

<b>IPSC Rules Committee</b>	<b>3 in 1 Rules Working Document</b>	<b>13<sup>th</sup> May 2003</b>
<b>HANDGUN</b>	<b>SHOTGUN</b>	<b>RIFLE</b>
<b>SECTION 1 – Course Design</b>	<b>SECTION 1 – Course Design</b>	<b>SECTION 1 – Course Design</b>
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.	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.	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 General Principles	1.1 General Principles
1.1.1 Safety – IPSC matches must be designed, constructed and conducted with due consideration to safety.	1.1.1 Safety – IPSC matches must be designed, constructed and conducted with due consideration to safety.	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 will be designed primarily to test a competitor’s IPSC shooting skills, not their physical abilities.	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 will be designed primarily to test a competitor’s IPSC shooting skills, not their physical abilities.	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 will 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 will be designed, and IPSC matches will be conducted in such a way, as to evaluate these elements equally.	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 will be designed, and IPSC matches will be conducted in such a way, as to evaluate these elements equally.	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 will be designed, and IPSC matches will be conducted in such a way, as to evaluate these elements equally.
1.1.4 Diversity – IPSC shooting challenges will be diverse. While it is not necessary to construct new courses for each match, no single course will be repeated to allow its use to be considered a definitive measure of IPSC shooting skills.	1.1.4 Diversity – IPSC shooting challenges will be diverse. While it is not necessary to construct new courses for each match, no single course will be repeated to allow its use to be considered a definitive measure of IPSC shooting skills.	1.1.4 Diversity – IPSC shooting challenges will be diverse. While it is not necessary to construct new courses for each match, no single course will 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 to shoot targets on an "as and when visible" basis. Courses of fire must not require mandatory reloads nor dictate a shooting position 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 or stances.	1.1.5 Freestyle - IPSC matches are freestyle. Competitors must be permitted to solve the challenge presented in a freestyle manner. Courses of fire must not require mandatory reloads or dictate a shooting, position 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 or stances.	1.1.5 Freestyle - IPSC matches are freestyle. Competitors must be permitted to solve the challenge presented in a freestyle manner. Courses of fire must not require mandatory reloads or dictate a shooting, position 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 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. Mandatory reloads will never be required in Long Courses except in the case of a Standard exercise.	1.1.5.1 Level I and Level II matches are not required to comply strictly with the freestyle requirements or round count limitations. Mandatory reloads will never be required in Long Courses except in the case of a Standard exercise.	1.1.5.1 Level I and Level II matches are not required to comply strictly with the freestyle requirements or round count limitations. Mandatory reloads will never be required in Long Courses except in the case of a Standard exercise.

1.1.5.2 Standard Exercises, Classifiers and Shoot-Off may include mandatory reloads and may dictate a shooting position or stance.	1.1.5.2 Standard Exercises, Classifiers and Shoot-Off may include mandatory reloads and may dictate a shooting position or stance.	1.1.5.2 Standard Exercises, Classifiers and Shoot-Off may include mandatory reloads and may dictate a shooting position or stance.
1.1.5.3 Standard Exercises and Classifiers may specify shooting with the strong hand or weak hand unsupported. The specified hand must be used exclusively from the point stipulated for the remainder of the string or stage.	1.1.5.3 Standard Exercises and Classifiers may specify that only the weak shoulder is to be used when shooting.	1.1.5.3 Not Applicable
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. Specific requirements for non-shooting challenges should reasonably allow for differences in competitor's height and physical build.	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. Specific requirements for non-shooting challenges should reasonably allow for differences in competitor's height and physical build.	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. Specific requirements for non-shooting challenges should reasonably allow for differences in competitor's height and physical build.
1.1.7 Challenge - IPSC Handgun matches recognize the difficulty of using full power handguns in dynamic shooting, and will always employ a minimum caliber and power level to be attained by all competitors to reflect this challenge.	1.1.7 Challenge - IPSC Shotgun matches recognize the difficulty of using full power shotguns in dynamic shooting and will always employ a minimum caliber and power level to be attained by all competitors to reflect this challenge.	1.1.7 Challenge - IPSC Rifle matches recognize the difficulty of using full power rifles and will always employ a minimum power level to be attained by all competitors to reflect this challenge.
1.2 Types of Courses	1.2 Types of Courses	1.2 Types of Courses
IPSC matches may contain the following types of courses of fire:	IPSC matches may contain the following types of courses of fire:	IPSC matches may contain the following types of courses of fire:
1.2.1 General Courses of Fire:	1.2.1 General Courses of Fire:	1.2.1 General Courses of Fire:
1.2.1.1 "Short Courses" must not require more than 9 rounds to complete and no more than 2 shooting locations.	1.2.1.1 "Short Courses" must not require more than 8 rounds to complete and no more than 2 shooting locations.	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 16 rounds to complete, or more than 3 shooting locations. Course design and construction must not require more than 9 scoring hits from any single location or view, nor allow a competitor to eliminate a location or view in the course of fire by shooting all available targets at an earlier location or view.	1.2.1.2 "Medium Courses" must not require more than 16 rounds to complete. Course design and construction must not allow the opportunity for more than 8 shoot able targets or 8 scoring hits to be available from any single location.	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. 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 rounds is increased to 20.
1.2.1.3 "Long Courses" must not require more than 32 rounds to complete. Course design and construction must not require more than 9 scoring hits from any single location or view, nor allow a competitor to	1.2.1.3 "Long Courses" must not require more than 28 targets or 32 rounds to complete. Course design and construction must not allow the opportunity for more than 8 shoot able targets or 8 scoring hits to	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 from any single location. If more than 5

eliminate a location or view in the course of fire by shooting all available targets at an earlier location or view.	be available from any single location.	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 rounds is increased to 40.
1.2.1.4 "Medium & Long Courses" - Where more than 9 scoring hits are available from a single location or view, the additional targets must also be available from another later location or view and they must present a more difficult shooting challenge than if shot from the first location. Examples of a more difficult shot include longer distances and/or partially hidden targets.	1.2.1.4 Not Applicable	1.2.1.4 Not Applicable
1.2.1.5 The recommended balance for an IPSC match is a ratio of 3 Short Courses to 2 Medium Courses to 1 Long Course.	1.2.1.5 The recommended balance for an IPSC match is a ratio of 3 Short Courses to 2 Medium Courses to 1 Long Course.	1.2.1.5 The recommended balance for an IPSC match is a ratio of 3 Short Courses to 2 Medium Courses to 1 Long Course.
1.2.1.6 Not Applicable	1.2.1.6 Not Applicable	1.2.1.6 The recommended balance for an IPSC Rifle match with regards to target distance is: 30% of all targets to be less than 60 metres, 50% to be between 60 and 150 metres and 20% to be between 150 and 300 metres.
1.2.2 Special Courses of Fire:	1.2.2 Special Courses of Fire:	1.2.2 Special Courses of Fire:
1.2.2.1 "Standard Exercises" must not require more than 24 rounds to complete, or more than 6 rounds for each component string or 12 rounds if a mandatory reload is specified.	1.2.2.1 "Standard Exercises" must not require more than 24 rounds to complete, or more than 6 rounds for each component string, or 12 rounds if a mandatory reload is specified.	1.2.2.1 If 2 hits per paper target are required, "Standard Exercises" must not require more than 24 rounds to complete, or more than 6 rounds for each component string, or 12 rounds if a mandatory reload is specified. The use of the weak shoulder may not be specified.
1.2.2.2 Not Applicable	1.2.2.2 Not Applicable	1.2.2.2 If 1 hit per paper target is required "Standard Exercises" must not require more than 12 rounds to complete, or more than 3 rounds for each component string, or 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 "Classifiers" - Courses of fire published by a Regional Directorate and/or IPSC, which are available to competitors seeking a regional and/or international classification. Classifiers must be set-up and conducted strictly in accordance with the notes and diagrams accompanying them, and results must be submitted to the publishing entity in the format required (with the applicable fees, if any), in order for them to be recognized.	1.2.2.3 "Classifiers" - Courses of fire published by a Regional Directorate and/or IPSC, which are available to competitors seeking a regional and/or international classification. Classifiers must be set-up and conducted strictly in accordance with the notes and diagrams accompanying them, and results must be submitted to the publishing entity in the format required (with the applicable fees, if any), in order for them to be recognized.	1.2.2.3 "Classifiers" - Courses of fire published by a Regional Directorate and/or IPSC, which are available to competitors seeking a regional and/or international classification. Classifiers must be set-up and conducted strictly in accordance with the notes and diagrams accompanying them, and results must be submitted to the publishing 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 Supplementary Courses of Fire:	1.2.3 Supplementary Courses of Fire:

