



# International Multigun Association (IMA) Official Rules

## 1 General Conduct & Dispute Resolution

- 1.1 Eye protection is mandatory for participants, spectators & officials at the event site.
- 1.2 Ear protection is mandatory for participants, spectators & officials while on or near a stage.
- 1.3 Participants or spectators may not consume or be under the influence of alcohol or illicit drugs at the event site. Any participant found to be impaired because of legitimate medications may be directed to stop shooting and leave the event site.
- 1.4 Clothing with any offensive images or wording will not be worn or displayed while at the event site.
- 1.5 Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue or be eligible for prizes.
- 1.6 Participants and spectators are expected to conduct themselves in a courteous and sportsmanlike manner. Any person who violates this rule may be ejected from the event site at the Range Master's discretion. A participant will be disqualified for unsportsmanlike conduct, including (but not limited to) cheating, making threats, assault, disruptive or distracting behavior, and willful disregard of Event Official instructions.
- 1.7 All warnings, disqualifications and reshoots are subject to approval by the Range Master.
- 1.8 Participants must compete for score according to the published match and squadding schedule.
  - 1.8.1 A participant who is not present at the scheduled time and date for a stage may not attempt that stage without the written approval of the Range Master, and the provisions of rule 6.1.16 will apply.
  - 1.8.2 Participants will not be permitted to defer due to lighting or weather conditions, except when the Range Master determines that a stage attempt would (i) start outside the published hours for sunrise-to-sunset, or (ii) put participant or Event Official safety in immediate jeopardy.
- 1.9 Participants may inspect the courses of fire provided the stages in question are not occupied by a squad or being worked on by Event Officials. Inspection should be conducted from the shooting areas only. Props and targets may not be activated, reset or otherwise interfered with.
- 1.10 Participants may take a brief sight picture during the Make Ready procedure. Sight pictures must be taken offhand while standing at the applicable Make Ready location; participants may not assume other positions or rest on props.
- 1.11 Participants are required to help reset stages.
- 1.12 Any aspect not expressly covered in this document will be resolved with a ruling by the Range Master, making reference to the norms and precedents of 2019 USPSA Multigun rules as they deem appropriate. Any ruling by the Range Master will be final and will serve as a precedent for the duration of the event. If rules overlap, fully or partially, the IMA rules will take precedence.
  - 1.12.1 The following USPSA rule sections and their subsections specifically do not apply: 1.1.5, 1.2, 2.2.1.4, 2.4, 2.5, 4.3.5, 6.4, 8.4.2, 9.2, 9.3.3, 9.3.4, 9.3.5, 9.5.3.4, 9.5.3.5, 9.5.5, 9.8.3, 9.9.1, 9.9.2, 10.2.9, 10.2.12, 10.2.13, 10.5.3.2, 11, Appendices A-F.
- 1.13 To have a matter arbitrated, a participant may obtain an Arbitration Request Form from the Range Master. The completed form and the arbitration fee (US\$100 cash) must be submitted to the Match Director within one hour of the incident in question.
  - 1.13.1 The facts of the incident as reported by Event Officials will be presumed accurate unless disproved by compelling evidence to the contrary.
  - 1.13.2 Unedited photographic or video evidence will be evaluated using a "clear and incontrovertible visual evidence" standard. Such imagery may not be used to influence any official's decision outside the framework of a formal arbitration, nor in the case of a third-party arbitration.
  - 1.13.3 The Match Director will review the evidence, hear testimony, take counsel and issue a ruling before the end of the event.
  - 1.13.4 If the arbitration is approved, the arbitration fee will be refunded. If the arbitration is disapproved, the arbitration fee will be forfeited.

