or otherwise unavailable, the competitor's duplicate copy, or any other written or electronic record acceptable to the Range Master, will be used. If the competitor's copy, or any other written or electronic record, is unavailable, or is deemed by the Range Master to be insufficiently legible the competitor will be required to reshoot the course of fire. If the Range Master deems that a reshoot is not possible for any reason, the competitor will incur a zero time and score for the affected ~~course of fire stage~~.

9.7.8 No person, other than an authorized Match Official, is permitted to handle an original score sheet retained on a stage, or at any other place, after it has been signed by a competitor and an officiating Range Officer, without the prior approval of the officiating Range Officer or personnel directly involved with Stats.

Violations will incur a warning for the first offense, but may be subject to Section 10.6 for subsequent occurrences in the same match.

9.8 Scoring Responsibility

- 9.8.1 Each competitor ~~is responsible~~ has a responsibility to maintain an accurate record of their scores ~~to~~ by verifying the lists posted by the Stats Officer.
- 9.8.2 After all competitors have completed a match, the provisional stage results must be published and posted in a conspicuous place at the shooting range and, at Level IV or higher matches, at the official match hotel by the Stats Officer for the purpose of verification by competitors. The time and date the subject results were actually posted (not just printed) at each venue must be clearly stated thereon.
- 9.8.3 If a competitor detects an error in ~~the provisional~~ those results ~~at the end of the match~~, they ~~he~~ must file an appeal with the Stats Officer ~~not later than~~ within 1 hour after the results ~~are~~ were actually posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.
- 9.8.4 Competitors who are scheduled (or otherwise authorized by ~~a~~ the Match Director) to complete all courses of fire in a match in a period of time less than the full duration of the match (e.g. 1 day format in a 3 day match etc.), are required to check their provisional match results in accordance with the special procedures and time limits specified by the Match Director (e.g. via a website), failing which scoring appeals will not be accepted. The relevant procedure must be published in advance in match literature and/or by way of a notice posted in a conspicuous place at the shooting range prior to commencement of the match (also see Section 6.6).
- 9.8.5 A Match Director may elect to have results posted electronically (e.g. via a website) either in addition to, or as an alternative to, physically printing them. If so, the relevant procedure must be published in advance in match literature and/or by way of a notice posted in a conspicuous place at the shooting range prior to commencement of the match. Facilities (e.g. a computer) must be provided for competitors to view the results if a Match Director has elected to only have results posted electronically.

9.9 Scoring of Moving Disappearing Targets

~~Moving targets will be scored in accordance with the following:~~

- 9.9.1 Moving targets which present at least a portion of the highest scoring area when at rest (either before or after initial activation), or which continuously appear and disappear for the duration of a competitor's attempt at a COF, are not disappearing and will always incur failure to engage and/or miss penalties ~~except when Rule 9.2.4.5 applies.~~
- 9.9.2 Moving targets, which do not comply with the above criteria, are disappearing and will not incur failure to engage or miss penalties unless a competitor fails to activate the mechanism which initiates the target movement before firing the last shot for that string or course of fire.
- ~~9.9.3 Stationary targets which become partially or wholly concealed by action of a moving no-shoot or vision barrier are subject to the same criteria above in respect of the application of failure to engage and/or miss penalties.~~
- 9.9.3 Stationary targets which present at least a portion of the highest scoring area, either before or after activation of a moving and/or concealing no-shoot or vision barrier, are not disappearing and will incur failure to engage and/or miss penalties.
- ~~9.9.4 Moving targets will always incur failure to engage and miss penalties if a competitor fails to activate the mechanism, which initiates the target movement.~~
- 9.9.4 Targets which present at least a portion of the highest scoring zone each time a competitor operates a mechanical activator (e.g. a rope, lever, pedal, flap, door etc.), are not subject to this section.

9.10 Official Time

- 9.10.1 Only the timing device operated by a Range Officer must be used to record the official elapsed time of a competitor's attempt at a course of fire. If a Range Officer assigned to a course of fire (or a more senior Range Match Official) deems that a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to reshoot the stage course of fire.

- 9.10.2 If, in the opinion of an Arbitration Committee, the time credited to a competitor for a course of fire is deemed to be unrealistic, the competitor will be required to reshoot the course of fire (see Rule 9.7.4).
- 9.10.3 A competitor who reacts to a start signal but, for any reason, does not continue their attempt at the course of fire and fails to have an official time recorded on the timing device operated by the Range Officer, will be given a zero time and zero score for that ~~course of fire~~ stage.

9.11 Scoring Programs

- 9.11.1 The scoring programs approved by IPSC are the Match Scoring System (MSS) and Windows® Match Scoring System (WinMSS). No other scoring program must be used for any IPSC sanctioned match without the prior written approval of the Regional Director of the host Region. In the case of MSS and WinMSS the most recent versions of the scoring programs available from the IPSC website are to be used.

CHAPTER 10: Penalties

10.1 Procedural Penalties – General Regulations

- 10.1.1 Procedural penalties are imposed when a competitor fails to comply with procedures specified in a written stage briefing and/or is found to be in violation of other general rules. The Range Officer imposing the procedural penalties must clearly record the number of penalties, and the reason why they were imposed, on the competitor's score sheet.
- 10.1.2 Procedural penalties are assessed at minus 10 points each.
- 10.1.3 A competitor disputing the application or number of procedural penalties may appeal to the Chief Range Officer and/or Range Master. A competitor who continues to be aggrieved may then lodge an appeal for arbitration.
- 10.1.4 Procedural penalties cannot be nullified by further competitor action. For example, a competitor who fires a shot at a target while faulting a line will still incur the applicable penalties even though he subsequently shoots at the same target while not faulting the line.

10.2 Procedural Penalties – Specific Examples

- 10.2.1 A competitor who fires shots while any part of their body is touching the ground or any object beyond a Fault Line will receive 1 procedural penalty for each occurrence.
 - 10.2.1.1 However, if the competitor has gained a significant advantage on any target(s) while faulting, the competitor may instead be assessed 1 procedural penalty for each shot fired at the subject target(s) while faulting. No penalty is assessed if a competitor does not fire any shots while faulting a line except when Rule 2.2.1.5 applies.
- 10.2.2 A competitor who fails to comply with a procedure specified in the written stage briefing will incur 1 procedural penalty for each occurrence. However, if a competitor has gained a significant advantage during non-compliance, the competitor may be assessed 1 procedural penalty for each shot fired, instead of a single penalty (e.g. firing multiple shots contrary to the required position or stance).
- 10.2.3 Where multiple penalties are assessed in the above cases, they must not exceed the maximum number of scoring hits that can be attained by the competitor. For example, a competitor who gains an advantage while faulting a Fault Line ~~or a Shooting Box~~ where only 4 metal targets are visible will receive 1 procedural penalty for each shot fired while faulting, up to a maximum of 4 procedural penalties, regardless of the number of shots actually fired.
- 10.2.4 A competitor who fails to comply with a mandatory reload will incur 1 procedural penalty for each shot fired after the point where the reload was required until a reload is performed.
- 10.2.5 In a Cooper Tunnel, a competitor who disturbs one or more pieces of the overhead material will receive 1 procedural penalty for each piece of overhead material which falls. Overhead material which falls as a result of the competitor bumping or striking the uprights, or as a result of muzzle gases or recoil, will not be penalized.
- 10.2.6 A competitor who is creeping (e.g. moving hands towards the firearm, a reloading device or ammunition) or physically moving to a more advantageous shooting position, ~~posture~~ or stance after the "Standby" command and prior to issuance of the start signal, will incur 1 procedural penalty. If the Range Officer can stop the competitor in time, a warning will be issued for the first offense and the competitor will be restarted.
- 10.2.7 A competitor who fails to engage any scoring target with at least one round will incur 1 procedural penalty per target, plus the applicable number of misses, except where the provisions of Rules ~~9.2.4.5 or~~ 9.9.2 apply.
- 10.2.8 Not ~~A~~ applicable.
- 10.2.9 A competitor who leaves a shooting location may return and shoot again from the same location provided they do so safely. However, written stage briefings for Classifiers, ~~Standard Exercises~~ and Level I & II matches may prohibit such actions, in which case 1 procedural penalty per shot fired will apply.

10.2.44 ~~10~~Special penalty: A competitor unable to fully execute any part of a course of fire due to incapacity or injury may, prior to making his attempt at the course of fire, request that the Range Master apply a penalty in lieu of the stated course requirement.

~~10.2.11.1 If the request is approved by the Range Master, a minimum of one procedural penalty, up to a maximum penalty of 20% of the competitor's points "as shot" (rounded up to the nearest whole number), will be deducted from the competitor's score. For example, if 100 points are available in the course of fire and the competitor actually scores 90 points, the special penalty is a deduction of 18 points. However, the Range Master may waive any or all procedural penalties in respect of a competitor who has a significant physical disability prior to the competitor making his attempt at the course of fire.~~

10.2.10.1 If the request is approved by the Range Master, he must state, in advance of the competitor attempting the course of fire, the extent of the special penalty, ranging from 1% to 20% of the competitor's points "as shot", to be deducted.

10.2.10.2 Alternatively, the Range Master may waive application of any penalties in respect of a competitor who, due to having a significant physical disability, is unable to comply with the stated course requirement.

10.2.10.3 If the request is denied by the Range Master, normal procedural penalties will apply.

10.2.11 A competitor who fires shots over a barrier constructed to a height of at least 1.8 meters will incur 1 procedural penalty for each shot fired (also see Rule 2.2.3.1).

~~10.2.10 2~~ Should a competitor engage a target or targets with burst or fully automatic fire (where more than one shot is discharged with one manipulation of the trigger) due to the firearm being in the automatic mode, he will be scored zero for that stage and a warning issued. In the event of a second violation of this rule he will be disqualified. In the event that the discharge was in an unsafe direction or as defined in 10.3.1, the regulations for that Section will apply ~~(also see Rule 10.4.8).~~

10.3 ~~Match~~ Disqualification – General Regulations

10.3.1 A competitor who commits a safety infraction or any other prohibited activity during an IPSC match will be disqualified, ~~from that match~~ and will be prohibited from attempting any remaining courses of fire ~~in that match~~ regardless of the schedule or physical layout of the match.

10.3.2 When a ~~match~~ disqualification is issued, the Range Officer must record the reasons for the disqualification, and the time and date of the incident, on the competitor's score sheet, and the Range Master must be notified as soon as possible.

10.3.3 Scores for a competitor who has received a ~~match~~ disqualification must not be deleted from match results, and match results must not be declared final by the Match Director, until the time limit prescribed in Rule 11.3.1 has passed, provided no appeal to arbitration on any matter has been submitted to the Range Master (or his delegate).

10.3.4 If an appeal to arbitration is submitted within the time limit prescribed in Rule 11.3.1, the provisions of Rule 11.3.2 will prevail.

10.3.5 Scores for a competitor who has completed a "pre-match" or main match without a ~~match~~ disqualification will not be affected by a ~~match~~ disqualification received while that competitor is participating in a Shoot-Off or other side match.

10.4 ~~Match~~ Disqualification – Accidental Discharge

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

10.4.1 A shot, which travels over a backstop, a berm or in any other direction, specified in the written stage briefing by the match organizers as being unsafe. Note that a competitor who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified, but the provisions of Section 2.3 may apply.

- 10.4.2 A shot which strikes the ground within 3 meters of the competitor, except when shooting at a paper or frangible target closer than 3 meters to the competitor. A shot which strikes the ground within 3 meters of the competitor due to a "squib" load is exempt from this rule.
- 10.4.3 A shot which occurs ~~while preparing to or~~ while actually loading, reloading or unloading a firearm. This includes any shot fired during the procedures outlined in Rules 8.3.1 and 8.3.7 ~~or 8.3.7.1~~. ~~(A also see Rule 10.5.9).~~
- 10.4.3.1 Exception – a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to a ~~match~~ disqualification, however, Rule 5.1.6 may apply.
- 10.4.4 A shot which occurs during remedial action in the case of a malfunction.
- 10.4.5 A shot which occurs while transferring a rifle between hands.
- 10.4.6 A shot which occurs during movement, except while actually shooting at targets.
- 10.4.7 A shot fired at a metal target from a distance of less than 50 meters, measured from the front of the target to the nearest part of the competitor's body in contact with the ground (see Rule 2.1.3).
- ~~10.4.8 Should a competitor engage a target or targets with burst or fully automatic fire (where more than one shot is discharged with one manipulation of the trigger), he will be scored zero and a warning issued. In the event of another infraction he will be disqualified from the match.~~
- ~~10.4.9 8~~ Exception: When In this Section, if it can be established that the cause of the discharge is due to a broken or defective part of the firearm, the competitor has not committed any safety infraction in this Section, and a ~~match~~ disqualification will not be invoked, ~~however,~~ but the competitor's scores for that ~~course of fire stage~~ will be zero.
- 10.4.9.1 The firearm must be immediately presented for inspection to the Range Master or his delegate, who will inspect the firearm and carry out any tests necessary to establish that a broken or defective part caused the discharge. A competitor may not later appeal a ~~match~~ disqualification for an accidental discharge due to a broken or defective part if they fail to present the firearm for inspection prior to leaving the course of fire.