1.2.3.1 “Shoot-Off” must not require more than 9 rounds to complete and must require 1 mandatory reload.	1.2.3.1 “Shoot-Off” must not require more than 8 rounds to complete and may require a mandatory reload.	1.2.3.1 “Shoot-Off” must not require more than 6 rounds for manual action Divisions, and 12 rounds for semi auto Divisions, to complete.
1.2.3.2 Not Applicable	1.2.3.2 “Load one, Shoot one” may be incorporated into “Standard Exercises” in Level I and II matches only as a further test of skill with a shotgun. The shotgun must start unloaded (see 8.1.1.3). Only one round at a time may be loaded, and then fired. There must not be more than one round loaded in the shotgun at any time. See 10.2.10 for penalties.	1.2.3.2 Not Applicable
1.3 IPSC Sanctioning	1.3 IPSC Sanctioning	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 may not be publicized or announced as IPSC sanctioned matches.	1.3.1 Match organisers 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 will not be publicized or announced as IPSC sanctioned matches.	1.3.1 Match organisers 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 will not be publicized or announced as IPSC sanctioned matches.
1.3.2 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, in his or their opinion, a match contravenes the purpose or spirit of the principles of course design or is in breach of any of the current IPSC rules or is likely to bring the sport of IPSC shooting into disrepute.	1.3.2 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, in his or their opinion, a match contravenes the purpose or spirit of the principles of course design or is in breach of any of the current IPSC rules or is likely to bring the sport of IPSC shooting into disrepute.	1.3.2 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, in his or their opinion, a match contravenes the purpose or spirit of the principles of course design or is in breach of any of the current IPSC rules or is likely to bring the sport of IPSC shooting into disrepute.
1.3.3 IPSC Handgun match levels are specified in Appendix A1.	1.3.3 IPSC Shotgun match levels are specified in Appendix A1.	1.3.3 IPSC Rifle match levels are specified in Appendix A1.
1.3.4 IPSC requires international sanction for Level III and higher matches. Individual Regions must structure procedures to ensure that Level I and II matches comply with IPSC regulations.	1.3.4 IPSC requires international sanction for Level III and higher matches. Individual Regions must structure procedures to ensure that Level I and II matches comply with IPSC regulations.	1.3.4 IPSC requires international sanction for Level III and higher matches. Individual Regions must structure procedures to ensure that Level I and II matches comply with IPSC regulations.
SECTION 2 – Course Construction & Modification	SECTION 2 – Course Construction & Modification	SECTION 2 – Course Construction & 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.	The following general regulations of course construction list the criteria, responsibilities and restrictions applicable to courses of fire in IPSC matches. Course designers, host organisations, and officials are governed by these regulations.	The following general regulations of course construction list the criteria, responsibilities and restrictions applicable to courses of fire in IPSC matches. Course designers, host organisations, and officials are governed by these regulations.
2.1 General Regulations	2.1 General Regulations	2.1 General Regulations

<p>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 or 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.</p>	<p>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 organisation subject to the approval of the Range Master. Reasonable effort must be made to prevent injury to competitors, officials or 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.</p>	<p>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 organisation subject to the approval of the Range Master. Reasonable effort must be made to prevent injury to competitors, officials or 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.</p>
<p>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.</p>	<p>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.</p>	<p>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.</p>
<p>2.1.3 Minimum Distances - Whenever metal targets are used in a course of fire, precautions must be taken so that competitors and match officials maintain a minimum distance of 7 meters (22.96 feet) from them while they are being shot. Where possible, this should be done with physical barriers. If charge lines are used to limit the approach to metal targets, they must be placed at least 8 meters (26.25 feet) from the targets so that the competitor may inadvertently fault the line and still be outside the 7 meter (22.96 feet) minimum distance.</p>	<p>2.1.3 Minimum Distances for Birdshot and Buckshot - Whenever metal targets are used in a course of fire, precautions must be taken so that competitors and match officials maintain a minimum distance of 5 meters (16.40 feet) from them while they are being shot. Where possible, this should be done with physical barriers. If charge lines are used to limit the approach to metal targets, they must be placed at least 6 meters (19.69 feet) from the targets so that the competitor may inadvertently fault the line and still be outside the 5 meter (16.40 feet) minimum distance (see 10.4.7).</p>	<p>2.1.3 Minimum Distances – Whenever metal targets are used in a course of fire, precautions must be taken to ensure that competitors and match officials maintain a minimum distance of 50 meters (164.04 feet) from them while they are being shot. Where possible, this should be done with physical barriers. If shooting lines are used to limit the approach to metal targets, they must be placed at least 50 meters (164.04 feet) from the targets so that the competitor may inadvertently fault the line and still be outside the 45 meter (147.64 feet) minimum distance.</p>
<p>2.1.3.1 Not Applicable</p>	<p>2.1.3.1 Minimum Distances for Slug - Whenever metal targets are used in a course of fire, precautions must be taken to ensure that competitors and match officials maintain a minimum shooting distance of 40 meters (131.23 feet) from them while they are being shot. Where possible, this should be done with physical barriers. If charge lines are used to mark the minimum distance for shooting metal targets without penalty, they must be placed at least 40 meters (131.23 feet) from the targets.</p>	<p>2.1.3.1 Not Applicable</p>
<p>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 officials, spectators or competitors have access. Each competitor must be allowed to</p>	<p>2.1.4 Target Locations - When a course is constructed to include target locations other than immediately downrange, organisers and officials must protect or restrict surrounding areas to which officials, spectators or competitors have access. Each competitor must be allowed</p>	<p>2.1.4 Target Locations - When a course is constructed to include target locations other than immediately downrange, organisers and officials must protect or restrict surrounding areas to which officials, spectators or competitors have access. Each competitor must be allowed</p>

<p>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 on an “as and when visible” basis will not cause competitors to breach safe angles of fire.</p>	<p>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 will not cause competitors to breach safe angles of fire.</p>	<p>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 will not cause competitors to breach safe angles of fire.</p>
<p>2.1.5 Range Surface – Where reasonably possible, the range surface must be prepared or altered prior to the match to provide reasonable safety for competitors and officials. Consideration should be given to the results of inclement weather and competitor actions. Range officials may add gravel, sand or other materials to a deteriorated range surface for safety reasons. Competitors may not appeal these range maintenance actions.</p>	<p>2.1.5 Range Surface - Where reasonably possible, the range surface must be prepared or altered prior to the match to provide reasonable safety for competitors and officials. Consideration should be given to the results of inclement weather and competitor actions. Range officials may add gravel, sand or other materials to a deteriorated range surface for safety reasons. Competitors may not appeal these range maintenance actions.</p>	<p>2.1.5 Range Surface - Where reasonably possible, the range surface must be prepared or altered prior to the match to provide reasonable safety for competitors and officials. Consideration should be given to the results of inclement weather and competitor actions. Range officials may add gravel, sand or other materials to a deteriorated range surface for safety reasons. Competitors may not appeal these range maintenance actions.</p>
<p>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 and employed to provide reasonable safety for all competitors, match officials, and spectators.</p>	<p>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 and employed to provide reasonable safety for all competitors, match officials, and spectators.</p>	<p>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 and employed to provide reasonable safety for all competitors, match officials, and spectators.</p>
<p>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 1.5 meters (4.92 feet) of free space between each competitor.</p>	<p>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 2 metres (6.56 feet) of free space between each competitor.</p>	<p>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 metres (9.84 feet) of free space between each competitor.</p>
<p>2.1.8 Target Placement – Care must be taken with the physical placement of a paper target to prevent a “shoot through”</p>	<p>2.1.8 Target Placement – Care must be taken with the physical placement of a paper target to prevent a “shoot through”</p>	<p>2.1.8 Target Placement – Care must be taken with the physical placement of a paper target to prevent a “shoot through”</p>
<p>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 penalty target after the match has commenced.</p>	<p>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 penalty target after the match has commenced.</p>	<p>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 penalty target after the match has commenced.</p>
<p>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.</p>	<p>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.</p>	<p>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.</p>
<p>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</p>	<p>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</p>	<p>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</p>

is prepared to provide consistent operation throughout the match.	is prepared to provide consistent operation throughout the match.	is prepared to provide consistent operation throughout the match.
2.1.8.4 Static paper targets must not be presented at an angle greater than 90 degrees from the upright.	2.1.8.4 Static paper targets must not be presented at an angle greater than 90 degrees from the upright.	2.1.8.4 Static paper targets must not be presented at an angle greater than 90 degrees from the upright.
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 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 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 Charge Lines and Fault Lines – Competitor movement should preferably be restricted through the use of physical barriers, however the use of Charge and Fault Lines is permitted. Charge lines and fault lines should be constructed of wooden boards or other suitable material and should rise at least 2 centimeters (0.79 inches) above ground level. This will provide both physical and visible references to competitors to prevent inadvertent faulting. Fault lines and charge lines must be fixed firmly in place to ensure they remain consistent throughout the match.	2.2.1 Charge Lines and Fault Lines – Competitor movement should preferably be restricted through the use of physical barriers, however the use of Charge and Fault Lines is permitted. Charge lines and fault lines should be constructed of wooden boards or other suitable material and should rise at least 2 centimeters (0.79 inches) above ground level. This will provide both physical and visible references to competitors to prevent inadvertent faulting. Fault lines and charge lines must be fixed firmly in place so as to ensure they remain consistent throughout the match.	2.2.1 Charge Lines, Fault Lines and Shooting Boxes – Competitor movement should preferably be restricted through the use of physical barriers, however the use of Charge Lines, Fault Lines and Shooting Boxes is permitted. Charge Lines, Fault Lines and Shooting Boxes should be constructed of wooden boards or other suitable material and should rise at least 2 centimeters (0.79 inches) above ground level. This will provide both physical and visible references to competitors to prevent inadvertent faulting. Charge Lines, Fault Lines and Shooting Boxes must be fixed firmly in place so as to ensure they remain consistent throughout the match. Shooting Boxes may be used to make a competitor shoot at a particular target challenge from a specific location.
2.2.1.1 Charge lines are used to restrict unreasonable movement by competitors toward or away from targets.	2.2.1.1 Charge lines are used to restrict unreasonable movement by competitors toward or away from targets.	2.2.1.1 Charge lines are used to restrict unreasonable movement by competitors toward or away from targets.
2.2.1.2 Fault lines are used to force the competitor to shoot at targets from behind physical barriers. They may be positioned at any angle extending to the rear of these barriers. Fault lines should be a minimum of 1 meter (3.28 feet) in length and unless otherwise stated in the written stage briefing, they are deemed to extend rearwards to infinity.	2.2.1.2 Fault lines are used to force the competitor to shoot at targets from behind physical barriers. They may be positioned at any angle extending to the rear of these barriers. Fault lines should be a minimum of 1 meter (3.28 feet) in length and unless otherwise stated in the written stage briefing, they are deemed to extend rearwards to infinity.	2.2.1.2 Fault lines are used to force the competitor to shoot at targets from behind physical barriers. They may be positioned at any angle extending to the rear of these barriers. Fault lines should be a minimum of 1 meter (3.28 feet) in length and unless otherwise stated in the written stage briefing, they are deemed to extend rearwards to infinity.
2.2.1.3 All berms are “off limits” to all persons at all times, except when access to them is specifically permitted by a Range Officer (see 7.1.1 and 10.6.1).	2.2.1.3 All berms are “off limits” to all persons at all times, except when access to them is specifically permitted by a Range Officer (see 7.1.1 and 10.6.1).	2.2.1.3 All berms are “off limits” to all persons at all times, except when access to them is specifically permitted by a Range Officer (see 7.1.1 and 10.6.1).
2.2.2 Obstacles – Courses of fire may include the use of barriers or major obstacles to be surmounted by competitors. Obstacles used in this way must not exceed a height of 2 meters (6.56 feet). Obstacles over 1 meter (3.28 feet) in height must be supplied with scaling aids to assist competitors and must be constructed to	2.2.2 Not Applicable	2.2.2 Not Applicable