## 2 Safety

- 2.1 All events will be run on cold ranges.
  - 2.1.1 Participants' firearms must remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
- 2.2 Firearms may be transported to, from and between stages only in the following conditions:
  - 2.2.1 Handguns must be cased or worn holstered, de-cocked and with the magazine removed.
  - 2.2.2 Rifles and shotguns must be cased, or secured muzzle up or down in a stable gun cart/caddy, or carried with the muzzle up or down. Actions must be open with detachable magazines removed and Open Bolt Indicator devices (e.g. chamber flag) inserted.
- 2.3 Firearms may only be handled in one of the following clearly designated areas:
  - 2.3.1 Safety Area: Unloaded firearms may be handled without Event Official supervision. Muzzles must point towards the "Safety Area" sign or other designated safe direction. Ammunition (including dummy ammunition or loaded magazines) may not be handled in a Safety Area.
  - 2.3.2 Long Gun Staging Area: Unloaded long guns (but not handguns) may be placed here until required. Muzzles must be kept pointing towards the berm or other designated safe direction. When it is a participant's turn to shoot, they may uncase/retrieve their long gun(s) from this area without Event Official supervision and carry them muzzle up/down directly to the Pre-Load Area or the start/staging location as the case may be. After shooting the stage, the participant may likewise return their long guns(s) to this area and case them as necessary. No other gun handling is permitted in the Long Gun Staging Area.
  - 2.3.3 Pre-Load Area: Some stages may require firearm(s) to be pre-loaded under Event Official supervision. When required, the "on deck" participant will bring their firearm(s) to the Pre-Load Area and follow the directions of the responsible Event Official. Unless otherwise stipulated in the stage briefing, the chamber of any pre-loaded firearm must remain empty in the Pre-Load Area and when moving to the start/staging location.
  - 2.3.4 Firearm Recovery Area: In the event that an Event Official is assigned to clear a participant's abandoned firearm(s), those cleared firearms and any ammunition therein will be returned to the Firearm Recovery Area. After completing the stage, the participant may retrieve their firearm(s) and ammunition without Event Official supervision. Such gun handling should be done expeditiously and remains subject to all safety rules.

- 2.4 A participant who commits a safety violation will be stopped by an Event Official and disqualified. Examples of safety violations include:
  - 2.4.1 Performing any act proscribed under sections 10.4 or 10.5 of 2019 USPSA Multigun rules.
    - 2.4.1.1 Violations of USPSA Multigun rules 10.5.1, 10.5.13 and 10.5.20 will incur a warning for the first occurrence.
  - 2.4.2 Handling firearms contrary to the provisions of rule 2.3
    - 2.4.2.1 Violations will incur a warning for the first occurrence.
  - 2.4.3 Possession of any prohibited ammunition as defined in Section 3.
  - 2.4.4 Abandoning a firearm in any location other than in an appropriate receptacle, or with the muzzle pointing in a direction other than down into the receptacle.
  - 2.4.5 Firing a shot while not legitimately engaging a target.
    - 2.4.5.1 The act of “burning” a round prior to abandonment is permitted provided the shot is aimed towards an appropriate target location or berm and all safety aspects are followed.
  - 2.4.6 Using a tube-type shotgun speed-loading device without a primer relief cut.
  - 2.4.7 Pointing a firearm, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe.

### 3 Ammunition

- 3.1 Handgun ammunition must be 9mm Parabellum (9x19mmNATO) or larger unless otherwise stipulated under equipment division rules.
- 3.2 Rifle ammunition must be 5.45x39mm or larger unless otherwise stipulated under equipment division rules.
- 3.3 Shotgun ammunition must be 20-gauge or larger unless otherwise stipulated under equipment division rules.
  - 3.3.1 Birdshot must be no larger than #6 birdshot and be made from lead or bismuth only. Larger or steel/tungsten shot is unsafe and prohibited.
  - 3.3.2 Buckshot must be 00-buck shot size in the case of 12ga, or #3-buck shot size in the case of 20ga, and be made from lead or bismuth only.
- 3.4 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.
- 3.5 A chronograph may be used by Event Officials to verify compliance with Heavy Metal division power factor requirements. Participants may be selected for testing on any basis approved by the Match Director. The chronograph procedure is as follows:
  - 3.5.1 An Event Official will collect five (5) rifle rounds and five (5) handgun rounds from the participant.
  - 3.5.2 One (1) of the rifle bullets and one (1) of the handgun bullets will be pulled and weighed to determine actual bullet weight.
  - 3.5.3 Up to four (4) of the rifle rounds and up to four (4) of the handgun rounds will be fired by an Event Official over the official chronograph.
  - 3.5.4 Power factor will be calculated according to the equation:  $PF = \text{Bullet Weight (grains)} \times \text{Velocity (fps)} / 1000$ .
  - 3.5.5 At least one (1) of the rifle rounds and at least one (1) of the handgun rounds must make the required power factor.