10.5 ~~Match~~ Disqualification – Unsafe Gun Handling

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

- 10.5.1 Handling a rifle at any time except when in a designated safety area, or elsewhere deemed safe by a Range Officer, or when under the supervision of, and in response to a direct command issued by, a Range Officer may invoke a ~~match~~ disqualification. This does not apply to the carrying of rifles where Rule 5.2.1 will apply. Violation of Rule 5.2.1 may invoke a ~~match~~ disqualification. ~~A match disqualification may be invoked in the following circumstances: a) Violation of the gun being carried reasonably vertical in accordance with Rules 5.2.1.1 and 5.2.1.2, or b) Violation of the muzzle direction requirements of Rule 5.2.1.3, or c) Failure to comply with Rule 5.2.1.5, or d) Failure to comply with Rule 5.2.1.7.~~
- 10.5.2 Allowing the muzzle of a firearm to point uprange, or past the default, or specific safe angles of fire during a course of fire. Exception: when fitting the chamber safety flag in compliance with Rule 8.3.7.2 the muzzle may point uprange within a radius of 50cm from a competitor's feet.
- 10.5.3 If at any time during the course of fire, a competitor drops his firearm or causes it to fall, loaded or not. Note that a competitor who, for any reason during a course of fire, safely and intentionally places the firearm on the ground or other stable object will not be disqualified provided:
- 10.5.3.1 The competitor maintains constant physical contact with the firearm, until it is placed firmly and securely on the ground or another stable object; ; and
- 10.5.3.2 The competitor remains within 1 meter of the firearm at all times (except where the firearm is placed at a greater distance, under the supervision of a Range ~~Official~~ Officer, in order to comply with a start position); ; and
- 10.5.3.3 The provisions of Rule 10.5.2 do not occur; ; and

10.5.3.4 The ~~rifle~~ firearm is in a the ready condition as specified in ~~Rule 8.1.1. Section 8.1;~~ or

10.5.3.5 The firearm is unloaded and the action is open.

10.5.4 Not ~~A~~ applicable.

10.5.5 Allowing the muzzle of a rifle to point at any part of the competitor's body during a course of fire (i.e. sweeping).

10.5.6 Not ~~A~~ applicable.

10.5.7 Using more than one ~~rifle~~ firearm ~~at any point in time~~ during a course of fire.

10.5.8 Failure to keep the finger outside the trigger guard while clearing a malfunction where the competitor clearly moves the firearm away from aiming at targets.

10.5.9 Failure to keep the finger outside the trigger guard during loading, reloading, or unloading. A competitor will be exempt from this rule when operating the trigger to dry fire or to release the action and/or drop the hammer while making ready prior to the start signal. In the event that the gun discharges during this operation Rule 10.4.3 will still apply.

10.5.10 Failure to keep the finger outside the trigger guard during movement in accordance with ~~Section 8.5~~ Rule 8.5.1.

10.5.11 Not ~~A~~ applicable.

10.5.12 Handling live or dummy ammunition (~~including practice or training rounds, snap caps and empty cases~~), ~~whether loose or packaged (e.g. in a bag, box, carton), loaded magazines and/or speed loaders etc.), while in a Safety Area, or failing to comply with Rule 2.4.1 contrary to Rule 2.4.4.~~

10.5.12.1 The word "handling" does not preclude competitors from entering a Safety Area with live or dummy ammunition in their pockets, on their belt or in their range bag, provided the competitor does not physically remove the loose or packaged ammunition from their belt, pockets or range bag while within the Safety Area.

10.5.13 Having a loaded ~~rifle~~ firearm other than when specifically ~~ordered to~~ authorized by a the Range Officer. ~~A loaded rifle is defined as a rifle having a live or dummy round in the chamber or having a live or dummy round in a magazine inserted in the firearm or having a live or dummy round in a fixed (non-detachable) magazine.~~

10.5.14 Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, return it to the competitor in a safe condition. Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction, however, a competitor who retrieves a dropped firearm will receive a ~~match~~ disqualification.

10.5.15 Using prohibited and/or unsafe ammunition (see Rules 5.5.4, 5.5.5 and 5.5.6 ~~and 5.5.7~~), and/or using a prohibited firearm (see Rules 5.1.10 and 5.1.11).

10.6 ~~Match~~ Disqualification – Unsportsmanlike Conduct

10.6.1 Competitors will be disqualified ~~from a match~~ for conduct which a Range Officer deems to be unsportsmanlike. Examples ~~of unsportsmanlike conduct~~ include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behavior likely to bring the sport into disrepute. The Range Master must be notified as soon as possible.

10.6.2 A competitor who is deemed by a Range Officer to have intentionally removed or caused the loss of eye or ear protection in order to gain a ~~competitive~~ reshoot or advantage will be disqualified.

10.6.3 Other persons may be expelled from the range for conduct which a Range Officer deems to be unacceptable. Examples ~~of unacceptable conduct~~ include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a competitor's attempt thereof, and any other behavior likely to bring the sport into disrepute.

10.7 ~~Match~~ Disqualification – Prohibited Substances

- 10.7.1 All persons are required to be in complete control both mentally and physically during IPSC matches.
- 10.7.2 IPSC considers the abuse of alcoholic products, non-prescription and non-essential drugs and the use of illegal or performance enhancing drugs, irrespective of how they are taken or administered, to be an extremely serious offense.
- 10.7.3 Except when used for medicinal purposes, competitors and officials at matches must not be affected by drugs (including alcohol) of any sort during matches. Any person, who in the opinion of the Range Master is visibly under the influence of any of the items described herein, will be disqualified from the match and may be required to leave the range.
- 10.7.4 IPSC reserves the right to prohibit any general or specific substances and to introduce tests for the presence of these substances at any time. (~~also~~ see separate IPSC Anti-Doping Rules).

CHAPTER 11: Arbitration and Interpretation of Rules

11.1 General Principles

- 11.1.1 Administration – Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant match levels the outcome is much more important to the individual competitor. However, effective match administration and planning will prevent most if not all disputes.
- 11.1.2 Access – Appeals may be submitted to arbitration in accordance with the following rules for any matter except where specifically denied by another rule. Appeals arising from a disqualification for a safety infraction will only be accepted to determine whether exceptional circumstances warrant reconsideration of the ~~match~~ disqualification. However, the commission of the infraction as described by the Range Match Official is not subject to challenge or appeal.
- 11.1.3 Appeals – The Range Officer makes decisions initially. If the appellant disagrees with a decision, the Chief Range Officer for the stage or area in question should be asked to rule. If a disagreement still exists, the Range Master must be asked to rule.
- 11.1.4 Appeal to Committee – Should the appellant continue to disagree with the decision he may appeal to the Arbitration Committee by submitting a first party appeal.
- 11.1.5 Retain Evidence – An appellant is required to inform the Range Master of his wish to present his appeal to the Arbitration Committee and may request that the officials retain any and all relevant documentary or other evidence pending the hearing. Audio and/or video recordings will not be accepted as evidence.
- 11.1.6 Preparing the Appeal – The appellant is responsible for the preparation and delivery of the written submission, together with the appropriate fee. Both must be submitted to the Range Master within the specified period of time.
- 11.1.7 Match Official's Duty – Any Match Official in receipt of a request for arbitration must, without delay, inform the Range Master and must note the identities of all witnesses and officials involved and pass this information on to the Range Master.
- 11.1.8 Match Director's Duty – Upon receiving the appeal from the Range Master, the Match Director must convene the Arbitration Committee in a place of privacy as soon as possible.
- 11.1.9 Arbitration Committee's Duty – The Arbitration Committee is bound to observe and apply the current IPSC Rules and to deliver a decision consistent with those rules. Where rules require interpretation or where an incident is not specifically covered by the rules, the Arbitration Committee will use their best judgment in the spirit of the rules.

11.2 Composition of Committee

- 11.2.1 ~~Arbitration Committee~~ – ~~At Level III or higher~~ Higher Matches – The composition of an Arbitration Committee will be subject to the following rules:
- 11.2.1.1 The IPSC President, or his delegate, or a certified Range Match Official appointed by the Match Director, (in that order) will serve as Chairman of the committee with no vote.
- 11.2.1.2 Three arbitrators will be appointed by the IPSC President, or his delegate, or by the Match Director, (in that order), with one vote each.
- 11.2.1.3 When possible arbitrators should be competitors in the match and should be certified Range Match Officials.
- 11.2.1.4 Under no circumstances must the Chairman or any member of an Arbitration Committee be a party to the original decision or subsequent appeals, which led to the arbitration.
- 11.2.2 ~~Arbitration Committee~~ – ~~For Level I and II Matches~~ – The Match Director can appoint an Arbitration Committee of three experienced ~~shooters~~ persons who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the ~~case~~ appeal. The arbitrators should be certified Range Match Officials if possible. All committee members will vote. The senior Range Match Official, or the senior ~~shooter~~ person if there are no Range Match Officials, will be the chairman.

11.3 Time Limits and Sequences

- 11.3.1 Time Limit for Appeal to Arbitration – Written appeals to arbitration must be submitted to the Range Master on the appropriate form, accompanied by the applicable fee, within one hour of the time of the disputed call as recorded by Match Officials. Failure to comply will render the appeal invalid, and no further action will be taken. The Range Master must, on the appeal form, immediately record the time and date he received the appeal.
- 11.3.2 Decision Time Limit – The Committee must reach a decision within 24 hours of the request for arbitration or before the results have been declared final by the Match Director, ~~which ever~~ whichever comes first. If the Committee fails to render a decision within the prescribed period, both a first and third party appellant (see ~~Section 11.7~~ Rule 11.7.1) will automatically succeed in their appeal, and the fee will be returned.

11.4 Fees

- 11.4.1 Amount – For Level III or higher matches, the appeal fee to enable an appellant to appeal to arbitration will be US\$100.00 or the equivalent of the maximum individual match entry fee (whichever is lower), in local currency. The appeal fee for other matches may be set by the Match Organizers, but must not exceed US\$100 or equivalent in local currency. An appeal brought by the Range Master in respect of a match issue will not incur a fee.
- 11.4.2 Disbursement – If the Committee's decision is to uphold the appeal, the fee paid will be returned. If the Committee's decision is to deny the appeal, the appeal fee and the decision must be forwarded to the Regional or National Range Officers Institute (RROI or NROI) in respect of Level I and II matches, and to the International Range Officers Association (IROA) in respect of Level III and higher matches.

11.5 Rules of Procedure

- 11.5.1 Committee's Duty and Procedure – The Committee will study the written submission and retain on behalf of the organizers the monies paid by the appellant until a decision has been reached.
- 11.5.2 Submissions – The Committee may require the appellant to personally give further details of the submission and may question him on any point relevant to the appeal.
- 11.5.3 Hearing – The appellant may be asked to withdraw while the Committee hears further evidence.
- 11.5.4 Witnesses – The Committee may hear Match Officials as well as any other witnesses involved in the appeal. The Committee will examine all evidence submitted.
- 11.5.5 Questions – The Committee may question witnesses and officials on any point relevant to the appeal.
- 11.5.6 Opinions – Committee members will refrain from expressing any opinion or verdict while an appeal is in progress.
- 11.5.7 Inspect Area – The Committee may inspect any range or area related to the appeal and require any person or official they regard as useful to the process to accompany them.
- 11.5.8 Undue Influence – Any person attempting to influence the members of the Committee in any way other than evidence may be subject to disciplinary action at the discretion of the Arbitration Committee.
- 11.5.9 Deliberation – When the Committee is satisfied that they are in possession of all information and evidence relevant to the appeal, they will deliberate privately and will reach their decision by majority vote.

11.6 Verdict and Subsequent Action

- 11.6.1 Committee Decision – When a decision is reached by the Committee, they will summon the appellant, the official and the Range Master to present their judgement.
- 11.6.2 Implement Decision – It will be the responsibility of the Range Master to implement the Committee's decision. The Range Master will ~~advise the appropriate match personnel who will~~ post the decision in a place available to all competitors. The decision is not retroactive and will not affect any incidents prior to the decision.

- 11.6.3 Decision is Final – The decision of the Committee is final and may not be appealed unless, in the opinion of the Range Master, new evidence received after the decision, but before the results have been declared final by the Match Director, warrants reconsideration.
- 11.6.4 Minutes – Decisions of the Arbitration Committee will be recorded and will provide precedent for any similar and subsequent incident during that match.

11.7 Third Party Appeals

- 11.7.1 Appeals may also be submitted by other persons on a “third party appeal” basis. In such cases, all provisions of this Chapter will otherwise remain in force.

11.8 Interpretation of Rules

- 11.8.1 Interpretation of these rules and regulations is the responsibility of the IPSC Executive Council.
- 11.8.2 Persons seeking clarification of any rule are required to submit their questions in writing, either by fax, letter or email to IPSC headquarters.
- 11.8.3 All rule interpretations published on the IPSC website will be deemed to be precedents and will be applied to all IPSC sanctioned matches commencing on or after 7 days from the date of publication. All such interpretations are subject to ratification or modification at the next IPSC Assembly.

CHAPTER 12: Miscellaneous Matters

12.1 Appendices

All Appendices included herein are an integral part of these rules.

12.2 Language

English is the official language of the IPSC Rules. Should there be discrepancies between the English language version of these rules and versions presented in other languages, the English language version will prevail.

12.3 Disclaimers

Competitors and all other persons in attendance at an IPSC match are wholly, solely and personally responsible to ensure that all and any equipment which they bring to the match is fully in compliance with all laws applicable to the geographical or political area where the match is being held. Neither IPSC nor any IPSC Officers, nor any organization affiliated to IPSC nor any officers of any organization affiliated to IPSC accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such equipment.

12.4 Gender

References made herein to the male gender (i.e. "he", "his", "him") are deemed to include the female gender (i.e. "she", "her").