provide for the competitor's safety in the following ways:		
2.2.2.1 Obstacles must be firmly anchored and braced to provide adequate support when in use. Wherever possible, unduly sharp or rough surfaces must be removed to reduce the possibility of injury to competitors and/or match officials.	2.2.2.1 Not Applicable	2.2.2.1 Not Applicable
2.2.2.2 The descending side of any obstacle must be clear of obstructions or natural hazards.	2.2.2.2 Not Applicable	2.2.2.2 Not Applicable
2.2.2.3 Competitors must be allowed to test such obstacles before the course of fire and should be given a short period to do so.	2.2.2.3 Not Applicable	2.2.2.3 Not Applicable
2.2.3 Barriers – Barriers for use by competitors must be constructed in the following manner:	2.2.3 Barriers - Barriers for use by competitors must be constructed in the following manner:	2.2.3 Barriers - Barriers for use by competitors must be constructed in the following manner:
2.2.3.1 They must be high enough to serve the intended purpose and strong enough to allow their use in a braced shooting stance.	2.2.3.1 They must be high enough to serve the intended purpose and strong enough to allow their use in a braced shooting stance.	2.2.3.1 They must be high enough to serve the intended purpose and strong enough to allow their use in a braced shooting stance.
2.2.3.2 They must include fault lines projecting rearward at ground level from the side edges.	2.2.3.2 They must include fault lines projecting rearward at ground level from the side edges.	2.2.3.2 They must include fault lines projecting rearward at ground level from the side edges.
2.2.4 Tunnels – A tunnel that a competitor is required to enter or pass through must be constructed of suitable material and to any length. However, sufficient ports must be provided to allow match officials to safely monitor competitor action. Tunnel mouth edges must be prepared to minimize the possibility of injury to competitors and match officials. Course designers must clearly designate the entrance and exit portions of the tunnel as well as the parameters for shooting at any targets from within the tunnel (e.g. fault lines and charge lines).	2.2.4 Not Applicable	2.2.4 Not Applicable
2.2.5 “Cooper” Tunnels – Cooper tunnels may be constructed to any height with braced uprights supporting loose wooden slats. Overhead material will be dislodged if the competitor bumps or strikes the overhead material and must not be heavy enough to present a safety hazard.	2.2.5 “Cooper” Tunnels – Cooper tunnels may be constructed to any height with braced uprights supporting loose wooden slats. Overhead material will be dislodged if the competitor bumps or strikes the overhead material and must not be heavy enough to present a safety hazard.	2.2.5 “Cooper” Tunnels – Cooper tunnels may be constructed to any height with braced uprights supporting loose wooden slats. Overhead material will be dislodged if the competitor bumps or strikes the overhead material and must not be heavy enough to present a safety hazard.
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 will be made to allow match officials to safely monitor and control competitor action at all times. Props must	2.2.6 Not Applicable	2.2.6 Not Applicable

be strong enough to withstand use by all competitors		
2.2.6.1 Competitors must not be required to holster the handgun before ascending these obstacles.	2.2.6.1 Not Applicable	2.2.6.1 Not Applicable
2.2.6.2 Scaling aids must be provided to assist competitors if these obstacles are built to a height exceeding 1 meter (3.28 feet).	2.2.6.2 Not Applicable	2.2.6.2 Not Applicable
2.2.7 The range surface to be traversed by competitors must be kept reasonably clear of debris. Range officials may add gravel, sand or other materials to a deteriorated range surface for safety reasons. Competitors may not appeal these range maintenance actions.	2.2.7 The range surface to be traversed by competitors must be kept reasonably clear of debris. Range officials may add gravel, sand or other materials to a deteriorated range surface for safety reasons. Competitors may not appeal these range maintenance actions.	2.2.7 The range surface to be traversed by competitors must be kept reasonably clear of debris. Range officials may add gravel, sand or other materials to a deteriorated range surface for safety reasons. Competitors may not appeal these range maintenance actions.
2.3 Modifications to Course Construction	2.3 Modifications to Course Construction	2.3 Modifications to Course Construction
2.3.1 Match officials may modify the physical construction or stage procedure for a course of fire for reasons of safety provided that such changes are approved in advance by the Range Master. Any such physical changes or additions to published course of fire should always be completed before the match begins.	2.3.1 Match officials may modify the physical construction or stage procedure for a course of fire for reasons of safety provided that such changes are approved in advance by the Range Master. Any such physical changes or additions to published course of fire should always be completed before the match begins.	2.3.1 Match officials may modify the physical construction or stage procedure for a course of fire for reasons of safety provided that such changes are approved in advance by the Range Master. Any such physical changes or additions to published course of fire should always be completed before the match 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.	2.3.2 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.	2.3.2 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 If the Range Master approves any such action after the match begins he must either:	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 re-shoot the altered course of fire.	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 re-shoot the altered course of fire.	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 re-shoot the altered course of fire.
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.	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.	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.
2.3.3.3 A competitor who refuses to re-shoot a course of fire, under this or any other section, when so ordered by a Range	2.3.3.3 A competitor who refuses to re-shoot a course of fire, under this or any other section, when so ordered by a Range	2.3.3.3 A competitor who refuses to re-shoot a course of fire, under this or any other section, when so ordered by a Range

Official, will receive a zero score for that stage, irrespective of any previous attempt.	Official, will receive a zero score for that stage, irrespective of any previous attempt.	Official, will receive a zero score for that stage, irrespective of any previous attempt.
2.3.4 In the event that the Range Master and Match Director determine that the physical or procedural change results in a loss of competitive equity and it is impossible for all competitors to compete in the revised stage or if the stage has been rendered unsuitable or unworkable, that stage must be deleted from the match. In this case, all competitors' scores for the stage must be removed from the match scores.	2.3.4 In the event that the Range Master and Match Director determine that the physical or procedural change results in a loss of competitive equity and it is impossible for all competitors to compete in the revised stage or if the stage has been rendered unsuitable or unworkable, that stage must be deleted from the match. In this case, all competitors' scores for the stage must be removed from the match scores.	2.3.4 In the event that the Range Master and Match Director determine that the physical or procedural change results in a loss of competitive equity and it is impossible for all competitors to compete in the revised stage or if the stage has been rendered unsuitable or unworkable, that stage must be deleted from the match. In this case, all competitors' scores for the stage must be removed from the match scores.
2.4 Safety Areas	2.4 Safety Areas	2.4 Safety Areas
The host organization will be 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.	The host organisation will be 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 gun rack or racks.	The host organisation will be 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 gun rack or racks.
2.4.1 Competitors are permitted to use the Safety Areas as 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 10.5.1 & 10.5.12).	2.4.1 Competitors are permitted to use the Safety Areas as 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 10.5.1 & 10.5.12).	2.4.1 Competitors are permitted to use the Safety Areas as 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 10.5.1 & 10.5.12).
2.4.1.1 Casing, uncasing, and holstering unloaded firearms.	2.4.1.1 Casing, uncasing, and holstering unloaded firearms.	2.4.1.1 Casing, uncasing, and holstering unloaded firearms.
2.4.1.2 Practice drawing, "dry-firing" and re-holstering of unloaded firearms.	2.4.1.2 Practice drawing, "dry-firing" and re-holstering of unloaded firearms.	2.4.1.2 Practice drawing, "dry-firing" and re-holstering of unloaded firearms.
2.4.1.3 Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.	2.4.1.3 Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.	2.4.1.3 Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.
2.4.1.4 Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.	2.4.1.4 Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.	2.4.1.4 Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.
2.4.2 Dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines, loaded speed loading devices and live rounds must not be handled in a Safety Area under any circumstances (see rule 10.5.12).	2.4.2 Dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines, loaded speed loading devices and live rounds must not be handled in a Safety Area under any circumstances (see rule 10.5.12).	2.4.2 Dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines, loaded speed loading devices and live rounds must not be handled in a Safety Area under any circumstances (see rule 10.5.12).
2.5 Vendor Areas	2.5 Vendor Areas	2.5 Vendor Areas
2.5.1 Vendors (i.e. individuals, corporations and other entities displaying merchandise at	2.5.1 Vendors (i.e. individuals, corporations and other entities displaying merchandise at	2.5.1 Vendors (i.e. individuals, corporations and other entities displaying merchandise at