### 4 Firearms

- 4.1 All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant’s firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.
- 4.2 Firearms capable of fully automatic-fire, burst-fire (“machine guns”) or binary-fire may be used only in semi-auto mode (i.e. not more than one (1) round fired with each pull/release cycle of the trigger). Violation of this rule will incur a 30 second time penalty per occurrence and repeat offenders may be subject to rule 1.6.
- 4.3 Rifles and shotguns must meet their respective legal definitions and be fitted with a shoulder stock. Pistols derived from rifles, and firearms derived from shotguns, including those fitted with non-stock bracing devices, are prohibited. The Range Master will be the final arbiter of whether a particular configuration is acceptable.
- 4.4 Participants must use the same firearms (handgun, rifle and shotgun) for the entire event.
  - 4.4.1 If a participant's firearm becomes unserviceable, that participant may replace their firearm with another of a substantially similar model, caliber and sighting system only with the approval of the Range Master.
- 4.5 Participants generally may not reconfigure or modify any firearm during the event except as stipulated in the applicable equipment division rules.
  - 4.5.1 If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Range Master.
  - 4.5.2 Installing or removing minor accessories (e.g. slings, scope covers) is generally permissible; the Range Master will be the final arbiter of whether an accessory is “minor”.
- 4.6 Unless otherwise stipulated in the stage briefing, the participant’s equipment will start the stage in the following conditions:
  - 4.6.1 Handgun loaded to division start capacity and holstered as follows:
    - 4.6.1.1 A pistol with a manual safety catch must have the safety catch detained in the “safe” position.
    - 4.6.1.2 A pistol with a decock feature must be decocked (when decocked, any manual safety may be set to “safe” or “fire”).
    - 4.6.1.3 A pistol without a manual safety or decock feature must have fully functional passive safeties.
    - 4.6.1.4 A revolver must have the hammer down.
  - 4.6.2 Rifle loaded to division start capacity and held in the low ready position (i.e. oriented with sights uppermost, buttstock in strong-side shoulder, hands in normal firing hold with finger outside trigger guard, muzzle at belt level), safety catch detained in the “safe” position.
  - 4.6.3 Shotgun loaded to division start capacity and held in the low ready position (i.e. oriented with sights uppermost, buttstock in strong-side shoulder, hands in normal firing hold with finger outside trigger guard, muzzle at belt level), safety catch detained in the “safe” position.
  - 4.6.4 The participant may not touch or hold any firearm loading device or ammunition after the “Standby” command and before the start signal (except for unavoidable touching with the lower arms).
  - 4.6.5 All equipment must start the stage secured on the participant’s person or firearms (i.e. equipment may not be otherwise pre-positioned on the stage). Belts, holsters, ammunition carriers and other equipment worn or carried by the participant may be changed, repositioned or reconfigured between stages.