12.5 Glossary

Throughout these rules, the following definitions apply:

Aftermarket	Items not manufactured by the OFM, and/or bearing identifying marks of a different OFM.
Aim / Aiming	<u>Aligning the barrel of a firearm at targets.</u>
Berm.....	A raised structure of sand, soil or other materials used to contain bullets and/or to separate one shooting bay and/or COF from another.
Bullet.....	The projectile in a round intended to strike a target.
Caliber.....	The diameter of a bullet measured in millimeters (or thousandths of an inch).
Cartridge case	The main body of a round, which contains all component parts.
Chamber Safety Flag	<u>A brightly colored device, no part of which resembles a round or any part thereof. The flag must be incapable of being inserted into a firearm which has a loaded chamber and must, while fitted, prevent a round from being inserted into the chamber. The flag must have an integral tab or ribbon clearly protruding from the firearm.</u>
Compensator	A device fitted to the muzzle end of a barrel to counter muzzle rise (usually by diverting away escaping gasses).
Course of fire	(Also "course" and "COF") An expression used interchangeably with "Stage" (see Rule 6.1.3).
Detonation.....	Ignition of the primer of a round, other than by action of a firing pin, where the bullet does not pass through the barrel (e.g. when a slide the action of a firearm is being manually retracted, when a round is dropped).
Discharge	See Shot.
Downrange.....	<u>The general area of a stage, shooting bay or range, where the muzzle of a firearm may be safely pointed during a course of fire and/or where bullets are intended or are likely to impact.</u>
Dry firing	The activation of the trigger and/or action of a firearm which is totally devoid of ammunition.
Dummy Ammunition	<u>Includes practice or training rounds, blanks, snap caps and empty cases.</u>
Engage	<u>Firing a shot at a target. Firing a shot at, but missing, a target is not a "failure to engage". The malfunction of a firearm or a round which prevents a shot being fired, is deemed to be a "failure to engage".</u>
Face, (facing) uprange	The competitor's face, chest and toes are all facing uprange.
False start	Beginning an attempt at a COF prior to the "Start signal" (see Rule 8.3.4).
Grain	A common unit of measurement used in respect of the weight of a bullet (1 grain = 0.0648 grams).
Holster.....	<u>A handgun retention device, worn on a competitor's belt.</u>

Loaded	<u>A firearm having a live or dummy round in the chamber or cylinder, or having a live or dummy round in an inserted or fitted magazine(s).</u>
Loading	The insertion of ammunition into a firearm.
Location	A geographical place within a course of fire.
Match Personnel Official.....	A person <u>People who have</u> has an official duty or function at a match, but who <u>are</u> is not necessarily qualified as, or acting in the capacity of, a Match Range <u>Match Range</u> Officials.
May	Entirely optional.
Must	Mandatory.
No-shoot(s)	Target(s) that incur penalties when hit.
Not A applicable	The rule or requirement does not apply to the particular discipline; <u>or Division</u> or match level .
OFM.....	Original firearm manufacturer.
Primer.....	The part of a round which causes a detonation or a shot to be fired.
Props	<u>Items, other than targets or fault lines, used in the creation, operation or decoration of a COF.</u>
Prototype.....	A firearm in a configuration which is not in mass production and/or is not available to the general public.
Range Official.....	A person who is officially serving at a match in the capacity of a Range Officer (see Chapter 7).
Region.....	A country or other geographical area, recognized by IPSC.
Regional Director.....	The person, recognized by IPSC, who represents a <u>Regional Directorate Region</u> .
Regional Directorate.....	The organization recognized by IPSC, which directs the IPSC shooting activities in a Region.
Reloading.....	Replenishment or the insertion of additional ammunition into a firearm.
Reshoot	A competitor's further <u>subsequent</u> attempt at a course of fire, authorized in advance by a Range Officer or an Arbitration Committee.
Round.....	A cartridge of ammunition used in a handgun or rifle.
Shooting position	The physical presentation of a person's body (e.g. standing, sitting, kneeling, prone).
Shot	A bullet which passes completely through the barrel of a firearm.
Should	Optional but highly recommended.
Sight picture.....	Aiming at a target without actually shooting at it (see Section 8.7).
Snap Cap.....	(Also "spring cap") A type of dummy round.
Squib	Any part of a round lodged inside the barrel of a firearm and/or a bullet which exits the barrel at extremely low velocity.
Stance.....	The physical presentation of a person's limbs (e.g. hands by the side, arms crossed etc.).
Start position.....	The location, shooting position and stance prescribed by a COF prior to issuance of the "Start signal" (see Rule 8.3.4).
Sweeping.....	Pointing the muzzle of a firearm at any part of any person's body during a course of fire <u>when a handgun is held or touched while not securely holstered, or when a long gun is held while a chamber safety flag is not inserted</u> while the firearm is being touched or held (see Rule 10.5.5).
Target(s).....	A term that can include both scoring target(s) and no-shoot(s) unless a Rule (e.g. 4.1.3) differentiates between them.
Unloaded.....	<u>A firearm which is totally devoid of any live or dummy rounds in its chamber(s) and/or in an inserted or fitted magazine(s).</u>
Unloading.....	Removal of ammunition from a firearm.
Uprange.....	<u>The general area of a stage, shooting bay or range, rearwards of the default maximum safe angle of fire (see Rule 2.1.2), where the muzzle of a firearm must not be pointed during a course of fire (exception: see Rule 10.5.6 2).</u>
Will	Mandatory.

12.6 Measurements

Throughout these rules, where measurements are expressed, those in brackets are only provided as a guide.

APPENDIX A1: IPSC Match Levels

IPSC Match Levels

Key: R = Recommended, M = Mandatory

	Level I	Level II	Level III	Level IV	Level V
1. Must follow latest edition IPSC rules	M	M	M	M	M
2. Competitors must be individual members of their IPSC Region of residence (see Section 6.5)	R	M	M	M	M
3. Match Director	M	M	M	M	M
4. Range Master (actual or designated)	M	M	M	M	M
5. Range Master approved by Regional Directorate	R	R	M	R	R
6. Range Master approved by IPSC Executive Council				M	M
7. One Chief Range Officer per Area	R	R	R	M	M
8. One NROI official per stage	R	R	M	M	M
9. One IROA official per stage			R	M	M
10. IROA Stats Director Officer			R	M	M
11. One Range Staff (target restorer) for each 6 rounds	R	R	R	R	R
12. COF approval by Regional Directorate	R	R	M		
13. COF approval by IPSC committee			M	M	M
14. IPSC sanctioning (see Point 24 below)			M	M	M
15. Chronograph		R	R	M	M
16. Three month advance registration with IPSC			M		
17. IPSC Assembly approval on three year cycle				M	M
18. Inclusion in IPSC Match Calendar			M	M	M
19. Post match reports to IROA			M	M	M
20. Recommended minimum rounds**					
Handgun	28 40	75 80	150	300	450
Rifle (see Rule 1.2.1)	40	76 80	150	200	250
Shotgun	40	75 80	150	200	250
21. Number of stages					
Handgun	-	-	-	24	30
Recommended minimum stages					
Handgun	2 3	5 6	8 12	25 -	36 -
Rifle	2 3	5 6	12	20 24	25 30
Shotgun	2 3	5 6	12	20 24	25 30
22. Recommended minimum competitors					
Handgun	10	50	120	200	300
Rifle	10	25 50	50 120	100 200	250 300
Shotgun	10	50	100 120	150 200	250 300
23. Match rating (points)	1	2	3	4	5

24. * ~~Point 14: Note that~~ International sanctioning of Level I and Level II matches is not required. However, each Regional Directorate is entitled to establish ~~their~~ his own criteria and procedures for sanctioning of ~~such Level I and Level II~~ matches held within ~~their~~ his own Region.

** ~~Point 20: If the course of fire requires a minimum of 2 hits per paper target for semi-auto Divisions then, for Manual Action divisions, these numbers are to be divided by 2.~~

APPENDIX A2: IPSC Recognition

IPSC Recognition

Prior to the commencement of a match, the organizers must specify which Division(s) will be recognized.

Unless otherwise specified, IPSC sanctioned matches will recognize Divisions and Categories based on the number of registered competitors who actually compete in the match, including competitors disqualified during the match (e.g. if a Division at a Level III match has 10 competitors, but one or more are disqualified during the match, the Division will continue to be recognized), based on the following criteria:

1. Divisions:

Level I & II A minimum of 5 competitors per Division (recommended).

Level III A minimum of 10 competitors per Division (mandatory).

Level IV & V A minimum of 20 competitors per Division (mandatory).

2. Categories:

Division status must be achieved before Categories are recognized.

All level matches A minimum of 5 competitors per Division Category (see approved list below).

3. Individual Categories:

Categories approved for individual recognition by Division are as follows:

(a) Lady Competitors of the female gender.

(b) Junior Competitors who are under the age of 21 on the first day of the match.

(c) Senior Competitors who are over the age of 50 on the first day of the match.

(d) Super Senior Competitors who are over the age of 60 on the first day of the match. A Super Senior has the option of electing to shoot in Senior Category, but not in both. ~~A competitor over the age of 60 on the first day of the match may enter Senior category only if Super Senior is unavailable.~~ If there are insufficient competitors for Super Senior Category to be recognized, all competitors registered in this Category will automatically be transferred to Senior Category.

4. Team Categories:

IPSC matches may recognize the following for team awards:

(a) Regional teams by Division.

(b) Regional teams by Division for Ladies Category.

(c) Regional teams by Division for Junior Category.

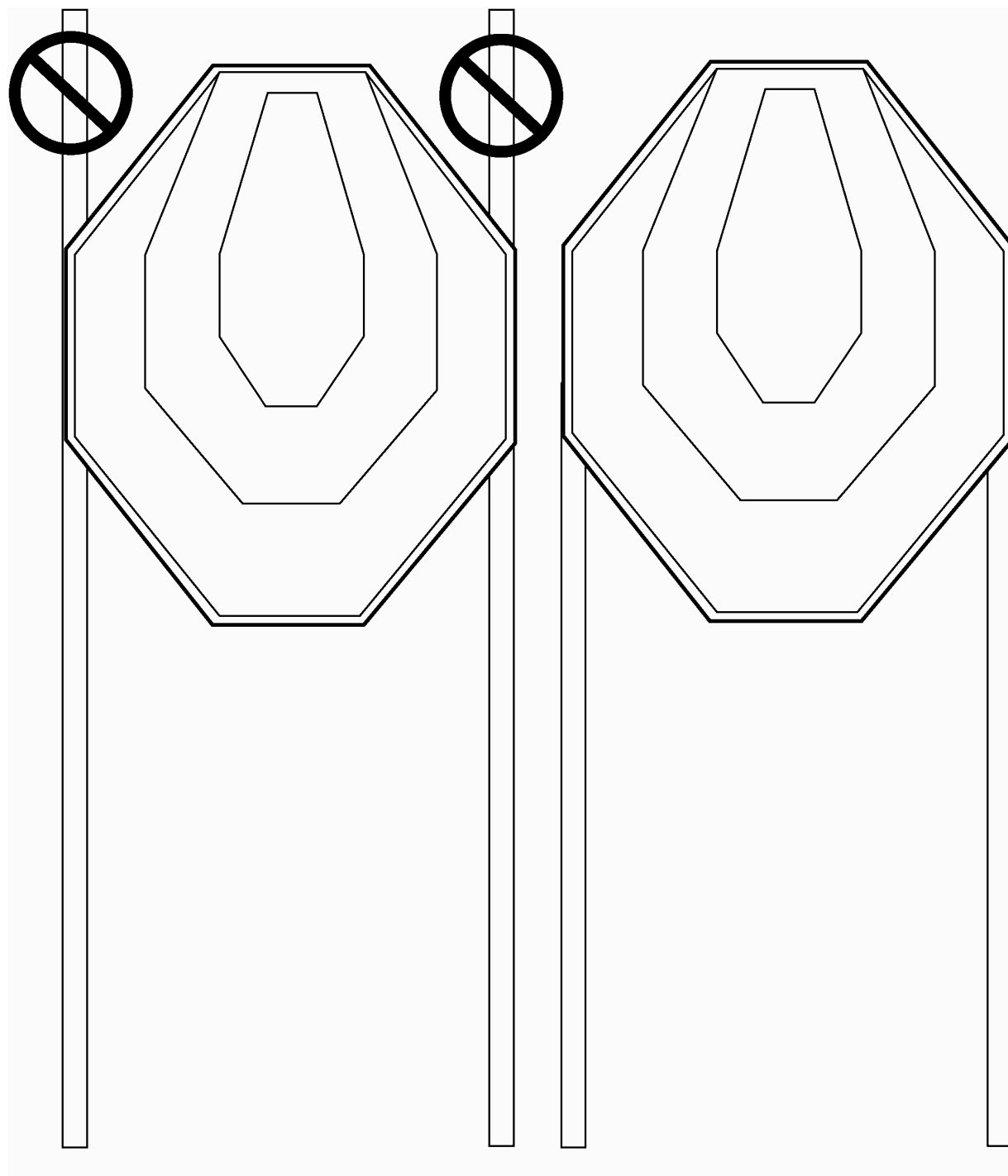
(d) Regional teams by Division for Senior Category.