<p>an IPSC match) are solely responsible for ensuring their products are displayed in a condition that will not endanger any person. It is recommended that assembled firearms be deactivated prior to being displayed.</p> <p>2.5.2 The Range Master (in consultation with the Match Director) must clearly delineate the vendor area, and he will have absolute authority over all persons and activities within the vendor area.</p> <p>2.5.3 Competitors must not draw or re-holster their competition firearms in the vendor area (see 10.5.1). Competitors seeking gunsmithing services for their competition firearms must firstly place them in a gun bag or gun case, in a designated safety area, before passing them to a vendor in the vendor area.</p> <p>2.5.4 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.</p>	<p>an IPSC match) are solely responsible for ensuring their products are displayed in a condition that will not endanger any person. It is recommended that assembled firearms be deactivated prior to being displayed.</p> <p>2.5.2 The Range Master (in consultation with the Match Director) must clearly delineate the vendor area, and he will have absolute authority over all persons and activities within the vendor area.</p> <p>2.5.3 Competitors must not draw or re-holster their competition firearms in the vendor area (see 10.5.1). Competitors seeking gunsmithing services for their competition firearms must firstly place them in a gun bag or gun case, in a designated safety area, before passing them to a vendor in the vendor area.</p> <p>2.5.4 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.</p>	<p>an IPSC match) are solely responsible for ensuring their products are displayed in a condition that will not endanger any person. It is recommended that assembled firearms be deactivated prior to being displayed.</p> <p>2.5.2 The Range Master (in consultation with the Match Director) must clearly delineate the vendor area, and he will have absolute authority over all persons and activities within the vendor area.</p> <p>2.5.3 Competitors must not draw or re-holster their competition firearms in the vendor area (see 10.5.1). Competitors seeking gunsmithing services for their competition firearms must firstly place them in a gun bag or gun case, in a designated safety area, before passing them to a vendor in the vendor area.</p> <p>2.5.4 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.</p>
SECTION 3 – Course Information	SECTION 3 – Course Information	SECTION 3 – Course Information
3.1 General Regulations	3.1 General Regulations	3.1 General Regulations
<p>The competitor is always responsible to fulfil the requirements of a course of fire but can only reasonably be expected to do so after receiving the written stage briefing, which must adequately explain the requirements to the competitors. Course information can be broadly divided into the following types:</p>	<p>The competitor is always responsible to fulfil the requirements of a course of fire but can only reasonably be expected to do so after receiving the written stage briefing, which must adequately explain the requirements to the competitors. Course information can be broadly divided into the following types:</p>	<p>The competitor is always responsible to fulfil the requirements of a course of fire but can only reasonably be expected to do so after receiving the written stage briefing, which must adequately explain the requirements to the competitors. Course information can be broadly divided into the following types:</p>
<p>3.1.1 Published Courses of Fire - All competitors must be sent the same details of the course of fire within the same notice period, and in advance of the date fixed for the match. With the prior consent of the Range Master, match officials will have the right to modify courses of fire published or otherwise described in match literature for any reason. Any such changes should be made, wherever possible, prior to commencement of the match (see sections 2.3 and 6.6.3).</p>	<p>3.1.1 Published Courses of Fire - All competitors must be sent the same details of the course of fire within the same notice period, and in advance of the date fixed for the match. With the prior consent of the Range Master, match officials will have the right to modify courses of fire published or otherwise described in match literature for any reason. Any such changes should be made, wherever possible, prior to commencement of the match (see sections 2.3 and 6.6.3).</p>	<p>3.1.1 Published Courses of Fire - All competitors must be sent the same details of the course of fire within the same notice period, and in advance of the date fixed for the match. With the prior consent of the Range Master, match officials will have the right to modify courses of fire published or otherwise described in match literature for any reason. Any such changes should be made, wherever possible, prior to commencement of the match (see sections 2.3 and 6.6.3).</p>
<p>3.1.2 Non-Published Course of Fire – Same as 3.1.1 except that the details for the course of fire are not published beforehand. The stage instructions are provided in the written stage briefing.</p>	<p>3.1.2 Non-Published Course of Fire - Same as 3.1.1 except that the details for the course of fire are not published beforehand. The stage instructions are provided in the written stage briefing.</p>	<p>3.1.2 Non-Published Course of Fire - Same as 3.1.1 except that the details for the course of fire are not published beforehand. The stage instructions are provided in the written stage briefing.</p>
3.2 Written Stage Briefings:	3.2 Written Stage Briefings	3.2 Written Stage Briefings

3.2.1 At IPSC Level III or higher matches, a written stage briefing approved by the Range Master must be posted at each course of fire prior to commencement of the match. Level I & II matches are encouraged to comply. This briefing will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match.	3.2.1 At IPSC Level III or higher matches, a written stage briefing approved by the Range Master must be posted at each course of fire prior to commencement of the match. Level I & II matches are encouraged to comply. This briefing will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match.	3.2.1 At IPSC Level III or higher matches, a written stage briefing approved by the Range Master must be posted at each course of fire prior to commencement of the match. Level I & II matches are encouraged to comply. This briefing will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match.
3.2.1.1 If a written stage briefing is not used at Level I or II matches, competitors cannot appeal that a Range Officer failed to recite the requirements of the course of fire verbatim from memory for all competitors.	3.2.1.1 If a written stage briefing is not used at Level I or II matches, competitors cannot appeal that a Range Officer failed to recite the requirements of the course of fire verbatim from memory for all competitors.	3.2.1.1 If a written stage briefing is not used at Level I or II matches, competitors cannot appeal that a Range Officer failed to recite the requirements of the course of fire verbatim from memory for all competitors.
3.2.2 The range official in charge of a course of fire must read out the written stage briefing verbatim to each squad. Written stage briefings must provide the following minimum information to competitors:	3.2.2 The range official in charge of a course of fire must read out the written stage briefing verbatim to each squad. Written stage briefings must provide the following minimum information to competitors:	3.2.2 The range official in charge of a course of fire must read out the written stage briefing verbatim to each squad. Written stage briefings must provide the following minimum information to competitors:
Scoring Method:	Scoring Method:	Scoring Method:
Targets (type & number):	Targets (type & number):	Targets (type & number):
Minimum number of rounds:	Minimum number of rounds:	Minimum number of rounds:
	Ammunition type or types that are acceptable:	
The handgun ready condition	The shotgun ready condition	The rifle ready condition
Start position:	Start position:	Start position:
Time starts: audible or visual signal	Time starts: Audible or visual signal	Time starts: audible or visual signal
Procedure:	Procedure:	Procedure:
3.2.3 The Range Master is allowed to modify a written stage briefing at anytime for reasons of clarity, consistency or safety. Competitors who have attempted the course, prior to any change, in a manner that the Range Master determines to be inconsistent with the modification must be required to re-shoot the modified course. In the event that this is not possible, the Range Master may allow the course to continue with only the competitor whose actions brought about the change being required to re-shoot. If in the opinion of the Range Master, the competitive balance or equality has been lost, the course of fire must be deleted from the match and all scores for that course of fire removed from the match scores.	3.2.3 The Range Master is allowed to modify a written stage briefing at anytime for reasons of clarity, consistency or safety. Competitors who have attempted the course, prior to any change, in a manner that the Range Master determines to be inconsistent with the modification must be required to re-shoot the modified course. In the event that this is not possible, the Range Master may allow the course to continue with only the competitor whose actions brought about the change being required to re-shoot. If in the opinion of the Range Master, the competitive balance or equality has been lost, the course of fire must be deleted from the match and all scores for that course of fire removed from the match scores.	3.2.3 The Range Master is allowed to modify a written stage briefing at anytime for reasons of clarity, consistency or safety. Competitors who have attempted the course, prior to any change, in a manner that the Range Master determines to be inconsistent with the modification must be required to re-shoot the modified course. In the event that this is not possible, the Range Master may allow the course to continue with only the competitor whose actions brought about the change being required to re-shoot. If in the opinion of the Range Master, the competitive balance or equality has been lost, the course of fire must be deleted from the match and all scores for that course of fire removed from the match scores.