## 5 Equipment Divisions

- 5.1 Participants will declare one equipment division at the beginning of the event.
  - 5.1.1 Equipment divisions are: Open, Stealth, Tactical, Limited and Heavy Metal.
  - 5.1.2 Failure to meet all equipment and ammunition requirements of the declared division will result in the participant being placed into Open division. If the requirements of Open division are not met, the participant's scores will be excluded from the final event results.
- 5.2 Open Division
  - 5.2.1 Handgun
    - 5.2.1.1 The handgun holster must safely retain the handgun during vigorous movement and must completely cover the trigger. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.
  - 5.2.2 Rifle
    - 5.2.2.1 Supporting devices (bipods, bags etc.) may start any stage installed or removed, folded or deployed at the participant's discretion.
  - 5.2.3 Shotgun
    - 5.2.3.1 Tubular speed loading devices must feature a primer relief cut (see rule 2.4.6).
    - 5.2.3.2 Supporting devices (bipods etc.) may start any stage installed or removed, folded or deployed at the participant's discretion.
- 5.3 Stealth Division
  - 5.3.1 Handgun
    - 5.3.1.1 The handgun holster must safely retain the handgun during vigorous movement. A semiautomatic pistol holster must completely cover the trigger and must cover the slide up to ½" below the ejection port. A revolver holster must completely cover the trigger and the cylinder. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters, cross draw holsters and "race" holsters are prohibited.
    - 5.3.1.2 The handgun in its ready condition, with magazine inserted and all accessories attached, must fit wholly within a box with internal dimensions of 8.938" x 6.938" x 1.938" (tolerance +0.0625", -0"). Measurement will be made with the slide parallel to the longest axis of the box. All magazines must comply.
  - 5.3.2 Rifle
    - 5.3.2.1 Maximum magazine capacity is thirty-one (31) rounds, and no magazine may be loaded with more than thirty (30) rounds after the start signal. Magazines may be coupled together provided the capacity is not increased beyond the permitted maximum.
    - 5.3.2.2 If a bipod is used, it may start any stage installed or removed, folded or deployed at the participant's discretion. When used, it must remain attached to the rifle for the duration of that stage. Other supporting devices (tripods, bags etc.) are prohibited.
  - 5.3.3 Shotgun
    - 5.3.3.1 Only a tubular magazine is permitted, and its length may not exceed 23.5" measured from the front of the receiver. Speed loading devices are prohibited.
    - 5.3.3.2 Supporting devices (bipods, etc.) are prohibited.
- 5.4 Tactical Division
  - 5.4.1 Handgun
    - 5.4.1.1 The handgun holster must safely retain the handgun during vigorous movement. A semiautomatic pistol holster must completely cover the trigger and must cover the slide up to ½" below the ejection port. A revolver holster must completely cover the trigger and the cylinder. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters, cross draw holsters and "race" holsters are prohibited.
    - 5.4.1.2 Electronic sights, optical sights, compensators, muzzle brakes or barrel porting are prohibited.
    - 5.4.1.3 Magazine length may not exceed 5.561" (141.25mm).
  - 5.4.3 Rifle
    - 5.4.3.1 Not more than one (1) electronic or optical sight is permitted. Any number of iron sights may be used.
    - 5.4.3.2 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, cannot be used as an aiming device by itself, and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction.
    - 5.4.3.3 Supporting devices (bipods, bags etc.) are prohibited.
    - 5.4.3.4 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator). Sound suppressors are not considered to be compensators or muzzle brakes.
  - 5.4.4 Shotgun
    - 5.4.4.1 Only a tubular magazine is permitted. Speed loading devices are prohibited.
    - 5.4.4.2 Electronic sights and optical sights are prohibited.
    - 5.4.4.3 Supporting devices (bipods, etc.) are prohibited.
    - 5.4.4.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.
    - 5.4.4.5 Not more than nine (9) rounds total may be loaded at the start signal, unless otherwise stipulated in the stage briefing.
- 5.5 Limited Division
  - 5.5.1 Handgun
    - 5.5.1.1 The handgun holster must safely retain the handgun during vigorous movement. A semiautomatic pistol holster must completely cover the trigger and must cover the slide up to ½" below the ejection port. A revolver holster must completely cover the trigger and the cylinder. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters, cross draw holsters and "race" holsters are prohibited.
    - 5.5.1.2 Electronic sights, optical sights, compensators, muzzle brakes or barrel porting are prohibited.
    - 5.5.1.3 Magazine length may not exceed 5.561" (141.25mm).