APPENDIX A3: Shoot-Off Elimination Table

Top 16	Quarter Final	Semi-Final	Finals	Awards
(Single Elimination)			(Best of 3)	
1	Winner	Winner A	Winner	CHAMPION & 2nd Place
15				
9	Winner			
7				
5	Winner	Winner B		
13				
11	Winner			
3				
4	Winner	Winner C		
12				
14	Winner			
6				
8	Winner	Winner D		
10				
16	Winner			
2				
			Loser A/B	3rd Place
			Loser C/D	

APPENDIX B1: Target Presentation

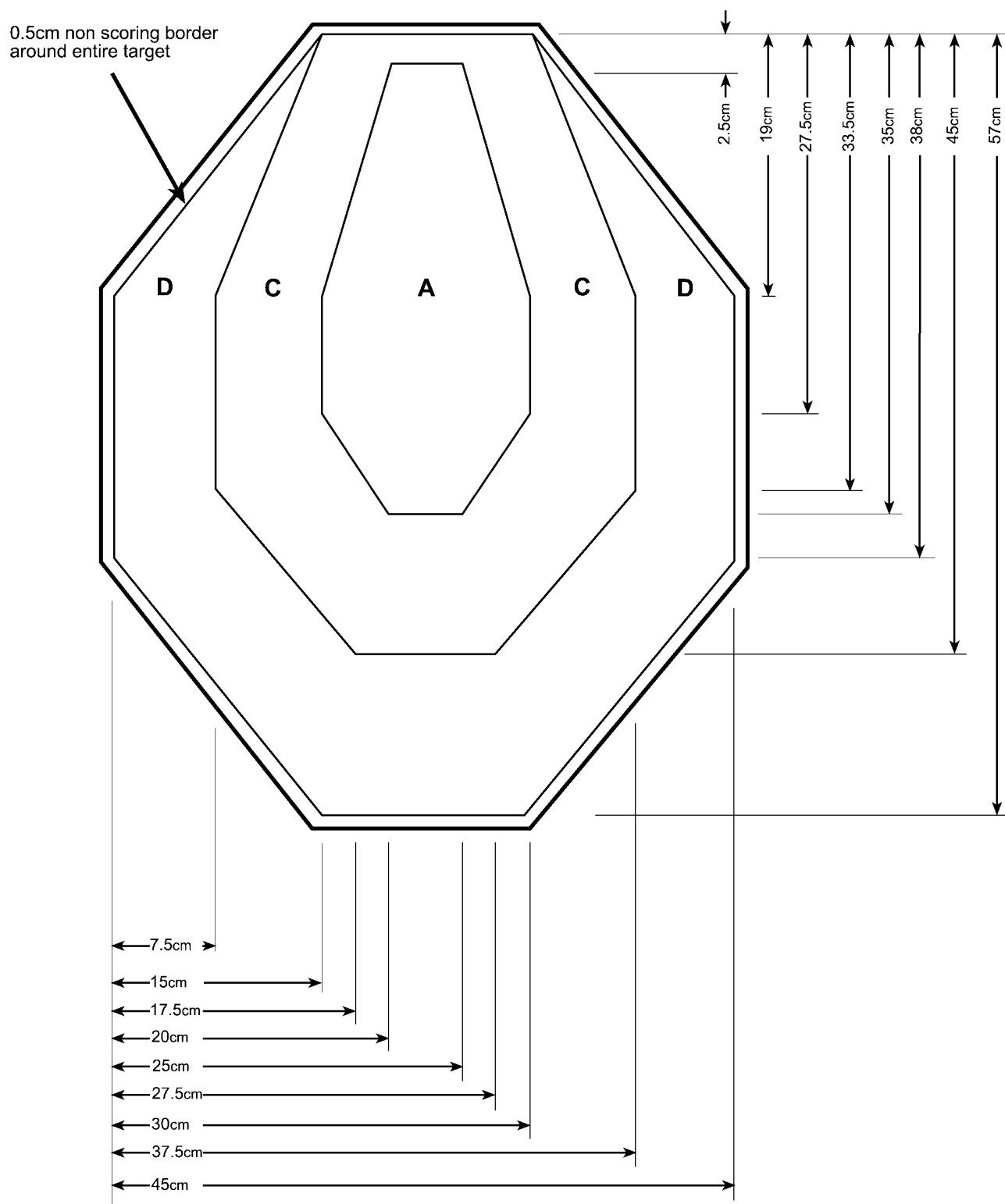
Target Presentation



Cutting the tops off the stakes sticks provides an improved visual appearance.