3.2.4 All props, walls, barriers, vision screens and obstacles are deemed to be hard cover (impenetrable) unless the written stage briefing states otherwise. Any hit on a scoring target or penalty target which is determined to have passed through hard cover, must not count for score or penalty. Any hit on a metal reactive or activator target through hard cover must be treated as range equipment failure (see 4.6.1).	3.2.4 All props, walls, barriers, vision screens and obstacles are deemed to be hard cover (impenetrable) unless the written stage briefing states otherwise. Any hit on a scoring target or penalty target which is determined to have passed through hard cover, must not count for score or penalty. Any hit on a metal reactive or activator target through hard cover must be treated as range equipment failure (see 4.6.1).	3.2.4 All props, walls, barriers, vision screens and obstacles are deemed to be hard cover (impenetrable) unless the written stage briefing states otherwise. Any hit on a scoring target or penalty target which is determined to have passed through hard cover, must not count for score or penalty. Any hit on a metal reactive or activator target through hard cover must be treated as range equipment failure (see 4.6.1).
3.3 Local, Regional and National Rules:	3.3 Local, Regional and National Rules	3.3 Local, Regional and National Rules
3.3.1 IPSC Handgun 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 IPSC rules must not be applied to IPSC matches without the express consent of the Regional Directorate.	3.3.1 IPSC Shotgun 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 IPSC rules must not be applied to IPSC matches without the express consent of the Regional Directorate.	3.3.1 IPSC Rifle 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 IPSC rules must not be applied to IPSC matches without the express consent of the Regional Directorate.
SECTION 4 – Range Equipment	SECTION 4 – Range Equipment	SECTION 4 – Range Equipment
4.1 Targets – General Principles	4.1 Targets – General Principles	4.1 Targets – General Principles
4.1.1 Only targets approved by the IPSC General Assembly and which fully comply with the specifications in Appendices C, D and H are to be used for all IPSC matches.	4.1.1 Only targets approved by the IPSC General Assembly and which fully comply with the specifications in Appendices C, D and H are to be used for all IPSC matches.	4.1.1 Only targets approved by the IPSC General Assembly and which fully comply with the specifications in Appendices C, D and H are to be used for all IPSC matches.
4.1.2 Targets must be scored in accordance with Appendices C, D and H as specified by the IPSC General Assembly.	4.1.2 Targets must be scored in accordance with Appendices E, F and G as specified by the IPSC General Assembly. In order to recognise a difficult shot in a course of fire, a small number of metal and/or frangible targets may score double value for a hit. The use of such targets must have been approved during the course review process and they must be clearly identified in the written stage briefing.	4.1.2 Targets must be scored in accordance with Appendices E, F and G as specified by the IPSC General Assembly. In order to recognise a difficult shot in a course of fire, a small number of metal and/or frangible targets may score double value for a hit. The use of such targets must have been approved during the course review process and they must be clearly identified in the written stage briefing.
4.1.3 Scoring targets used in all IPSC Handgun matches will be of a single plain color, as follows:	4.1.3 Scoring targets used in all IPSC Shotgun matches will be of a single plain color, as follows:	4.1.3 Scoring targets used in all IPSC Rifle matches will be of a single plain color, as follows:
4.1.3.1 Scoring paper targets will be of a typical cardboard solid color.	4.1.3.1 Scoring paper targets will be of a typical cardboard solid color or white.	4.1.3.1 Scoring paper targets will be of a typical cardboard solid color or white.
4.1.3.2 Scoring metal targets will be painted a solid color.	4.1.3.2 Scoring metal targets will be a solid color.	4.1.3.2 Scoring metal or other non-paper targets will be a solid color.
4.1.4 Paper scoring targets and metal targets used as penalty targets must be clearly marked or of a solid color different from scoring targets.	4.1.4 Paper scoring targets and metal targets used as penalty targets must be clearly marked or of a solid color different from scoring targets.	4.1.4 Paper targets, metal targets and other non-paper targets used as penalty targets must be clearly marked or of a solid color different from scoring targets.

4.1.5 Targets used in a course of fire may be partially or wholly hidden through the use of hard or soft cover, as follows:	4.1.5 Targets used in a course of fire may be partially or wholly hidden through the use of hard cover, as follows:	4.1.5 Targets used in a course of fire may be partially or wholly hidden through the use of hard or soft cover, as follows:
4.1.5.1 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.	4.1.5.1 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.	4.1.5.1 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.
4.1.5.2 Cover provided merely to obscure the view of 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 penalty target will be penalized. All scoring zones on targets hidden by soft cover must be left wholly intact.	4.1.5.2 Not Applicable	4.1.5.2 Cover provided merely to obscure the view of 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 penalty target will be penalized. All scoring zones on targets hidden by soft cover must be left wholly intact.
4.2 IPSC Approved Handgun Targets – Paper	4.2 IPSC Approved Shotgun Targets - Paper	4.2 IPSC Approved Rifle Targets - Paper
4.2.1 There are two types of paper targets approved for use in IPSC Handgun matches (see Appendix H). These types must not be included together in any stage.	4.2.1 There are five types of paper targets (see Appendix G). The IPSC Metric target, the Classic target and the Universal Rifle target must not be included together in any stage. The IPSC A3 target and the IPSC A4 targets may be included with other paper targets in any stage.	4.2.1 There are five types of paper targets (see Appendix G). The IPSC Metric target, the Classic target and the Universal Rifle target must not be included together in any stage. The IPSC A3 target and the IPSC A4 targets may be included with other paper targets in any stage
4.2.2 Paper targets must have scoring lines and non-scoring borders clearly marked on the scoring surface however scoring lines and non-scoring borders should not be visible past a distance of 10 meters (32.81 feet). The scoring zones reward power in IPSC matches.	4.2.2 Paper targets must have scoring lines and non-scoring borders clearly marked on the scoring surface however scoring lines and non-scoring borders should not be visible past a distance of 10 meters (32.81 feet).	4.2.2 Paper targets must have scoring lines and non-scoring borders clearly marked on the scoring surface however scoring lines and non-scoring borders should not be visible past a distance of 10 meters (32.81 feet). The scoring zones reward power in IPSC matches.
4.2.3 Paper targets must never be required to receive more than 12 hits before being scored and patched.	4.2.3 Paper targets must never be required to receive more than 12 hits before being scored and patched.	4.2.3 Paper targets must never be required to receive more than 12 hits before being scored and patched.
4.2.4 Partially hidden paper targets are permitted. Course designers may simulate hard cover in the following ways:	4.2.4 Partially hidden paper targets are permitted. Course designers may simulate hard cover in the following ways:	4.2.4 Partially hidden paper targets are permitted. Course designers may simulate hard cover in the following ways:
4.2.4.1 By constructing simulations to actually hide a portion of the target.	4.2.4.1 By constructing simulations to actually hide a portion of the target.	4.2.4.1 By constructing simulations to actually hide a portion of the target.
4.2.4.2 By cutting targets to remove the portion deemed to be hidden by hard cover.	4.2.4.2 By cutting targets to remove the portion deemed to be hidden by hard cover.	4.2.4.2 By cutting targets to remove the portion deemed to be hidden by hard cover.
4.2.4.3 By painting the portion of the target one solid and visibly contrasting color to simulate hard cover.	4.2.4.3 By painting the portion of the target one solid and visibly contrasting color to simulate hard cover.	4.2.4.3 By painting the portion of the target one solid and visibly contrasting color to simulate hard cover.
4.2.4.4 Paper targets that are physically cut or painted with a solid color must be fitted with a replacement non-scoring	4.2.4.4 Paper targets that are physically cut or painted with a solid colour must be fitted with a replacement non-scoring	4.2.4.4 Paper targets that are physically cut or painted with a solid colour must be fitted with a replacement non-scoring

border. The replacement border must extend the full width of the scoring area and must be readily visible.	border. The replacement border must extend the full width of the scoring area and must be readily visible.	border. The replacement border must extend the full width of the scoring area and must be readily visible.
4.2.4.5 Hard cover must not completely obscure the highest scoring zone on a paper target.	4.2.4.5 Hard cover must not completely obscure the highest scoring zone on a paper target.	4.2.4.5 Hard cover must not completely obscure the highest scoring zone on a paper target.
4.3 IPSC Approved Handgun Targets – Metal	4.3 IPSC Approved Shotgun Targets - Metal	4.3 IPSC Approved Rifle Targets - Metal
4.3.1 Approved metal targets used in IPSC Handgun matches are as follows:	4.3.1 Approved metal targets used in IPSC Shotgun matches are IPSC Poppers, Metal Plates and Silhouettes. Silhouettes may be used that match the design and overall scoring dimensions of the IPSC Metric or Classic paper targets. All types of Metal Targets may be used as scoring targets or penalty targets. They must be scored in accordance with the relevant appendices.	4.3.1 Approved metal targets for 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 comply with the dimensions and be calibrated as specified in Appendix C, are approved metal targets designed to recognize power.	4.3.1.1 IPSC Poppers, which must comply with the dimensions and be calibrated as specified in Appendix C, are approved metal targets designed to recognize power.	4.3.1.1 IPSC Poppers, which must comply with the dimensions and be calibrated as specified in Appendix C, are approved metal targets designed to recognize power.
4.3.1.2 IPSC Mini Poppers, which must comply with the dimensions and 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.	4.3.1.2 IPSC Mini Poppers, which must comply with the dimensions and 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.	4.3.1.2 IPSC Mini Poppers, which must comply with the dimensions and 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.
4.3.1.3 Pepper Poppers and Classic Poppers must not be included in the same course of fire. It is recommended that IPSC poppers which fall forwards be used.	4.3.1.3 Pepper Poppers and Classic Poppers must not be included in the same course of fire. It is recommended that IPSC poppers which fall forwards be used.	4.3.1.3 Pepper Poppers and Classic Poppers must not 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 D1), however metal plates must not be used exclusively in a course of fire. At least one authorized paper target or IPSC Popper must be included in each course of fire.	4.3.1.4 Various sizes of metal plates may be used (see Appendix XX).	4.3.1.4 Various sizes of metal plates may be used (see Appendix XX).
4.3.1.5 Metal targets must always fall or overturn to score. Metal targets which accidentally turn edge-on or sideways when hit will be treated as range equipment failure.	4.3.1.5 Metal targets must always fall or overturn to score. Metal targets which accidentally turn edge-on or sideways when hit will be treated as range equipment failure.	4.3.1.5 Metal targets must always fall or overturn to score. Metal targets which accidentally turn edge-on or sideways when hit will be treated as range equipment failure.
4.3.1.6 Unlike IPSC Poppers, metal plates are not subject to calibration or calibration challenges. Therefore if, in the opinion of a Range Officer, a metal plate has been adequately hit but it fails to fall or overturn, he may declare range equipment failure and order the competitor to re-shoot the course of fire, after the faulty plate has been rectified.	4.3.1.6 Unlike IPSC Poppers, metal plates are not subject to calibration or calibration challenges. Therefore if, in the opinion of a Range Officer, a metal plate has been adequately hit but it fails to fall or overturn, he may declare range equipment failure and order the competitor to re-shoot the course of fire, after the faulty plate has been rectified.	4.3.1.6 Unlike IPSC Poppers, metal plates are not subject to calibration or calibration challenges. Therefore if, in the opinion of a Range Officer, a metal plate has been adequately hit but it fails to fall or overturn, he may declare range equipment failure and order the competitor to re-shoot the course of fire, after the faulty plate has been rectified.
4.3.1.7 Metal penalty targets designed to	4.3.1.7 Metal penalty targets designed to	4.3.1.7 Metal penalty targets designed to