- 5.5.2 Rifle
  - 5.5.2.1 Not more than one (1) non-magnified electronic or optical sight is permitted. Electronic or optical sights originally designed to be capable of any magnification (whether used or not) are prohibited. Any number of iron sights may be used.
  - 5.5.2.2 Supporting devices (bipods, bags etc.) are prohibited.
  - 5.5.2.3 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator). Sound suppressors are not considered to be compensators or muzzle brakes.
- 5.5.3 Shotgun
  - 5.5.3.1 Only a tubular magazine is permitted. Speed loading devices are prohibited.
  - 5.5.3.2 Electronic sights and optical sights are prohibited.
  - 5.5.3.3 Supporting devices (bipods, etc.) are prohibited.
  - 5.5.3.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.
  - 5.5.3.5 Not more than nine (9) rounds total may be loaded at the start signal, unless otherwise stipulated in the stage briefing.
- 5.6 Heavy Metal Division
  - 5.6.1 Handgun
    - 5.6.1.1 The handgun holster must safely retain the handgun during vigorous movement. A semiautomatic pistol holster must completely cover the trigger and must cover the slide up to ½" below the ejection port. A revolver holster must completely cover the trigger and the cylinder. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters, cross draw holsters and "race" holsters are prohibited.
    - 5.6.1.2 Electronic sights, optical sights, compensators, muzzle brakes or barrel porting are prohibited.
    - 5.6.1.3 No magazine may be loaded with more than ten (10) rounds after the start signal.
    - 5.6.1.4 Minimum caliber is .40". Minimum power factor (bullet weight x velocity/1000) is 165.
  - 5.6.2 Rifle
    - 5.6.2.1 Not more than one (1) electronic or optical sight is permitted. The choice of sighting system (magnified vs. non-magnified) will determine the number of rounds that may be loaded in all magazines (see rule 5.6.2.4). Any number of iron sights may be used.
    - 5.6.2.2 If a bipod is used, it may start any stage installed or removed, folded or deployed at the participant's discretion. When used, it must remain attached to the rifle for the duration of that stage. Other supporting devices (tripods, bags etc.) are prohibited.
    - 5.6.2.3 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator). Sound suppressors are not considered to be compensators or muzzle brakes.
    - 5.6.2.4 In the case of a rifle fitted with a magnified optical sight, no magazine may be loaded with more than twenty (20) rounds after the start signal. In the case of a rifle fitted with a non-magnified optical sight and/or iron sights only, there is no limit to the number of rounds loaded after the start signal.
    - 5.6.2.5 Minimum caliber is .30". Minimum power factor (bullet weight x velocity/1000) is 360.
  - 5.6.3 Shotgun
    - 5.6.3.1 Action type may be semi-automatic or pump-action. The choice of action type will determine the number of rounds that may be loaded at start (see rule 5.6.3.6).
    - 5.6.3.2 Only a tubular magazine is permitted. Speed loading devices are prohibited.
    - 5.6.3.3 Electronic sights and optical sights are prohibited.
    - 5.6.3.4 Supporting devices (bipods, bags etc.) are prohibited.
    - 5.6.3.5 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.
    - 5.6.3.6 In the case of a semi-automatic shotgun, not more than nine (9) rounds total may be loaded at the start signal, unless otherwise stipulated in the stage briefing. In the case of a pump-action shotgun, not more than twelve (12) rounds total may be loaded at the start signal, unless otherwise stipulated in the stage briefing.
    - 5.6.3.6 Minimum bore size is 12-gauge.