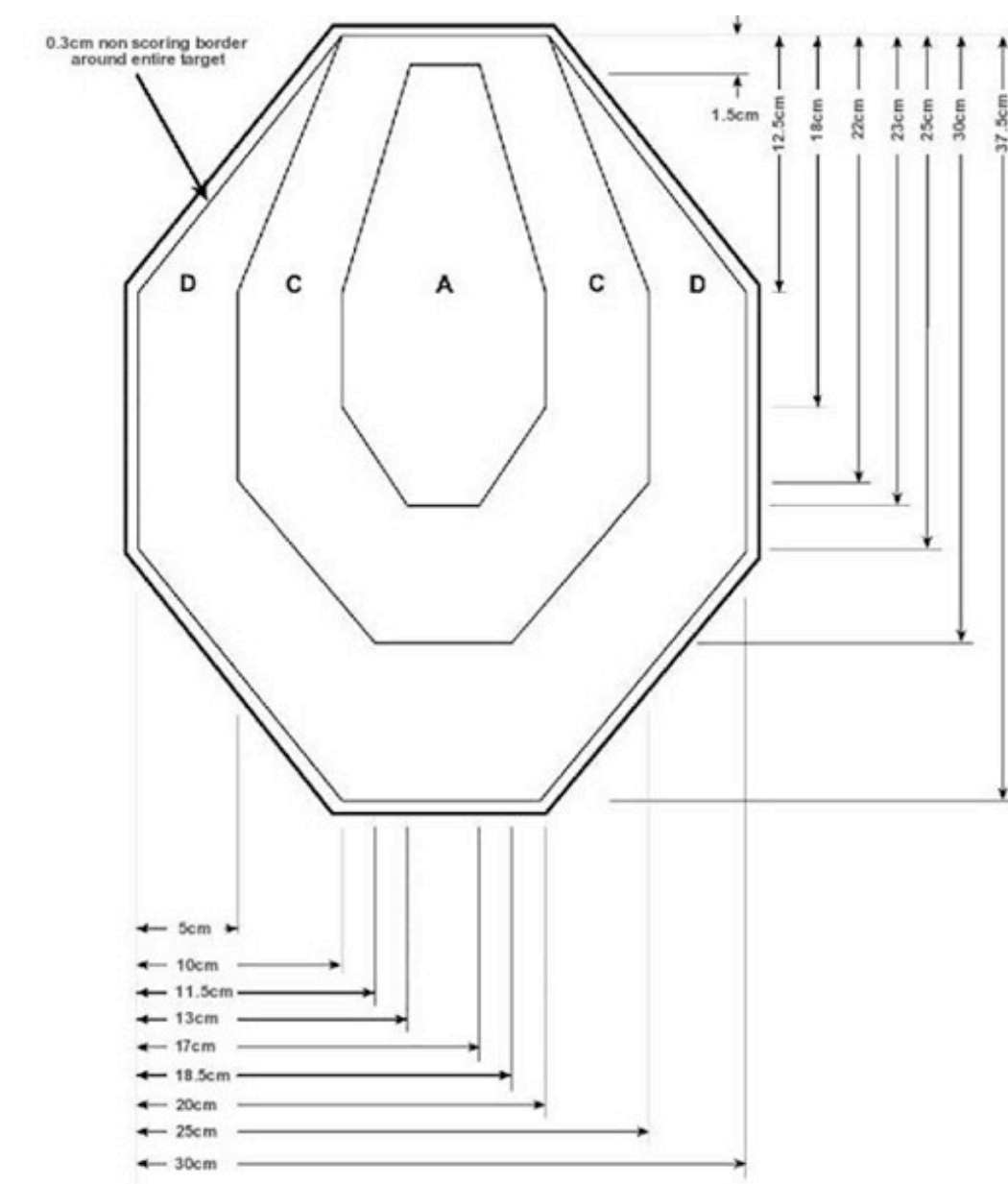
APPENDIX B2: IPSC Target

IPSC Target



Scoring		
Major	Zone	Minor
5	A	5
4	C	3
2	D	1

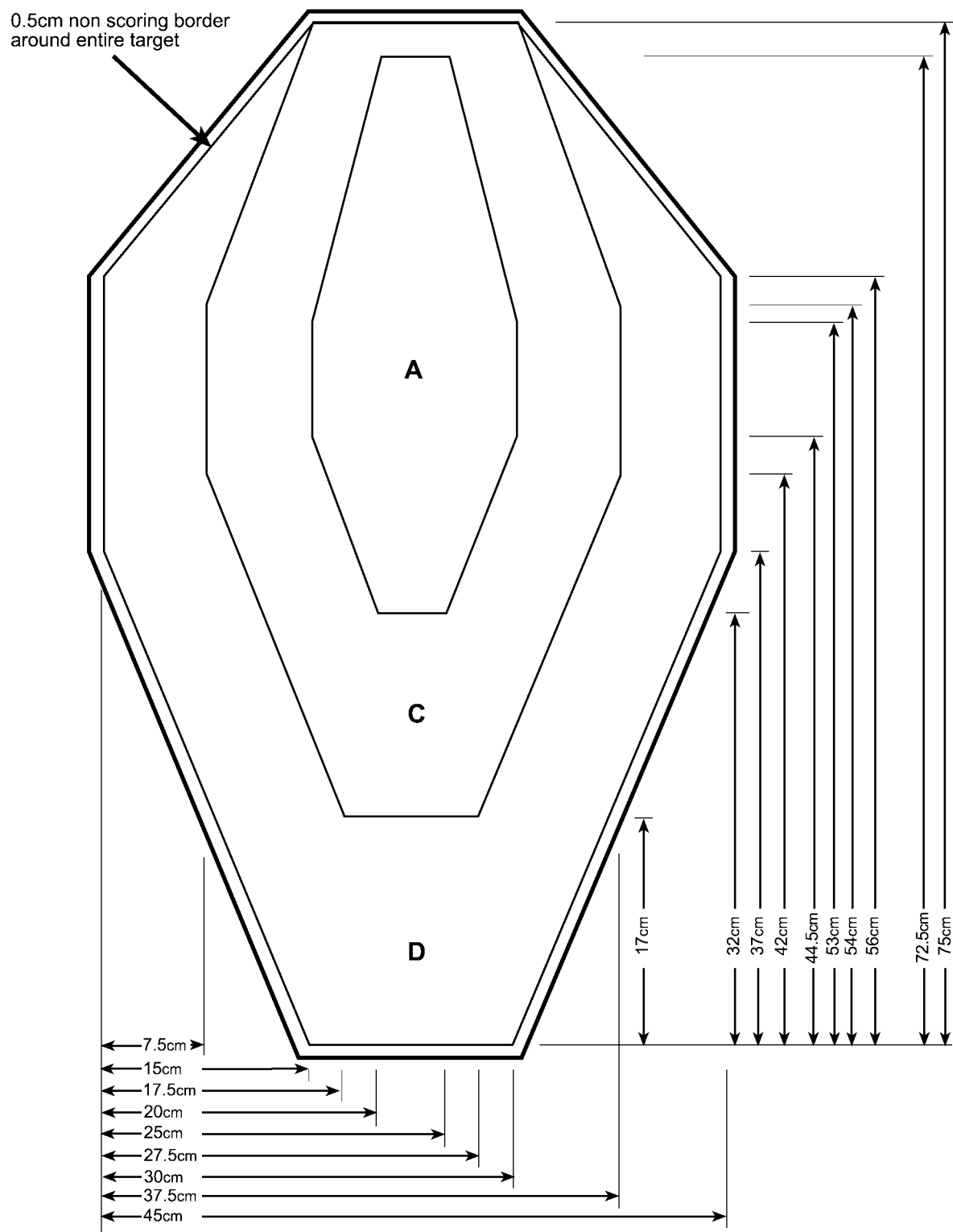
APPENDIX B3: IPSC Mini Target



Scoring		
Major	Zone	Minor
5	A	5
4	C	3
2	D	1

APPENDIX B3 B4: IPSC Universal Target

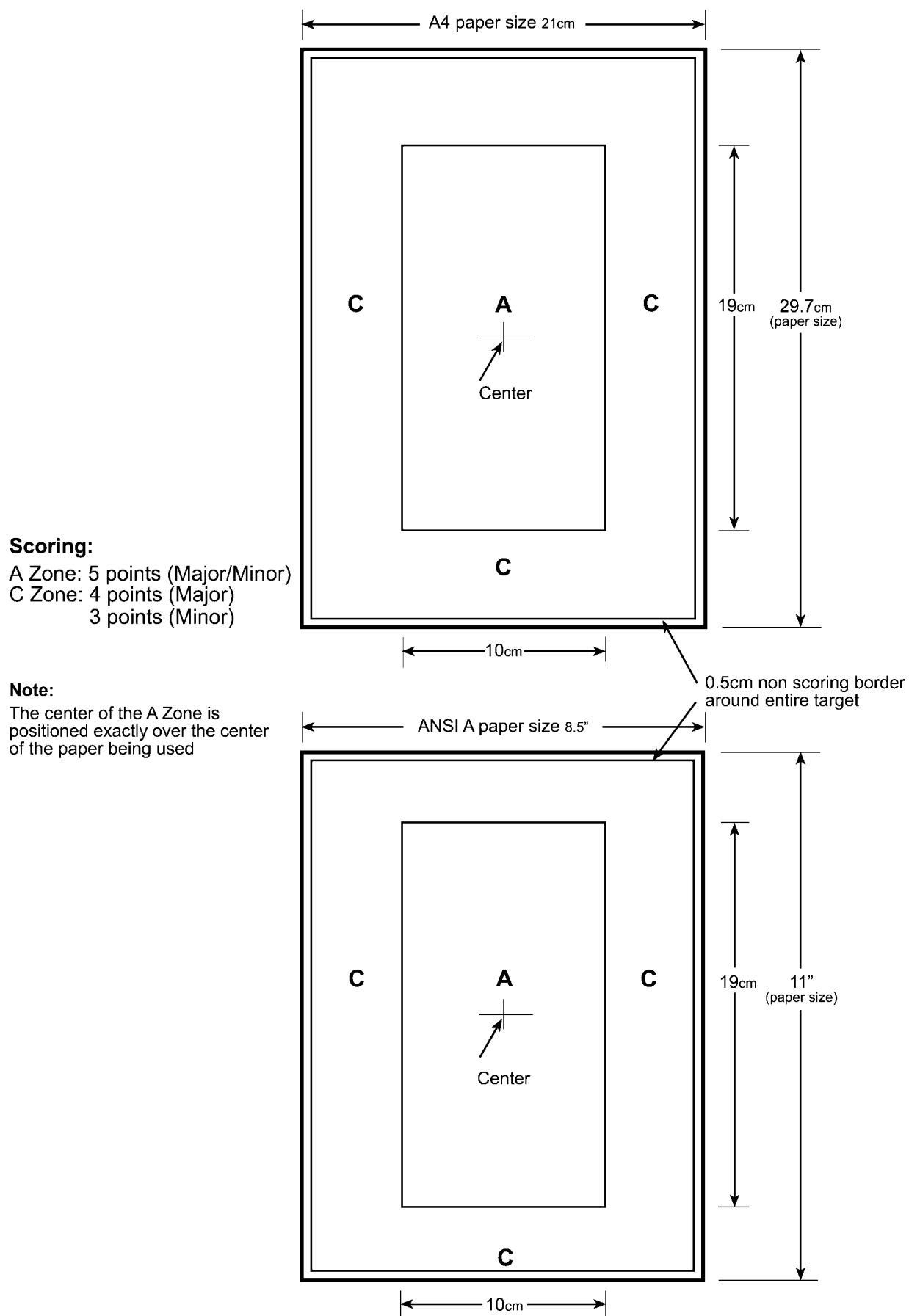
IPSC Universal Target



Scoring		
Major	Zone	Minor
5	A	5
4	C	3
2	D	1

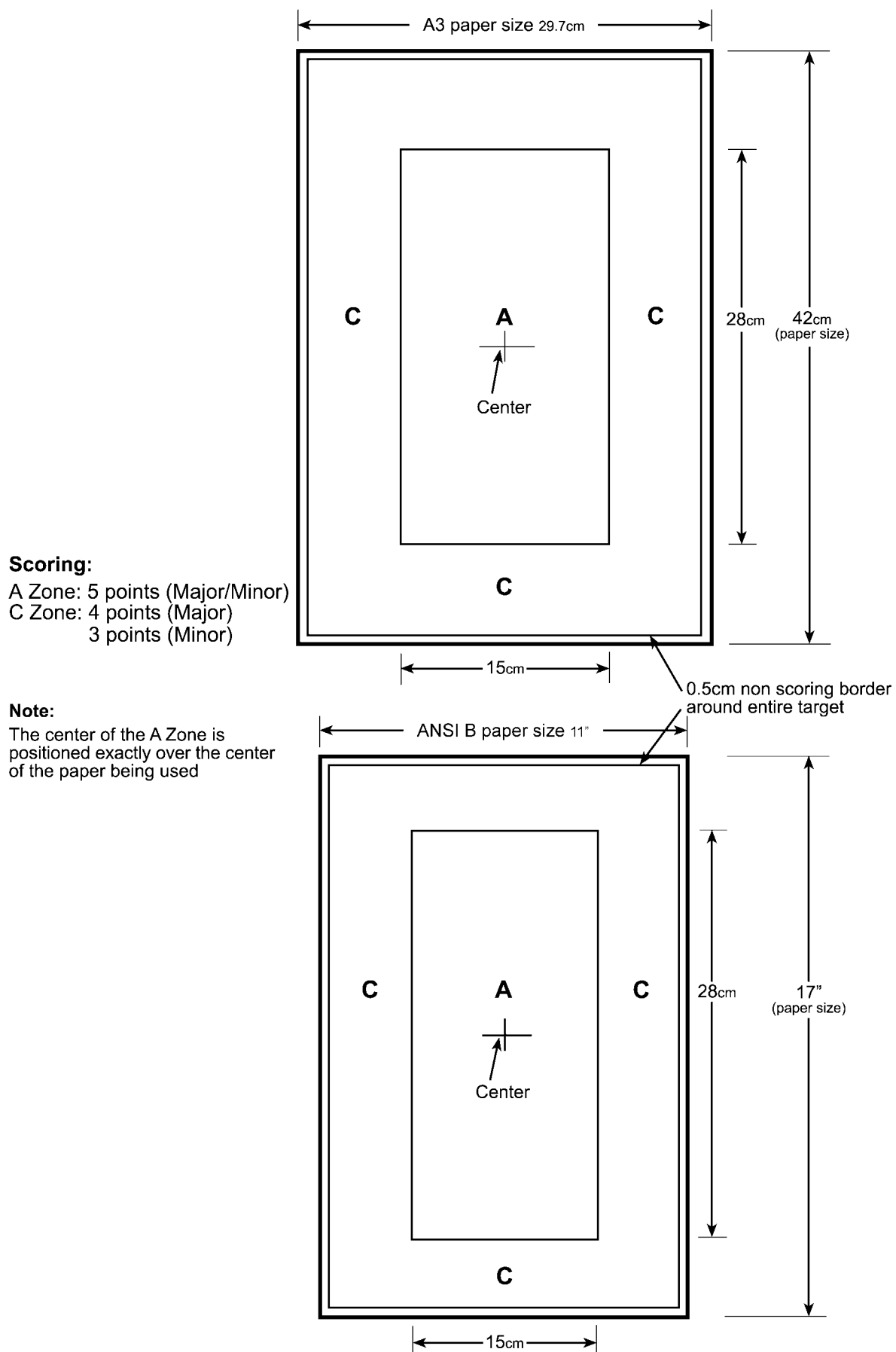
APPENDIX B4 B5: IPSC A4/A Target

IPSC A4/A Target



APPENDIX B5 B6: IPSC A3/B Target

IPSC A3/B Target



APPENDIX C1: Calibration of IPSC Poppers

Calibration/Testing Of Poppers

1. The Range Master must designate a specific supply of ammunition and one or more rifles to be used as official calibration tools by officials authorized by him to serve as calibration officers.
2. Prior to commencement of a match, the calibration ammunition must be chronographed using the procedure specified in 5.6.3. The calibration ammunition, when tested through each designated rifle, must achieve a 150 power factor (variance +/- 5%) to qualify.
3. Once the supply of ammunition and the designated rifles have been tested and approved by the Range Master, they are not subject to challenge by competitors.
4. The Range Master must arrange for each popper to be calibrated prior to commencement of a match, and whenever required during a match.
5. For initial calibration, each popper must be set to fall when hit within the calibration zone with a single shot fired from a designated rifle using the calibration ammunition. The shot must be fired from the shooting location in the course of fire furthest from the popper being calibrated. Calibration zones are indicated in the diagrams in the following pages.
6. If, during a course of fire, a popper does not fall when hit, a competitor has three alternatives:
 - (a) The popper is shot again until it falls. In this case, no further action is required and the course of fire is scored "as shot".
 - (b) The popper is left standing but the competitor does not challenge the calibration. In this case, no further action is required and the course of fire is scored "as shot", with the subject popper scored as a Miss.
 - (c) The popper is left standing and the competitor challenges the calibration. In this case, the popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule, the competitor must reshoot the course of fire. If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the course of fire will be scored "as shot".
 - (d) If the popper falls for any external reason (e.g. wind action), before it can be calibrated, a reshoot must be ordered.
7. In the absence of any interference, a calibration officer must conduct a calibration test of the subject popper (when required under 6(c) above), from as near as possible to the point from where the competitor shot the popper, when the following will apply:
 - (a) If the first shot fired by the calibration officer hits the calibration zone or below and the popper falls, the popper is deemed to be properly calibrated, and it will be scored as a miss.
 - (b) If ~~the~~ first shot fired by the calibration officer hits the calibration zone or below and the popper does not fall, the popper is deemed to have failed and the competitor must be ordered to reshoot the course of fire, once the popper has been recalibrated.
 - ~~(c) If the first shot fired by the calibration officer hits above or below the calibration zone, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the course of fire.~~
 - ~~(d c)~~ If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until one of 7(a), or 7(b) ~~or 7(c)~~ occurs.
8. Note that authorized metal plates are not subject to calibration or challenge (see Rule 4.3.1-6 4.3.3.2).
9. Pepper Poppers are being phased out and they will cease to be authorized targets after 31 December 2012.

APPENDIX C2

IPSC Poppers

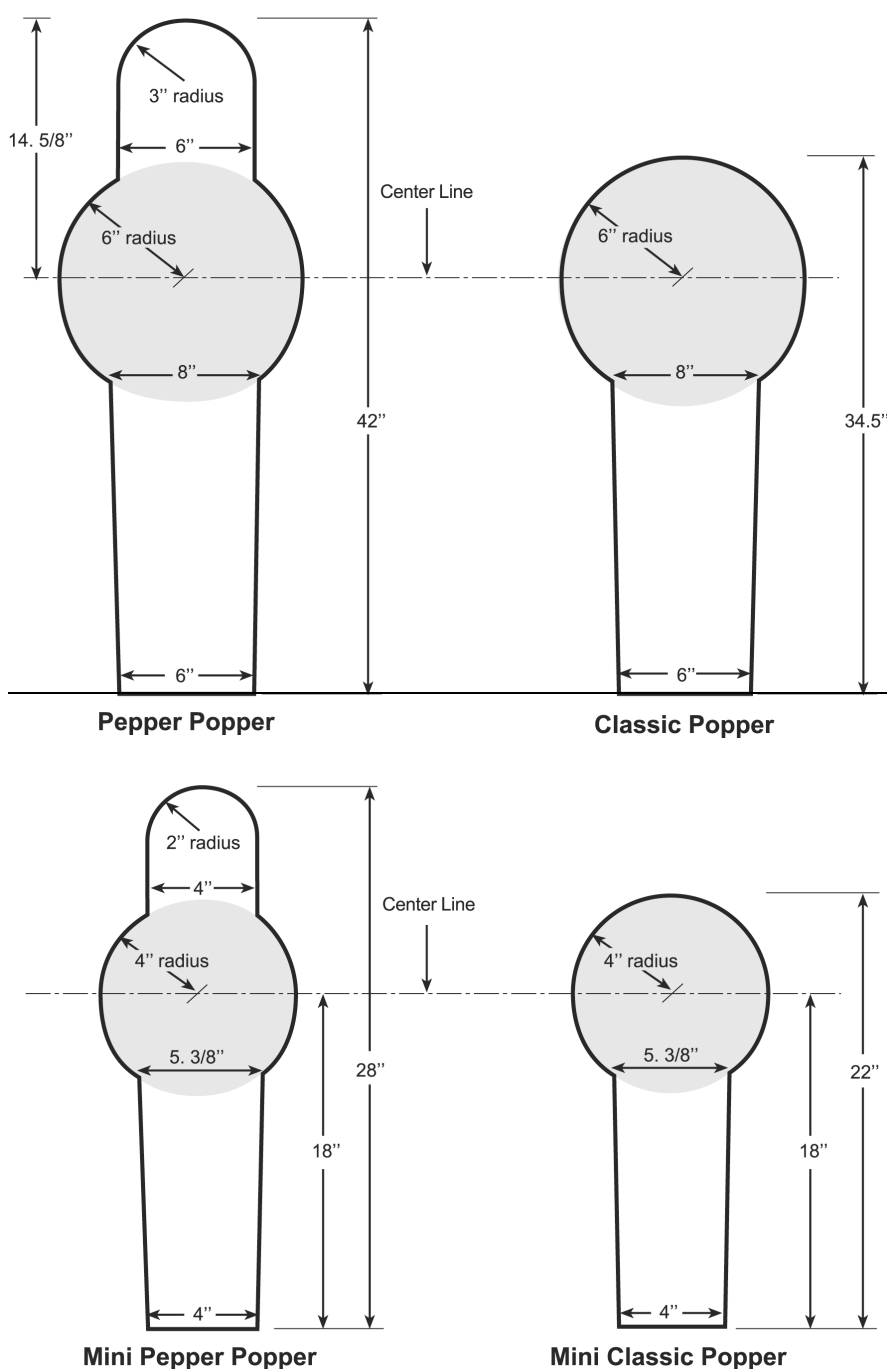
Scoring value: 5 points. Penalty value: ~~10 points.~~

In order to enhance course design, it is permissible to have a small number of metal targets score double value for a hit or a miss in this discipline. Any such targets must be clearly pointed out in the stage briefing and must have been approved during the course review process.

There are two versions of Poppers: the Pepper Popper and the Classic Popper. These versions may be included together in the same stage or may be used on their own in a course of fire or in conjunction with either metal plates or IPSC paper targets or both.

IPSC Popper Calibration Zones

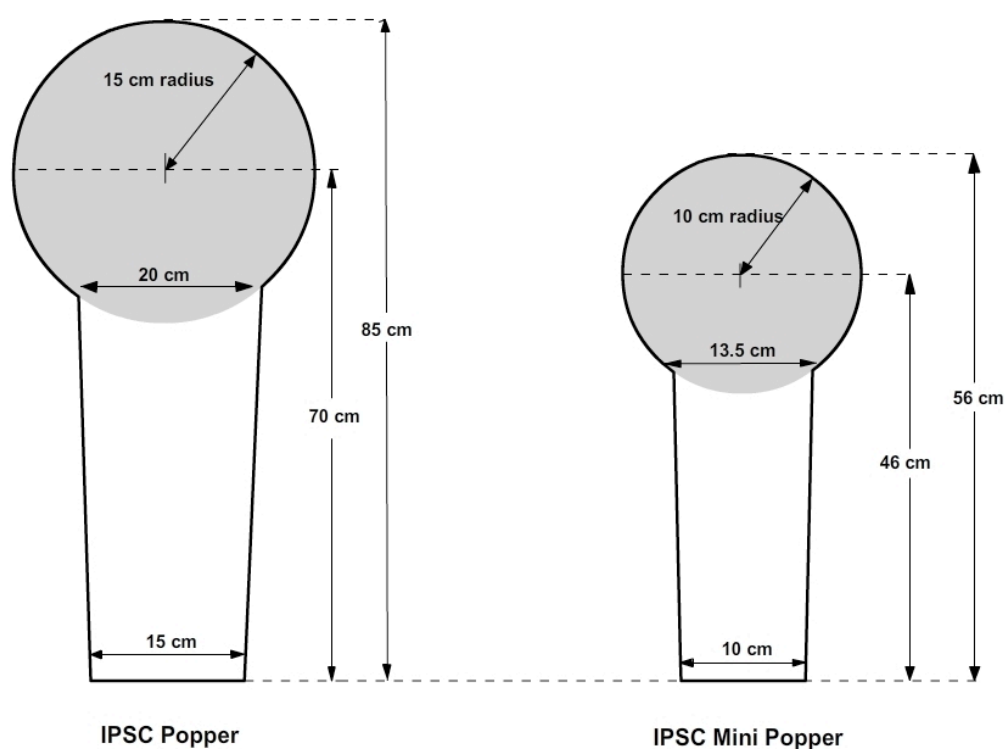
The calibration zone for each target is indicated by the shaded area.