fall or overturn when hit, but which accidentally turn edge-on or sideways, will be treated as range equipment failure.	fall or overturn when hit, but which accidentally turn edge-on or sideways, will be treated as range equipment failure.	fall or overturn when hit, but which accidentally turn edge-on or sideways, will be treated as range equipment failure.
4.3.1.8 Metal penalty targets designed to remain upright when hit must be repainted after each competitor ends their attempt at the course of fire, failing which subsequent competitors must not be penalized for hits visible on their surface.	4.3.1.8 Metal penalty targets designed to remain upright when hit must be repainted after each competitor ends their attempt at the course of fire, failing which subsequent competitors must not be penalized for hits visible on their surface.	4.3.1.8 Metal penalty targets designed to remain upright when hit must be repainted after each competitor ends their attempt at the course of fire, failing which subsequent competitors must not be penalized for hits visible on their surface.
4.4 Not Applicable	4.4 Frangible Targets	4.4 Frangible Targets
4.4.1 Not Applicable	4.4.1 Frangible targets, such as clay pigeons or tiles (see Appendix XX), may be used in IPSC matches.	4.4.1 Frangible targets, such as clay pigeons or tiles (see Appendix XX), may be used in IPSC matches.
4.4.1.1 Not Applicable	4.4.1.1 Frangible targets must break with a visible piece missing or separated from the original target to be counted for score.	4.4.1.1 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 Rearrangement Of Range Equipment Or Surface	4.4 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.	4.5.1 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.	4.5.1 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	4.5.2 A 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.	4.5.2 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 Range Equipment Failure and other issues	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. A competitor who is unable to complete the course of fire due to range equipment failure must be required to re-shoot the stage following the necessary repairs to the malfunctioning equipment.	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. A competitor who is unable to complete the course of fire due to range equipment failure must be required to re-shoot the stage following the necessary repairs to the malfunctioning equipment.	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. A competitor who is unable to complete the course of fire due to range equipment failure must be required to re-shoot the stage following the necessary repairs to the malfunctioning equipment.
4.6.1.1 Altered target position – If the Range Officer observes that the position of a paper or metal target has changed presenting a different challenge than that	4.6.1.1 Altered target position - If the Range Officer observes that the position of a paper or metal target has changed presenting a different challenge than that	4.6.1.1 Altered target position - If the Range Officer observes that the position of a paper or metal target has changed presenting a different challenge than that

presented to previous competitors, the competitor must be required to re-shoot the course of fire.	presented to previous competitors, the competitor must be required to re-shoot the course of fire.	presented to previous competitors, the competitor must be required to re-shoot the course of fire.
4.6.2 Chronic malfunction of equipment in a course of fire may result in the removal of that stage from the match results. The Match Director and Range Master are responsible for any such decision.	4.6.2 Chronic malfunction of equipment in a course of fire may result in the removal of that stage from the match results. The Match Director and Range Master are responsible for any such decision.	4.6.2 Chronic malfunction of equipment in a course of fire may result in the removal of that stage from the match results. The Match Director and Range Master are responsible for any such decision.
SECTION 5 – Competitor Equipment	SECTION 5 – Competitor Equipment	SECTION 5 – Competitor Equipment
5.1 Handguns & Equipment		
5.1.1 Competitor equipment is specifically governed by the regulations for each relevant Division. These regulations are contained in Appendix E. Competitors must declare which Division they are entering prior to the start of the match. General regulations for equipment relevant to this discipline are provided in the following sections.	5.1.1 Competitor equipment is specifically governed by the regulations for each relevant Division. These regulations are contained in Appendix J. Competitors must declare which Division they are entering prior to the start of the match. General regulations for equipment relevant to this discipline are provided in the following sections.	5.1.1 Competitor equipment is specifically governed by the regulations for each relevant Division. These regulations are contained in Appendix J. Competitors must declare which Division they are entering prior to the start of the match. General regulations for equipment relevant to this discipline are provided in the following sections.
5.1.2 Carry and storage - Except when within the boundaries of a safety area, or when under the supervision and direct command of a Range Officer, competitors must carry their handguns unloaded in a gun case, gun bag or holster. Competitors carrying their handgun in a holster must have an empty magazine well, and the hammer or striker must be de-cocked. Violation will incur a warning for the first occurrence but will be subject to Section 10.6 for subsequent occurrences in the same match (also see Rules 10.5.13 and 10.6.2).	5.1.2 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 shotgun 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 10.6.2.	5.1.2 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 10.6.2.
5.1.2.1 Not Applicable	5.1.2.1 Slung from the shoulder, with the action open and with the shotgun reasonably vertical, or	5.1.2.1 Slung from the shoulder, with the action open and with the rifle reasonably vertical, or
5.1.2.2 Not Applicable	5.1.2.2 Carried/shouldered with the shotgun reasonably vertical and with the action open. 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	5.1.2.2 Carried/shouldered with the rifle reasonably vertical and with the action open. 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
5.1.2.3 Not Applicable	5.1.2.3 Placed in racks, or otherwise placed, with the muzzle pointing in a direction as specified by a Range Officer and with the action open. Match Organisers should make available within easy access to all stages, sufficient gun racks for the numbers of competitors attending the match, or	5.1.2.3 Placed in racks, or otherwise placed, with the muzzle pointing in a direction as specified by a Range Officer and with the action open. Match Organisers should make available within easy access to all stages, sufficient gun racks for the numbers of competitors attending the match, or
5.1.2.4 Not Applicable	5.1.2.4 Carried in a slip or case (it is	5.1.2.4 Carried in a slip or case (it is

	preferred that the shotgun is carried reasonably vertical).	preferred that the rifle is carried reasonably vertical).
5.1.2.5 Not Applicable	5.1.2.5 Competitors must use a chamber safety flag, or device, that is clearly visible externally to the gun, at all times when the shotgun is not in use (except whilst carrying out the activities permitted under Section 2.4.1).	5.1.2.5 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 Section 2.4.1).
5.1.2.6 Not Applicable	5.1.2.6 Under no circumstances, except when under the supervision of, and in response to a direct instruction issued by a Range Officer, will the shotgun be loaded (see 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.	5.1.2.6 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 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.
5.1.2.7 Not Applicable	5.1.2.7 Within the provisions of Section 5.1.2 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.	5.1.2.7 Within the provisions of Section 5.1.2 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 Handguns	5.2 Shotguns	5.2 Rifles
5.2.1 Handguns are separated and defined by Division (see Appendix E), however courses of fire must remain consistent for all Divisions.	5.2.1 Shotguns are separated and defined by Division (see Appendix E), however courses of fire must remain consistent for all Divisions.	5.2.1 Rifles are separated and defined by Division (see Appendix E).
5.2.2 The minimum cartridge case dimension for handguns to be used in IPSC matches is 9 X 19 mm. The minimum bullet diameter is 9 mm (.354 inches).	5.2.2 The minimum calibre for shotguns used in IPSC matches 20 gauge (20 bore).	5.2.2 There is no minimum calibre for rifles used IPSC matches.
5.2.3 Sights - types of sights identified by IPSC are:	5.2.3 Sights - types of sights identified by IPSC are:	5.2.3 Sights - types of sights identified by IPSC are:
5.2.3.1 "Open sights" are aiming devices which do not use electronic circuitry and/or lenses.	5.2.3.1 "Open sights" are aiming devices which do not use electronic circuitry and/or lenses.	5.2.3.1 "Open sights" are aiming devices which do not use electronic circuitry and/or lenses.
5.2.3.2 "Optical/electronic sights" are aiming devices which use electronic circuitry and/or lenses.	5.2.3.2 "Optical/electronic sights" are aiming devices which use electronic circuitry and/or lenses.	5.2.3.2 "Optical/electronic sights" are aiming devices which use electronic circuitry and/or lenses.
5.2.3.3 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 E.	5.2.3.3 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 E.	5.2.3.3 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 E.
5.2.4 There will be no restriction on the trigger pull weight of the handgun unless specified in Appendix E. In all cases the trigger mechanism must function safely and as originally designed.	5.2.4 There will be no restriction on the trigger pull weight of the shotgun unless as specified in Appendix J. In all cases the trigger mechanism must function safely.	5.2.4 There will be no restriction on the trigger pull weight of the rifle unless as specified in Appendix J. In all cases the trigger mechanism must function safely.