## 6 Scoring & Penalties

- 6.1 Stage time will be based on time to complete the stage plus applicable penalties.
  - 6.1.1 Unless otherwise stipulated in the stage briefing, cardboard "shoot" targets must be neutralized by receiving either one (1) A-zone hit, one (1) B-zone hit or two (2) hits anywhere in the scoring area. Examples of neutralized targets include:
    - 6.1.1.1 One (1) hit in the upper A-zone or B-zone. USPSA targets found to be missing a B-zone will be scored as if the neck-line were present. Event Officials may use a straight-edge or similar aid to make scoring calls as they deem necessary.
    - 6.1.1.2 One (1) hit in the lower A-zone.
    - 6.1.1.3 Two (2) hits anywhere in the scoring area, in any combination of the C-zone and/or D-zone.
  - 6.1.2 Cardboard "shoot" targets that are not neutralized will incur time penalties as follows:
    - 6.1.2.1 One (1) hit in the C-zone or D-zone only = 5 second penalty (Target Not Neutralized).
    - 6.1.2.2 No hits on target, but target was engaged = 10 second penalty (Un-hit Target).
    - 6.1.2.3 No hits on target, and target was not engaged = 15 second penalty (Target Not Engaged).
  - 6.1.3 Only holes made by intact bullets/slugs/pellets will count for score/penalty. Evidence that the intact projectile made the hole must be present on the target (i.e. crown or grease ring). Holes made by shrapnel, fragments or flying debris will not count for score/penalty.
  - 6.1.4 Knock-down targets must fall, rotate over center or turn at least 45 degrees from the start orientation to score. Multiple targets falling due to a single shot will not be declared range equipment failure unless the Range Master determines that the subject targets are not functioning as designed. Swinging/flashing targets must react in the manner prescribed in the stage briefing. An Event Official may call hits.