APPENDIX C2: IPSC Poppers

HANDGUN		RIFLE / SHOTGUN
<u>5 points</u>	Scoring Minor / Major	5 or 10 points (Rules 9.4.1.1 & 9.4.1.2)
<u>Minus 10 points</u>	Penalty Miss / No-Shoot	<u>Minus 10 points</u>

The calibration zone for each popper is indicated by the shaded area.



Tolerance +/- 0.5 cm

Metal targets and no-shoots which can accidentally turn edge-on or sideways when hit are expressly prohibited. Using them may result in the withdrawal of IPSC sanction (see Rule 4.3.1.1).

APPENDIX C3

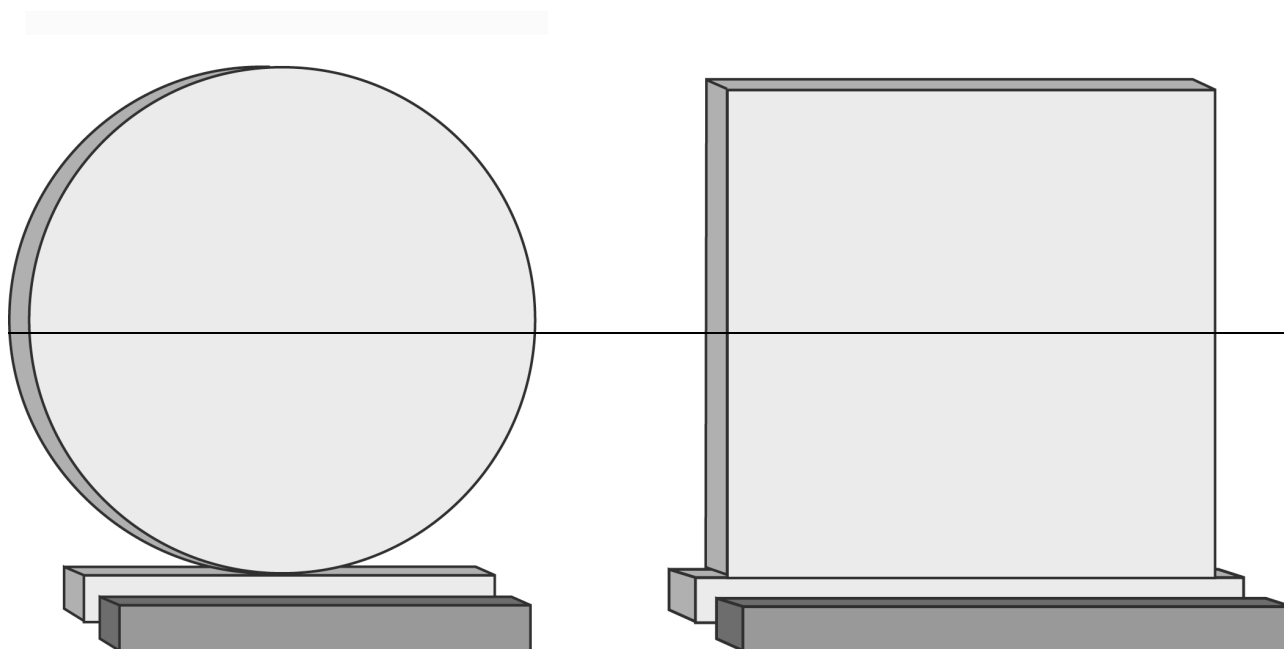
IPSC Metal Plates

Scoring value: 5 points. Penalty value: ~~10 points.~~

In order to enhance course design, it is permissible to have a small number of metal targets score double value for a hit or a miss in this discipline. Any such targets must be clearly pointed out in the stage briefing and must have been approved during the course review process.

Plates may be used on their own in a course of fire.

~~Various square or rectangular sizes are permitted providing they are between: 15cm x 15cm (minimum) and 45cm x 30cm (maximum). Round metal plates are also permitted with a minimum diameter of 15cm and a maximum diameter of 30cm. Preferred sizes are 15cm x 15cm, 20cm x 15cm, 25cm x 20cm and round plates with a diameter of 20cm, 25cm or 30cm.~~



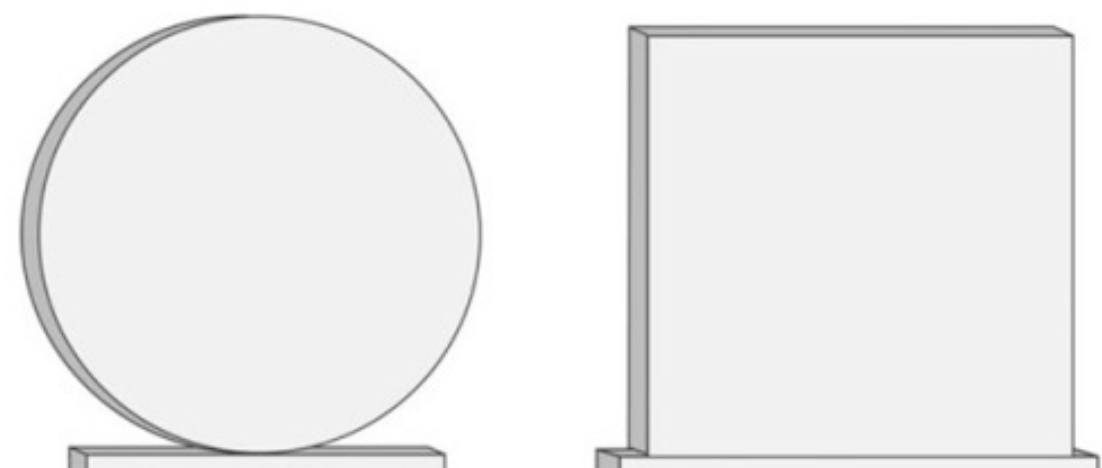
Construction Note

A small block of wood (indicated by dark shading above), approximately 2cm x 2cm, and about the same width as the plate, should be affixed in front of the base of the plate, to help prevent the plate from turning sideways when shot.

APPENDIX C3: IPSC Metal Plates

<u>HANDGUN</u>			<u>RIFLE / SHOTGUN</u>	
<u>5 points</u>		<u>Scoring</u>	<u>5 or 10 points</u>	
		<u>Minor / Major</u>	<u>(Rules 9.4.1.1 & 9.4.1.2)</u>	
<u>Minus 10 points</u>		<u>Penalty</u>	<u>Minus 10 points</u>	
		<u>Miss / No-Shoot</u>		
<u>Round</u>	<u>Rectangular</u>	<u>Dimensions</u>	<u>Round</u>	<u>Rectangular</u>
<u>20cm Ø</u>	<u>15x15cm</u>	<u>Minimum</u>	<u>15cm Ø</u>	<u>15x15cm</u>
<u>30cm Ø</u>	<u>30x30cm</u>	<u>Maximum</u>	<u>30cm Ø</u>	<u>45x30cm</u>

<u>RIFLE</u>		
<u>Target Distance</u>	<u>Test Firing (Rule 2.5.3)</u>	
<u>75 – 100m</u>	<u>15cm Ø</u>	<u>15x15cm</u>
<u>101 – 200m</u>	<u>20cm Ø</u>	<u>20x20cm</u>
<u>201 – 300m</u>	<u>30cm Ø</u>	<u>30x30cm</u>
<u>Distances and sizes must be clearly indicated</u>		



Important Construction Notes

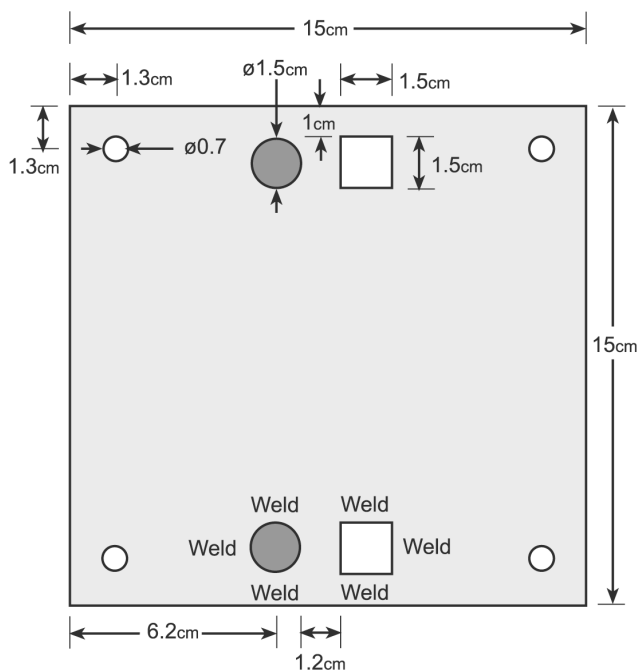
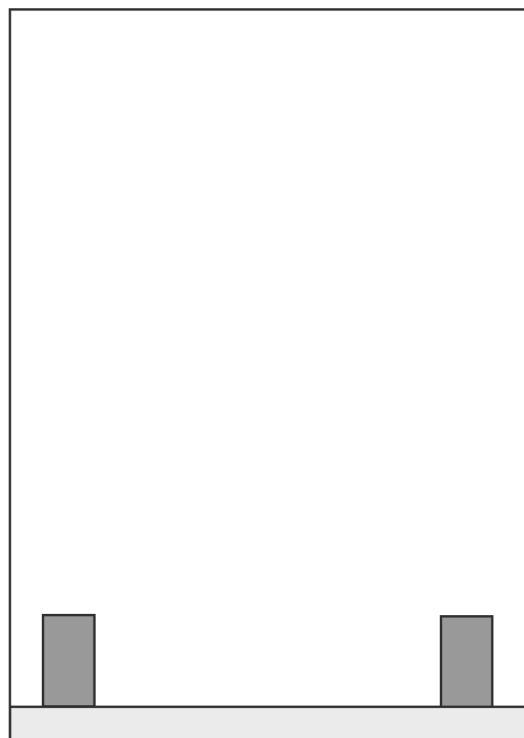
Metal plates which can accidentally turn edge-on or sideways when hit are expressly prohibited. Using them may result in the withdrawal of IPSC sanction (see Rule 4.3.1.1).

For Handgun matches plates should be mounted on hard cover or on metal stakes at least 1m high.

APPENDIX C3: IPSC Separating Metal Plates

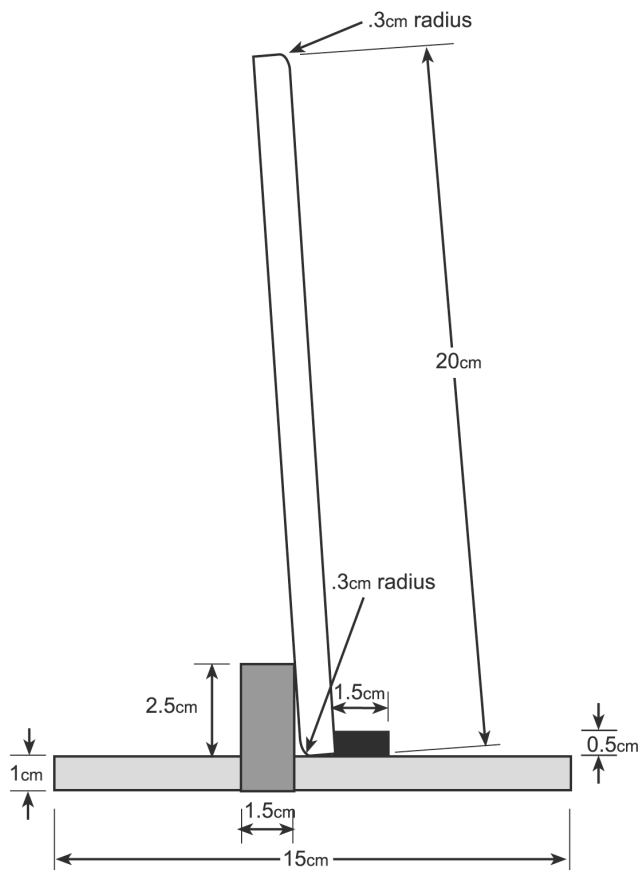
~~IPSC Separating Metal Plates~~

Target complete
Front elevation



Target Base
(plan view)

Target complete
Side elevation



Notes:

These targets offer precise and consistent resetting and are very reliable. They stand up to repeated shots.

The strike plates can be set on the bases vertically or horizontally.

Other sizes of strike plates will sit securely on these bases.

The bases can be nailed or bolted to timber or even to the ground (15cm nails) to secure in place.

The bases can be welded to steel or fixed to timber spikes to allow them to be set into the ground.

The targets can be made from a thicker material but 1cm is recommended as the minimum. The heavier the plate the less distance it will travel when hit.

If a hole is drilled in the strike plate a chain can be fitted to restrict the distance that the plate may travel when hit.

Various square or rectangular sizes are permitted providing between: 15cm x 15cm (minimum) and 45cm x 30cm (maximum). Preferred sizes are 15cm x 15cm, 20cm x 15cm and 25cm x 20cm.