<p>5.2.5 Handguns must be serviceable and safe. Range Officers will have the right to demand examination of a competitor's handgun or related equipment at any time. Examinations may include the primary safety, which must be completely functional in accordance with the original manufacturer's design. The half cock notch, disconnecter, and hammer block may also be inspected to ensure that they are functioning as originally designed. If a handgun is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the match. The Range Master is the final authority in decisions relating to this action.</p>	<p>5.2.5 Shotguns must be serviceable and safe. Range Officers will have the right to demand examination of a competitor's shotgun or related equipment at any time. Examinations may include the primary safety, which must be completely functional in accordance with the original manufacturer's design. If a shotgun is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the match. The Range Master is the final authority in decisions relating to this action.</p>	<p>5.2.5 Rifles must be serviceable and safe. Range Officers will have the right to demand examination of a competitor's rifle or related equipment at any time. Examinations may include the primary safety, which must be completely functional in accordance with the original manufacturer's design. The half cock notch, disconnecter, and hammer block may also be inspected to ensure that they are functioning as originally designed. If a rifle is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the match. The Range Master is the final authority in decisions relating to this action.</p>
<p>5.2.6 Competitors must use the same handgun and type of sights for all courses of fire in a match. However, in the event that a competitor's original handgun and/or sights become unserviceable or unsafe during a match, the competitor must, before using a substitute handgun and/or sights, seek permission from the Range Master who may approve the substitution provided he is satisfied:</p>	<p>5.2.6 Competitors must use the same shotgun and type of sights for all courses of fire in a match. However, in the event that a competitor's original shotgun and/or sights become unserviceable or unsafe during a match, the competitor must, before using a substitute shotgun and/or sights, seek permission from the Range Master who may approve the substitution provided he is satisfied:</p>	<p>5.2.6 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:</p>
<p>5.2.6.1 The substitute handgun satisfies the requirements of the relevant Division</p>	<p>5.2.6.1 The substitute shotgun satisfies the requirements of the relevant Division and is of the same type, action, and calibre and is fitted with the same type of sights and sling.</p>	<p>5.2.6.1 The substitute rifle satisfies the requirements of the relevant Division and is of the same type, action, and calibre and is fitted with the same type of sights and sling.</p>
<p>5.2.6.2 In using the substitute handgun the competitor will not gain a competitive advantage.</p>	<p>5.2.6.2 In using the substitute shotgun the competitor will not gain a competitive advantage.</p>	<p>5.2.6.2 In using the substitute rifle the competitor will not gain a competitive advantage.</p>
<p>5.2.6.3 The competitor's ammunition, when tested in the substitute handgun attains the minimum power factor using the match chronograph.</p>	<p>5.2.6.3 The competitor's ammunition, when tested in the substitute shotgun attains the minimum power factor using the match chronograph.</p>	<p>5.2.6.3 The competitor's ammunition, when tested in the substitute rifle attains the minimum power factor using the match chronograph.</p>
<p>5.2.6.4 A competitor who substitutes or significantly modifies a handgun during a match without the prior approval of the Range Master will be subject to the provisions of Section 10.6.</p>	<p>5.2.6.4 A competitor who substitutes or significantly modifies a shotgun and/or sights during a match without the prior approval of the Range Master, will be subject to the provisions of Section 10.6.</p>	<p>5.2.6.4 A competitor who substitutes or significantly modifies a rifle and/or sights during a match without the prior approval of the Range master, will be subject to the provisions of Section 10.6.</p>
<p>5.2.7 A competitor must never use or wear on his person more than one firearm during a course of fire (see rule 10.5.7).</p>	<p>5.2.7 A competitor must never use or wear on his person more than one firearm during a course of fire (see rule 10.5.7).</p>	<p>5.2.7 A competitor must never use or wear on his person more than one firearm during a course of fire (see rule 10.5.7).</p>
<p>5.2.8 Triggers and/or trigger shoes that extend beyond the width of the trigger guard are expressly prohibited.</p>	<p>5.2.8 Triggers and/or trigger shoes that extend beyond the width of the trigger guard are expressly prohibited. However, shotguns fitted with "winter triggers/guards" may be used in this mode, provided that this fitting was designed, manufactured and provided as part of the shotgun and only when the particular</p>	<p>5.2.8 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</p>

	climate or weather conditions dictate their use.	dictate their use.
5.2.9 Handguns with shoulder stocks and/or foregrips of any kind are prohibited.	5.2.9 The shotgun must be fitted with a stock enabling it to be fired from the shoulder.	5.2.9 The rifle must be fitted with a stock enabling it to be fired from the shoulder.
5.2.10 Handguns offering "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.	5.2.10 Shotguns offering "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.	5.2.10 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.
5.3 Holsters and other competitor equipment	5.3 Other competitor equipment	5.3 Other competitor equipment
5.3.1 In most courses of fire, the competitor's handgun will be securely holstered prior to the start signal. Other starting positions for the handgun may be stipulated in the written stage briefing. (see 8.2.1).	5.3.1 Not Applicable.	5.3.1 Not Applicable.
5.3.2 Where an IPSC approved Division specifies a maximum distance that a competitor's handgun and equipment may extend away from a competitor's body, the Range Officer may check that a competitor's holstered handgun and equipment is in compliance with the requirements of the relevant Division, by measuring:	5.3.2 Where an IPSC approved Division specifies a maximum distance that equipment may extend away from a competitor's body, the Range Officer may check that a competitor's equipment is in compliance with the requirements of the relevant Division, by measuring:	5.3.2 Not Applicable.
5.3.2.1 The closest distance between the competitor's torso and the center of the longest dimension of the handgun grip and/or any reloading devices (See Appendix XX).	5.3.2.1 The closest distance between the competitor's torso and any ammunition, speed loading devices, magazines or other equipment (See Appendix XX).	5.3.2.1 Not Applicable.
5.3.2.2 These measurements will be done while the competitor is standing naturally upright.	5.3.2.2 These measurements will be done while the competitor is standing naturally upright.	5.3.2.2 Not Applicable.
5.3.2.3 Any competitor who fails the foregoing test will be required to immediately adjust his holster or equipment to comply with the requirements of the relevant Division.	5.3.2.3 Any competitor who fails the foregoing test will be required to immediately adjust his equipment to comply with the requirements of the relevant Division.  Equipment, which doesn't meet the requirements of the Division, will be withdrawn from the match until it does comply. The Range Master is the final authority in decisions relating to this action.	5.3.2.3 Not Applicable.
5.3.2.4 The Range Master may make allowances for variations in these requirements due to anatomical considerations. Some competitors may not be able to fully comply.	5.3.2.4 The Range Master may make allowances for variations in these requirements due to anatomical considerations. Some competitors may not be able to fully comply.	5.3.2.4 Not Applicable.
5.3.3 Not Applicable.	5.3.3 Ammunition and speed loading	5.3.3 Ammunition and speed

	devices, must be carried or worn on the competitor in safely designed pouches, pockets, loops, clips or other suitable retaining devices unless otherwise specified in the course description. Loops or clips fitted to the shotgun stock, fore-end or receiver, or to a sling fitted to the shotgun, to hold individual cartridges are specifically allowed.	loading devices, must be carried or worn on the competitor or mounted to the rifle in safely designed pouches, pockets or other suitable retaining devices, unless otherwise specified in the course description.
5.3.3.1 Not Applicable.	5.3.3.1 All other equipment (except ammunition) to be used at any time during the match must be fitted to the shotgun prior to the start of the match and for the duration of the entire match.	5.3.3.1 Not Applicable.
5.3.3.2 Not Applicable.	5.3.3.2 Choke tubes and other choke altering devices that alter the choking of the shotgun are permitted (see 8.6).	5.3.3.2 Not Applicable.
5.3.4 Unless otherwise specified in the written stage briefing, the belt carrying the holster and all allied equipment must be worn at waist level. The belt or the inner belt or both must be either permanently fixed at the waist, or secured with a minimum of three belt loops.	5.3.4 Unless specified in the written stage briefing, or unless required by a Range Officer, the position of allied equipment must not be moved or changed by a competitor during a match. Any belt, or belts, intended to be used at any time during a match, must be worn for the start of each stage of the match. This rule is not intended to prevent a cartridge belt being moved around the body to allow easier access to cartridges during a course of fire.	5.3.4 Not Applicable.
5.3.4.1 Female competitors may be permitted (see Division regulations) to wear belts carrying their holster and other equipment at the hip level (See diagram in Appendix XX for the acceptable positioning of the belt). A second belt at the waist level is permitted, however, all equipment must be carried on the lower belt and this may not be positioned below the top of the hipbone.	5.3.4.1 Not Applicable.	5.3.4.1 Not Applicable.
5.3.5 IPSC Handgun matches will not require the use of a particular type or brand of holster. Unless specified in the written stage briefing, or unless required by a Range Officer, the position of holsters and allied equipment must not be moved or changed by a competitor during a match. If a retaining strap is attached to a holster, it must be applied or closed prior to issuance of the "Standby" command (see 8.3.3).	5.3.5 Not Applicable.	5.3.5 Not Applicable.
5.3.6 Competitors, other than those approved under Rule 5.3.7, will not be permitted to commence a course of fire wearing:	5.3.6 Not Applicable.	5.3.6 Not Applicable.
5.3.6.1 A shoulder holster or "tie-down"	5.3.6.1 Not Applicable.	5.3.6.1 Not Applicable.