- 6.1.5 Knock-down/swinging/flashing targets that do not fall/react will incur time penalties as follows:
    - 6.1.5.1 Target did not fall/react, but target was engaged = 10 second penalty (Un-hit Target).
    - 6.1.5.2 Target did not fall/react, and target was not engaged = 15 second penalty (Target Not Engaged).
  - 6.1.6 Knock-down handgun and shotgun targets will be calibrated before the event begins.
    - 6.1.6.1 Handgun and optional handgun/shotgun targets will be calibrated with a 9mm handgun using factory ammunition.
    - 6.1.6.2 Shotgun targets will be calibrated with a 12-gauge shotgun, barrel length not to exceed 22" and choke not tighter than IC, using factory birdshot or buckshot ammunition as appropriate.
    - 6.1.6.3 The Range Master will designate specific supplies of 9mm and 12-gauge ammunition, and one or more handguns and shotguns, to be used as official calibration tools only by the Range Master or designated testing personnel. Designated calibration firearms and ammunition are not subject to challenge.
    - 6.1.6.4 Handgun and shotgun knock-down targets may be subject to participant challenge.
    - 6.1.6.5 Rifle reactive targets are not subject to participant challenge but may be adjusted or tested at the Range Master's discretion.
    - 6.1.6.6 Calibration may be performed from anywhere within the designated shooting area at the Range Master's discretion.
  - 6.1.7 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered "broken".
    - 6.1.7.1 A moving frangible target that breaks on activation will count for score provided the participant makes a bona fide attempt to hit it by safely firing a dedicated shot in the direction of the target.
  - 6.1.8 Frangible targets that do not break will incur time penalties as follows:
    - 6.1.8.1 Target did not break, but target was engaged = 10 second penalty (Un-hit Target).
    - 6.1.8.2 Target did not break, and target was not engaged = 15 second penalty (Target Not Engaged).
  - 6.1.9 Disappearing targets may only be engaged after their appearance and before their disappearance.
  - 6.1.10 Scoring hits on designated "No Shoot" targets will incur a 5 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel "No Shoot" targets must fall to score. Frangible "No Shoot" targets must break to score.
  - 6.1.11 Failure to follow procedures prescribed in the stage briefing will result in a 5 second penalty.
    - 6.1.11.1 If a competitive advantage is deemed to have been gained, procedural penalties will be applied on a "per shot" basis.
    - 6.1.11.2 Enhanced procedural penalties may be applied at the Range Master's discretion if a participant willfully and egregiously violates stage procedures.
    - 6.1.11.3 The rendering of any assistance or advice to a participant who is actively engaged in a stage ("coaching") by any person other than an Event Official is prohibited. Event Officials may penalize the "coach" and/or the participant with a procedural penalty for each occurrence. Persistent coaching may be subject to the provisions of rules 1.5 and/or 1.6.
  - 6.1.12 A participant may abandon a firearm in order to use another firearm in accordance with the stage briefing, with the following constraints:
    - 6.1.12.1 Firearms must be abandoned in one of the following conditions:
      - 6.1.12.1.1 Handgun as prescribed in rules 4.6.1.1 - 4.6.1.4.
      - 6.1.12.1.2 Rifle/shotgun loaded with safety catch detained in the "safe" position.
      - 6.1.12.1.3 Completely unloaded (no live ammunition anywhere inside the firearm).
    - 6.1.12.2 Any firearm found abandoned contrary to the requirements of rule 6.1.12.1 will result in a Stage Not Fired score.
    - 6.1.12.3 During abandonment of one firearm, the participant may handle another firearm providing it is done safely. No firearm may be fired while another firearm is outside a staging/abandonment location (violations will incur penalties per rule 6.1.11.1).
    - 6.1.12.4 Unless otherwise stipulated in the stage briefing, once a firearm has been discarded and the next firearm withdrawn from its staging location, the first firearm is deemed abandoned and may not be retrieved/reused (violations will incur penalties per rule 6.1.11.1).
  - 6.1.13 The stage briefing may stipulate a shooting area sequence. During such a stage, once a participant begins shooting from a shooting area, they may not return to any previous shooting area (violation will incur penalties per rule 6.1.11.1).
  - 6.1.14 Long-range targets for some stages may be visible from other stages. It is the participant's responsibility to understand which targets they are supposed to be engaging. If Event Officials believe a participant is engaging the wrong targets, they may give verbal warnings and direct the participant to engage only the correct targets. Such commands will not be grounds for a reshoot.
  - 6.1.15 Additional penalties may be applied as stipulated in the stage briefing.
  - 6.1.16 Stage Not Fired (SNF) will result in zero points earned for the affected stage.
  - 6.1.17 Unless otherwise stipulated in the stage briefing, all stages are timed from the audible start signal to the last shot fired and are subject to a 180 second time limit ("par time"). If a participant "times out", they will be stopped as soon as possible and their score will be the time to the last recorded shot plus any penalties for un-engaged/un-hit targets.
  - 6.1.18 Scores may be recorded electronically and/or on paper at the Range Master's discretion. In the event of an irreconcilable discrepancy, the electronic record will prevail. Once final scores are posted, participants will have 30 minutes to protest any apparent errors. After the protest period has expired, all published scores will be deemed final.
- 6.2 Stage Points
- 6.2.1 Stage points will be calculated separately for each equipment division.
  - 6.2.2 Stage points will be awarded to participants according to their stage time relative to the fastest time on that stage, using the equation  $STAGE\_POINTS = ( FASTEST\_TIME / PARTICIPANT\_TIME ) \times 100$ .
  - 6.2.3 Total points accumulated for all stages will determine the event placement by division.
  - 6.2.4 Highest score wins.

## 7 Awards

- 7.1 One or more of the following individual participant categories may be recognized at the discretion of the Match Director:
  - 7.1.1 Lady: Participants who are female. By entering this category, trans women certify that their total testosterone level in serum has been kept below 10 nmol/L for at least 12 months prior to the event.
  - 7.1.2 Junior: Participants who were under the age of 18 years on the first day of the event.
  - 7.1.3 Senior: Participants who were over the age of 55 years on the first day of the event.
  - 7.1.4 Super Senior: Participants who were over the age of 65 years on the first day of the event. Super Seniors may enter Senior category only if Super Senior is not being recognized.
  - 7.1.5 Military: Current or honorably retired military personnel.
  - 7.1.6 Law: Current or retired full-time law enforcement officers with arrest powers.