APPENDIX C4: Daily Chronograph Report Form

CHRONOGRAPH DAILY REPORT

[illegible]

APPENDIX D1

Semi-Auto Open Division

1	Minimum power factor for Major	320
2	Minimum power factor for Minor	150
3	Minimum bullet weight	N/a
4	Minimum cartridge case / bullet diameter	N/a
5	Minimum caliber for Major	N/a
6	Minimum trigger pull	N/a
7	Maximum firearm length	No
8	Maximum magazine length	No
9	Maximum ammunition capacity	No
10	Max. distance of mags/speed loaders from torso	No
11	Restriction on action type	No
12	Restriction on position of pouches and magazine retention devices and other equipment	No
13	Optical/electronic sights permitted	Yes
14	Compensators, sound and/or flash suppressors permitted	Yes
15	Ports permitted	Yes
16	The use of bipods and similar allowed	Yes
17	Vertical front grip allowed	Yes

APPENDIX D2

Semi-Auto Standard Division

1	Minimum power factor for Major	320
2	Minimum power factor for Minor	150
3	Minimum bullet weight	N/a
4	Minimum cartridge case / bullet diameter	N/a
5	Minimum caliber for Major	N/a
6	Minimum trigger pull	N/a
7	Maximum firearm length	No
8	Maximum magazine length	No
9	Maximum ammunition capacity	No
10	Max. distance of mags/speed loaders from torso	No
11	Restriction on action type	No
12	Restriction on position of pouches and magazine retention devices and other equipment	No
13	Optical/electronic sights permitted	No
14	Compensators, sound and/or flash suppressors permitted	Max size 26mmx90mm
15	Ports permitted	No
16	The use of bipods and similar allowed	No
17	Vertical front grip allowed, max length 152mm (6 inches) from the centerline of the barrel	Yes

APPENDIX D3

Manual Action Open Division

1	Minimum power factor for Major	320
2	Minimum power factor for Minor	150
3	Minimum bullet weight	N/a
4	Minimum cartridge case / bullet diameter	N/a
5	Minimum caliber for Major	N/a
6	Minimum trigger pull	N/a
7	Maximum firearm length	No
8	Maximum magazine length	No
9	Maximum ammunition capacity	No
10	Max. distance of mags/speed loaders from torso	No
11	Restriction on action type	Yes, Man. Action only
12	Restriction on position of pouches and magazine retention devices and other equipment	No
13	Optical/electronic sights permitted	Yes
14	Compensators, sound and/or flash suppressors permitted	Yes
15	Ports permitted	Yes
16	The use of bipods and similar allowed	Yes
17	Vertical front grip allowed	Yes

APPENDIX D4

Manual Action Standard Division

1	Minimum power factor for Major	320
2	Minimum power factor for Minor	150
3	Minimum bullet weight	N/a
4	Minimum cartridge case / bullet diameter	N/a
5	Minimum caliber for Major	N/a
6	Minimum trigger pull	N/a
7	Maximum firearm length	No
8	Maximum magazine length	No
9	Maximum ammunition capacity (maximum to be loaded)	6 rounds
10	Max. distance of mags/speed loaders from torso	No
11	Restriction on action type	Yes, Man. Action only
12	Restriction on position of pouches and magazine retention devices and other equipment	No
13	Optical/electronic sights permitted	No
14	Compensators, sound and/or flash suppressors permitted	No
15	Ports permitted	No
16	The use of bipods and similar allowed	No
17	Vertical front grip allowed, max length 152mm (6 inches) from the centerline of the barrel	Yes

APPENDIX D: Rifle Divisions

		<u>Semi Auto Open SAO</u>	<u>Semi Auto Standard SAS</u>	<u>Manual Action Open MAO</u>	<u>Manual Action Standard MAS</u>
1.	<u>Minimum Power Factor for Major</u>	<u>320</u>			
2.	<u>Minimum power factor for Minor</u>	<u>150</u>			
3.	<u>Maximum ammunition capacity (maximum to be loaded)</u>	<u>Not applicable</u>	<u>Not applicable</u>	<u>Not applicable</u>	<u>6 rounds (5 in magazine)</u>
4.	<u>Restriction on action type</u>	<u>Semi Auto</u>	<u>Semi Auto</u>	<u>Manual</u>	<u>Manual</u>
5.	<u>Optical/electronic sights permitted</u>	<u>Yes</u>	<u>No</u>	<u>Yes</u>	<u>No</u>
6.	<u>Compensators, ports, sound and/or flash suppressors permitted</u>	<u>Yes</u>	<u>26 x 90 mm</u>	<u>Yes</u>	<u>No</u>
7.	<u>The use of bipods and similar allowed permitted</u>	<u>Yes</u>	<u>No</u>	<u>Yes</u>	<u>No</u>
8.	<u>Vertical front grip allowed permitted, max length 152mm (6 inches) from the centerline of the barrel</u>	<u>Not applicable</u>	<u>Yes</u>	<u>Not applicable</u>	<u>Yes</u>

APPENDIX D: Manual Action Standard 10 Division

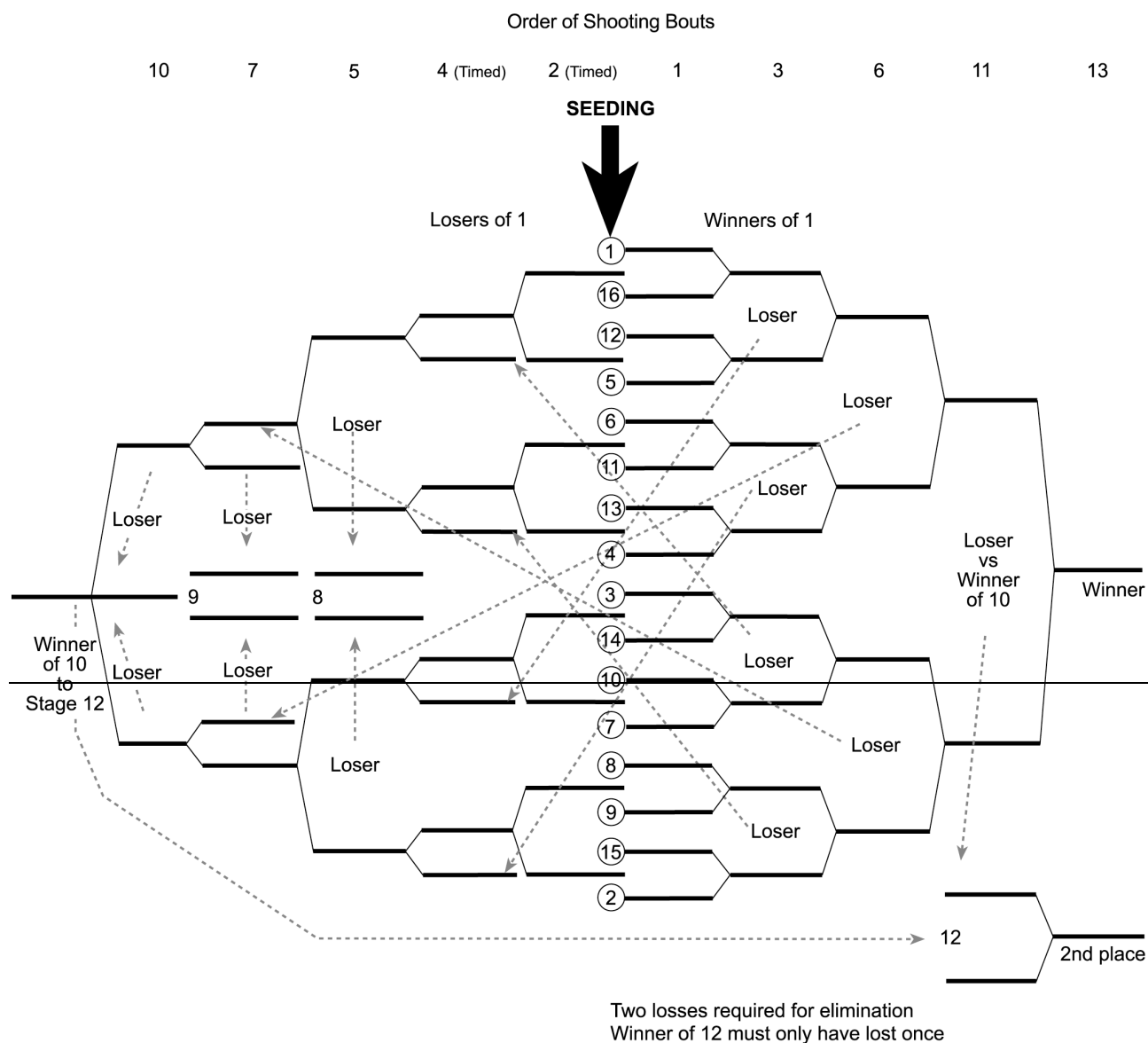
1.	<u>Minimum Power Factor for Major</u>	<u>320</u>
2.	<u>Minimum power factor for Minor</u>	<u>150</u>
3.	<u>Maximum ammunition capacity (maximum to be loaded)</u>	<u>40 11 rounds (10 in magazine)</u>
4.	<u>Restriction an action type</u>	<u>Yes, Manual Action only</u>
5.	<u>Optical/electronic sights permitted</u>	<u>No</u>
6.	<u>Compensators, sound and/or flash suppressors permitted</u>	<u>Max length 65mm, factory fitted only</u>
7.	<u>The use of bipods and similar allowed permitted</u>	<u>No</u>
8.	<u>Vertical front grip allowed permitted, max length 152mm (6 inches) from the centerline of the barrel</u>	<u>Yes</u>

Special condition:

9. This Division is under evaluation and, unless extended, it will expire on 31 December 2014.

APPENDIX E1

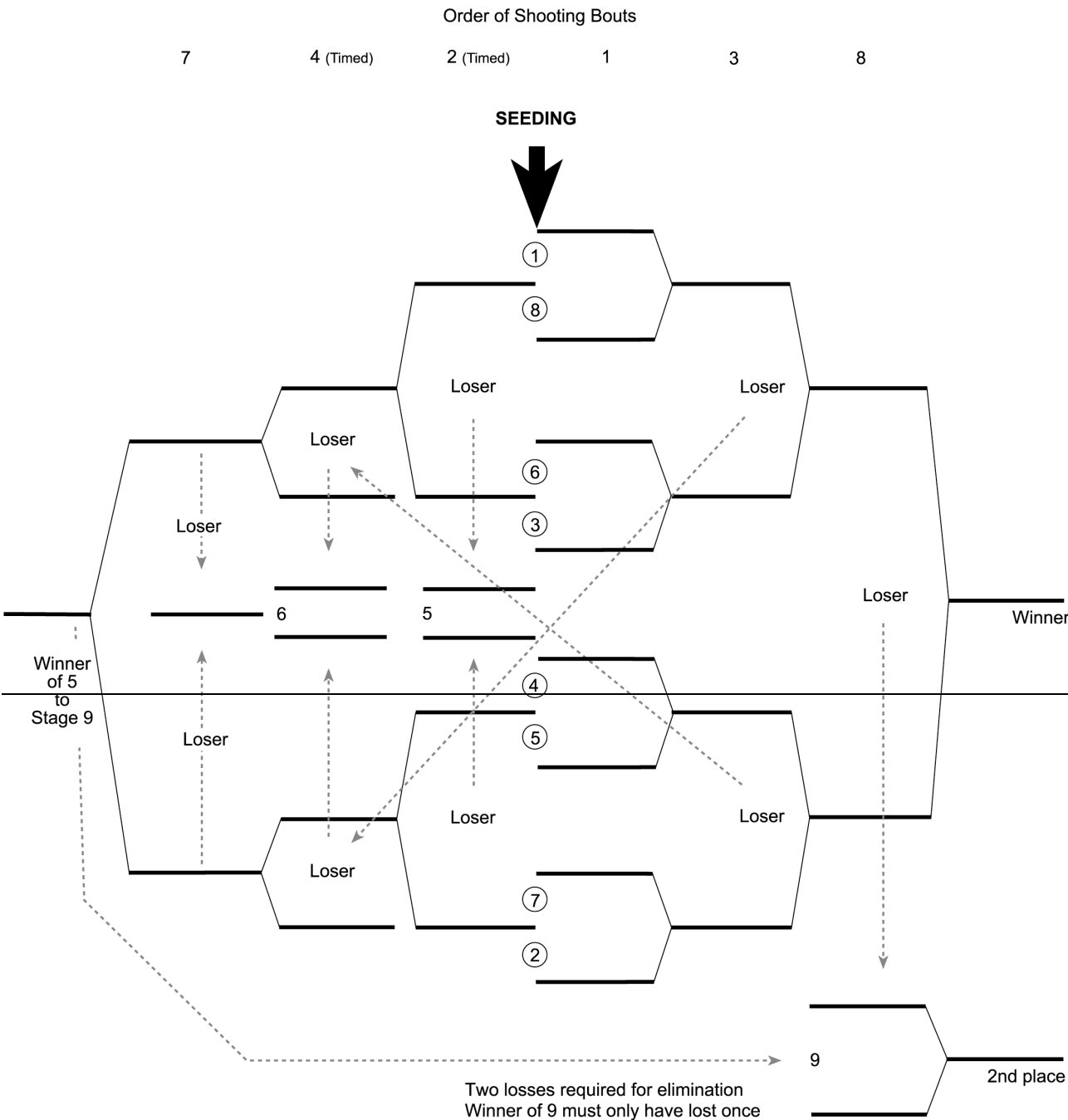
"J" Ladder for 16 Competitors



- 1st. Winner of 11
- 2nd. Winner of 12
- 3rd. Loser of 12
- 4th. Loser of 10
- 5th. Winner of 9
- 6th. Loser of 9
- 7th. Winner of 8
- 8th. Loser of 8
- 9th. - 12th. ranked by time in bout 4
- 13th. - 16th. ranked by time in bout 2

~~APPENDIX E2~~

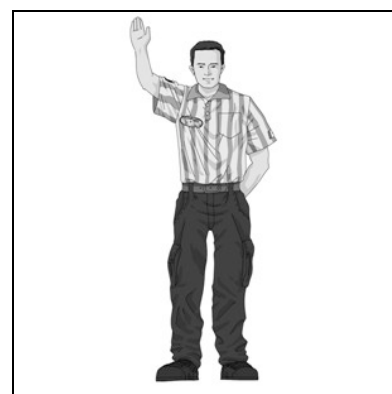
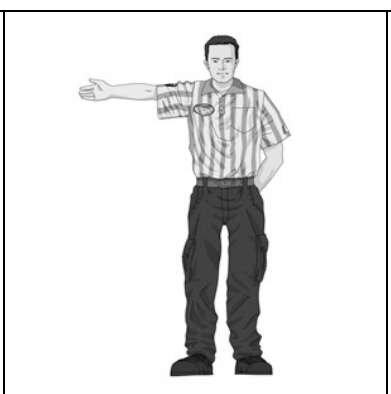
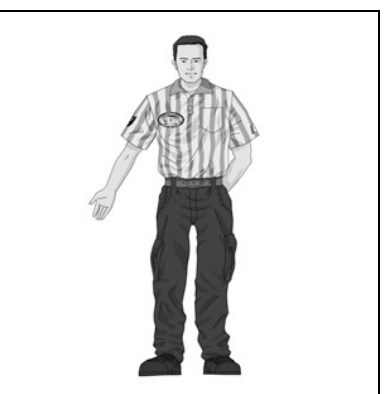
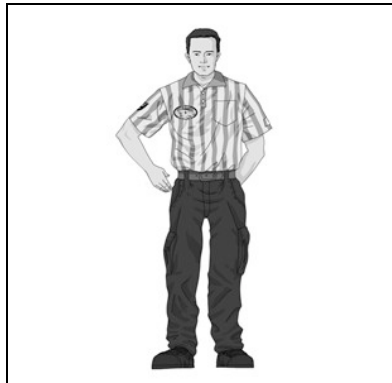
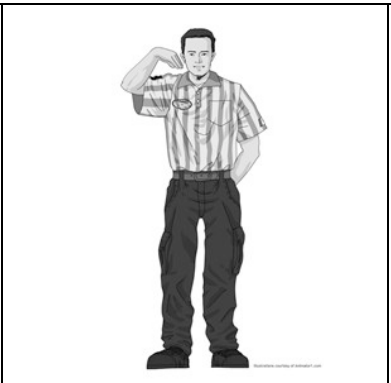
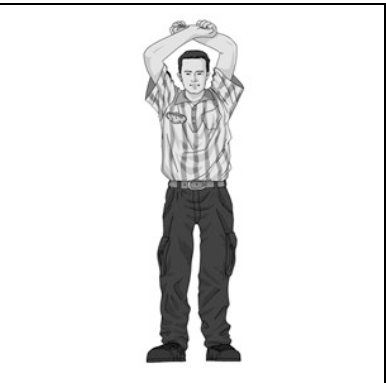
~~"J" Ladder for 8 Competitors~~



- | | |
|------|-------------|
| 1st. | Winner of 8 |
| 2nd. | Winner of 9 |
| 3rd. | Loser of 9 |
| 4th. | Loser of 7 |
| 5th. | Winner of 6 |
| 6th. | Loser of 6 |
| 7th. | Winner of 5 |
| 8th. | Loser of 5 |

5th. - 6th. can be ranked by time in bout 4
7th. - 8th. can be ranked by time in bout 2

APPENDIX F1: Scoring Hand Signals

		
<u>Alpha</u>	<u>Charlie</u>	<u>Delta</u>
		
<u>Miss</u>	<u>No-Shoot</u>	<u>Re-Score</u>

When two shots per target are used, both arms are employed.

INDEX

Subject	Section or Rule
A3/B Target	4.2.1/Appendix B6
A4/A Target	4.2.1/Appendix B5
Accidental Discharge	10.4
Accuracy	1.1.3
Alcohol	10.7
Ammunition	5.5
Official Match	5.8
Prohibited	5.5.4/5.5.5
Spare	5.5.3
Unsafe	5.5.6
Angles of Fire	2.1.2
Appeal Procedure	11.5
Appeals	11.1
Fee	
Amount	11.4.1
Forfeited	11.4.2
Procedure	11.5
Time Limit	11.3
Approaching Targets	9.1.1
Appropriate Dress	5.3
Arbitration Committee	
Composition	11.2
Procedures	11.5
Rulings	11.6
Time Limits	11.3
Verdict	11.6
Assistance	8.6
Balance: Speed, Accuracy & Power	1.1.3
Barriers	2.2.3
Berms, off Limits	2.1.9
Broken Firearm	5.7
Caliber	
Divisions	Appendix D
Minimum	5.1.2
Calibration	Appendix C1
Carry and Storage	5.2
Failure to Comply	10.5.1
Category	6.3/Appendix A2
Challenge	1.1.7
Chamber Safety Flags	5.2.1/8.3.7
Changes to Ranges or Equipment	2.3
Charge Lines	
Introduction or Modification of	2.3
Penalties	10.2.1
Use of	2.2.1
Chief Range Officer	7.1.2
Chronograph	
Ammunition to be Tested	5.6.3.2
Availability	5.6.2.1
Power Factor	5.6.1
Procedure, Competitor	5.6.3
Verification	5.6.2
Classic Target	Appendix B2
Classification/Classifiers	1.2.2.3.1
Clothing	5.3
Common Firing Line	2.1.7
Competition	
Categories	6.3/Appendix A2
Divisions	6.2/Appendix D
General Principles	1.1

<u>Levels</u>	<u>Appendix A</u>
Competitor Status and Credentials	6.5
Competitor's Equipment Failure	5.7
Comstock scoring	9.2.2.1
Penalties	9.4
Contest Types	6.1
Cooper Tunnel	
Construction	2.2.5
Penalties	10.2.5
Course Construction	
Criteria	2.2
General Regulations	2.1
Modification	2.3
Course Design	
General	1.1
Course Information	
General Regulations	3.1
Local, Regional and National Rules	3.3
Stage Briefings	3.2
Courses of Fire	
Balance	1.2.1.4/1.2.1.5
Definition	6.1.1
Publication of	3.1
Types of	1.2
Cover	
Hard	4.1.4.1/4.2.4.3
Soft	4.1.4.2
Creeping	10.2.6
Difficulty	1.1.6
Disappearing Targets	9.9.2
Disqualification	10.3
Accidental Discharge	10.4
Finger Inside Trigger Guard	10.5.8/9/10 to 10.5.10
Movement	10.5.10
Prohibited Substances	10.7
Team Member	6.4.6
Unsafe Gun Handling	10.5
Unsportsmanlike Behavior	10.6
Divisions	6.2
Deleted	6.2.5
Disqualification	6.2.6
Failure to Comply	6.2.5.1
Failure to Declare	6.2.5
More Than One	6.2.4
Recognition	6.2.1/Appendix A2
Diversity	1.1.4
Dress	5.3
Dropped Firearm	10.5.3/10.5.14
Dropped Magazines, Speed loading devices <u>Loaders</u> or Ammunition	5.5.3
Drugs	10.7
DVC	1.1.3
Ear Protection	5.4
Equipment	
Competitor	5.2/Appendix D
Extra Hits	9.4.5.2
Extra Shots	9.4.5.1
Eye Protection	5.4
Failure to Engage	9.5.6
Disappearing /Moving Targets	9.9
Penalty	10.2.7
False Start	8.3.4.1
Fault Lines	
Barriers	2.2.3.2
Introduction or Modification of	2.3
Penalties	10.2.1

Use of	2.2.1
Faulting	10.2.1
No Shots Fired	10.2.1
Shots Fired	10.2.1
Firing Line	2.1.7
Firing Positions	1.1.5/2.1.7
Frangible Targets	4.4/9.4.1
Freestyle	1.1.5
Grand Tournament	6.1.5
Handling Ammunition	10.5.12
Handling of Firearms	
Safety Area	2.4/10.5.1
Unsafe	10.5.1
Hard Cover	
Concealed Targets	4.1.4/4.2.4.3
Hearing Protection	5.4
Hygiene Areas	2.7
ICS	6.7
Impenetrable Props	9.1.6
Impenetrable Targets	9.1.5
Interference	8.6
Interpretation of Rules	11.8
IPSC Membership	6.5.1
IPSC Mini Target	Appendix B3
IPSC Target	Appendix B2
Junior Category	Appendix A2
Junior Teams	Appendix A2
Lady Category	Appendix A2
Ladies Teams	Appendix A2
League	6.1.6
Loaded Firearm	10.5.13
Loading “Options”	8.1.1
Long Courses	1.2.1.3
Magazines	
Division	Appendix D
Dropped	5.5.3
Spare	5.5.3
Major	5.6.1.2
Malfunctions	
Competitor’s Equipment	5.7
Range Equipment	4.6
Management, Range Match	7
Mandatory Reloads	1.1.5.2
Manual Action Divisions	Appendix D3 & D4
Match	
Categories	6.3/Appendix A2
Definition	6.1.4.3
Director	7.1.6
Divisions	6.2/Appendix D
General Principles	6.1
Levels	Appendix A1
Officials	7.1
Pre-Match	6.6.2
Maximum Points	9.2
Medium Courses	1.2.1.2
Membership and Affiliation	6.5
Metal Targets	
Authorized	4.3
Types	4.3
Versions	4.3
Metric Target	Appendix B3
Minimum Distance	
Metal Targets	2.1.3
Infringement of	10.4.7
Minimum Score	9.5.5

Minor	5.6.1.1
Movement	8.5
Moving Targets	
Penalties	9.9
Scoring	9.9
Muzzle	
Direction	10.5.2
No-shoots	
Hits	4.3.1.7 /9.4.2/9.4.3
Open Divisions	Appendix D1&D3
Obstacles	2.1.6
Official Times	9.10
Open Divisions	Appendix D
Overtime Shots	9.4.6.1
Penalties	10
Maximum Penalty Hits per Target	9.4.2
Penalty in Lieu of Requirement	10.2.4 + 10
Plates	4.3/Appendix C3
Poppers	
Configuration	Appendix C2
Dimensions and Scoring	Appendix C1
Operation & Calibration	Appendix C1
Scoring	Appendix C2
Targets	4.3
Power	1.1.3
Power Factor	5.6.1/Appendix D
Procedural Penalty	10.1/10.2
Assistance/Interference	8.6
Targets – Approaching/Touching	9.1.1/9.1.2
Prohibited Substance	10.7
Props	2.2.6
Protest Fee	
Amount	11.4.1
Forfeited	11.4.2
Protest Time Limit	11.3
Published Courses	3.1.1
Quality	1.1.2
Quartermaster	7.1.4
Racks	2.4.2/5.2.1.3
Radial Tears	9.5.4
Range	
Changes	2.3
Commands	8.3
Equipment	4.6
Equipment Failure	4.6
Management	7
Master	7.1.5
Officer	7.1.1
Procedure Change/Revision	3.2.3
Procedures	
False Start	8.3.4.1
Sight Pictures	8.7
Procedure Change/Revision	3.2.3
Surface	2.1.5
Ready	
Conditions	8.1/8.2
Positions	8.2
Recognition of Divisions, Categories and Teams	Appendix A2
Reengagement	10.2.9
Reloading	8.4
Mandatory	1.1.5.2
Replacement Rifle	5.1.7
Representation	6.5.2
Re-shoot Reshoot Refusal by Competitor	2.3.3.3
Rifle	

Auto or Burst	5.1.11
Modification	5.1.8
More Than One	5.1.9
Ready Condition	8.1
Ready Position	8.2.1
Replacement	5.1.7
Serviceable and Safe	5.1.6
Shoulder Stocks	5.1.10
Trigger Pull	5.1.4
Rifles	5.1/Appendix D
Rounds Loaded	8.1.4
Safety	
Course Design	1.1.1
Glasses	5.4
Host's Responsibilities	2.1.1
Impractical Behavior	2.1.4
Local Rules	3.3
Rifles	5.1.6
Safety Area	
Construction	2.4 2.4.2
Live or Dummy Ammunition	2.4.2 4
Use	2.4.4 3
Sanction	1.3
Schedule	6.6
Score Sheets	9.7
Scoring	
Double Value Hits	9.4.1 4
Hand Signals	Appendix F1
Methods	9.2
Misses	9.4.4
No-shoots	9.4.2/9.4.3
Penalties	9.4 10.1/10.2
Policy	9.5
Programs	9.11
Responsibility	9.8
Ties	9.3
Values	9.4
Verification	9.6
Senior Category	Appendix A2
Senior Teams	Appendix A2
Semi Auto Divisions	Appendix D1 & D2
Separating Metal Plates	Appendix C3
Shoot-Off	6.1.7 1.2.2.2
Short Courses	1.2.1.1
Shoulder Stocks	5.1.10
Sights	5.1.3
Speed	1.1.3
Speedloading devices loaders	5.5.2
Stacked Shots	9.4.5 3
Stage	6.1.3 2
Stage Briefings	
Changes or Modification	3.2.3
Information	3.2
Requirement	3.2.1
Stage Points/Results	9.2.2.1/9.2.3.1/9.2.4.1/9.2.5/9.2.6 9.2
Standard Divisions	Appendix D2 & D4
Standard Exercises	6.1.2/1.2.2.1/1.2.2.2
Standby	8.3.3
Stats Officer	7.1.3
String	6.1.1
Super Senior Category	Appendix A2
Sweeping	10.5.5
Targets	
Angle	2.1.8.4
Approaching	9.1.1

Authorized.....	4.1.1
Challenge.....	9.6
Covers	2.3.5
Dimensions.....	Appendix B&C
Disappearing/Moving.....	9.9
Failure To Comply With Specifications	4.1.1.1
Frangible	4.4/9.4.1
Impenetrable.....	9.1.5
Malfunction.....	4.6
Maximum Hits Before Scoring	4.2.3
Placement	2.1.8
Prematurely Patched.....	9.1.3
Presentation.....	2.1.8.4
Scoring	9.4
Touching	9.1.2
Un-restored.....	9.1.4
Team Member	
Disqualification	6.4.6
Replacement.....	6.4.4/5 6.4.4 to 6.4.6
Teams.....	6.4
Test Firing/Sighting-In	2.5
Ties.....	9.3
Timing Devices.....	9.10
Tournament.....	6.1.5 4
Trigger	
Pull	5.1.4
Shoes	5.1.5
Universal Target	4.2.1 /Appendix B4
Unsafe Gun Handling	10.5
Unsportsmanlike Conduct.....	10.6
Vendor Areas	2.5 6
Virginia Count	
Penalties	9.2.3
Scoring	9.4.5
Weak Shoulder.....	1.1.5.3
Winter Triggers/Guards	5.1.5