rig (visible or otherwise); except as specified in 5.3.7,		
5.3.6.2 A holster with the heel of the butt of the handgun below the top of the belt; except as specified in 5.3.7,	5.3.6.2 Not Applicable.	5.3.6.2 Not Applicable.
5.3.6.3 A holster with the muzzle of the handgun pointing further than 1 meter (3.28 feet) from the competitor's feet while standing relaxed;	5.3.6.3 Not Applicable.	5.3.6.3 Not Applicable.
5.3.6.4 A holster which does not completely cover the trigger of the handgun.	5.3.6.4 Not Applicable.	5.3.6.4 Not Applicable.
5.3.6.5 The Range Master will be the final authority in respect of the safety and suitability of the above items.	5.3.6.5 Not Applicable.	5.3.6.5 Not Applicable.
5.3.7 Competitors deemed by the Match Director to be active law enforcement officers or military personnel may be entitled to use their duty holsters and related equipment however the Range Master will remain the final authority in respect of the safety and suitability of using such equipment at IPSC matches.	5.3.7 Not Applicable.	5.3.7 Not Applicable.
5.3.7.1 Appropriate Dress – The use of camouflage or other similar types of military or police garments is discouraged. The exception will be competitors who are law enforcement or military personnel. The Match Director will be the final authority in respect of what garments competitors are allowed to wear.	5.3.7.1 Appropriate Dress – The use of camouflage or other similar types of military or police garments is discouraged. The exception will be competitors who are law enforcement or military personnel. The Match Director will be the final authority in respect of what garments competitors are allowed to wear.	5.3.7.1 Appropriate Dress – The use of camouflage or other similar types of military or police garments is discouraged. The exception will be competitors who are law enforcement or military personnel. The Match Director will be the final authority in respect of what garments competitors are allowed to wear.
5.3.8 A competitor may re-holster a handgun during a course of fire, provided the re-holstering is accomplished either with the handgun unloaded or in the ready condition as stated in Section 8.1 and provided the competitor is also in full compliance with all other safety rules. A competitor must never be required to re-holster during a course of fire.	5.3.8 Not Applicable.	5.3.8 Not Applicable.
5.4 Eye and Hearing Protection	5.4 Eye and Hearing Protection	5.4 Eye and Hearing Protection

5.4.1 All persons are warned that the correct use of appropriate eye and hearing protection is in their own interest and of paramount importance to prevent injury. It is strongly recommended that eye and hearing protection be worn at all times by all persons while on the range premises.	5.4.1 All persons are warned that the correct use of appropriate eye and hearing protection is in their own interest and of paramount importance to prevent injury. It is strongly recommended that eye and hearing protection be worn at all times by all persons while on the range premises.	5.4.1 All persons are warned that the correct use of appropriate eye and hearing protection is in their own interest and of paramount importance to prevent injury. It is strongly recommended that eye and hearing 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 officials will make every reasonable effort to ensure that all persons wear appropriate protection.	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 officials will make every reasonable effort to ensure that all persons wear appropriate protection.	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 officials will make every reasonable effort to ensure that all persons wear appropriate protection.
5.4.3 If an official notices that a competitor has lost or displaced their eye or hearing protection during a course of fire, or has commenced a course of fire without them, the official must immediately stop the competitor who will be required to re-shoot the course of fire after the protective devices have been restored.	5.4.3 If an official notices that a competitor has lost or displaced their eye or hearing protection during a course of fire, or has commenced a course of fire without them, the official must immediately stop the competitor who will be required to re-shoot the course of fire after the protective devices have been restored.	5.4.3 If an official notices that a competitor has lost or displaced their eye or hearing protection during a course of fire, or has commenced a course of fire without them, the official must immediately stop the competitor who will be required to re-shoot the course of fire after the protective devices have been restored.
5.4.4 A competitor who loses eye or hearing 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 official, in which case the provisions of the previous rule will apply.	5.4.4 A competitor who loses eye or hearing 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 official, in which case the provisions of the previous rule will apply.	5.4.4 A competitor who loses eye or hearing 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 official, in which case the provisions of the previous rule will apply.
5.4.5 Any attempt to gain a competitive advantage by removing eye and/or hearing protection after the course of fire has commenced will be considered unsportsmanlike conduct (see rule 10.6.4).	5.4.5 Any attempt to gain a competitive advantage by removing eye and/or hearing protection after the course of fire has commenced will be considered unsportsmanlike conduct (see rule 10.6.4).	5.4.5 Any attempt to gain a competitive advantage by removing eye and/or hearing protection after the course of fire has commenced will be considered unsportsmanlike conduct (see rule 10.6.4).
5.5 Ammunition and Related equipment	5.5 Ammunition and Related equipment	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 of it's 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.	5.5.1 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 of it's 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.	5.5.1 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 of it's 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 Magazines and speed loading devices must comply with the provisions of the relevant Division.	5.5.2 Magazines and speed loading devices must comply with the provisions of the relevant Division.	5.5.2 Magazines and speed loading devices must comply with the provisions of the relevant Division.
5.5.3 Spare magazines, speed loading devices or ammunition dropped or discarded by a competitor after the start signal may be safely retrieved. However, their retrieval is, at all times, subject to all safety rules.	5.5.3 Spare magazines, speed loading devices or ammunition dropped or discarded by a competitor after the start signal may be safely retrieved. However, their retrieval is, at all times, subject to all safety rules.	5.5.3 Spare magazines, speed loading devices or ammunition dropped or discarded by a competitor after the start signal may be safely 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.	5.5.4 Metal piercing, incendiary and/or tracer ammunition is prohibited at IPSC matches.	5.5.4 Metal piercing, incendiary and/or tracer ammunition is prohibited at IPSC matches.
5.5.5 All ammunition used by a competitor must satisfy all the requirements of the relevant Division as defined in Appendix E.	5.5.5 All ammunition used by a competitor must satisfy all the requirements of the relevant Division as defined in Appendix E.	5.5.5 All ammunition used by a competitor must satisfy all the requirements of the relevant Division as defined in Appendix E.
5.5.6 Any ammunition deemed unsafe by a Range Officer must be immediately withdrawn from the match. In such cases, the final decision rests with the Range Master.	5.5.6 Any ammunition deemed unsafe by a Range Officer must be immediately withdrawn from the match. In such cases, the final decision rests with the Range Master.	5.5.6 Any ammunition deemed unsafe by a Range Officer must be immediately withdrawn from the match. In such cases, the final decision rests with the Range Master.
5.5.7 Not Applicable.	5.5.7 Only certain cartridge types, and shot sizes or types, are permissible and these are detailed in Appendix K. Changes to this Appendix will not be applied to IPSC Shotgun matches without the express consent of the Regional Directorate.	5.5.7 Not Applicable.
5.5.8 Not Applicable.	5.5.8 A competitor must never be required to shoot at paper targets using birdshot ammunition. Hits from birdshot on a paper target will not count for score.	5.5.8 Not Applicable.
5.5.9 Not Applicable.	5.5.9 Competitors must not shoot at metal targets with steel or tungsten based shot or slugs (see 10.4.9).	5.5.9 Not Applicable.
5.6 Chronograph and Power Factors	5.6 Chronograph and Power Factors	5.6 Chronograph and Power Factors
5.6.1 The power factors for each Division are defined in Appendix E. One or more official match chronographs will 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 The minimum power factor for IPSC Shotgun is declared in Appendices "C1" and "E". One or more official match chronographs will 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 The power factors for each Division are defined in Appendix E. One or more official match chronographs will 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 Not Applicable.	5.6.1.1 Ammunition tested will be of the same type i.e. birdshot or buckshot or slug, and not mixed for testing purposes. All ammunition used by a competitor in a match must be capable of satisfying the minimum power factor. Match officials may call for additional tests of a competitor's ammunition, of the same or a different type, at any point during the match.	5.6.1.1 Not Applicable.
5.6.2 The official match chronograph(s) must be properly set-up and verified each day by Match Officials in the following manner:	5.6.2 The official match chronograph(s) must be properly set-up and verified each day by Match Officials in the following manner:	5.6.2 The official match chronograph(s) must be properly set-up 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	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	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.	match calibration ammunition through the calibration firearm over the chronograph, and the average velocity of the 3 rounds will be recorded.	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 (ideally from the same factory lot).	5.6.2.2 On each of the following match days, the process will be repeated using the same firearm and ammunition (ideally from the same factory lot).	5.6.2.2 On each of the following match days, the process will be repeated using the same firearm and ammunition (ideally from the same factory lot).
5.6.2.3 The chronograph will be deemed to be within tolerance provided the daily average varies no more than 5% from any of the previous day's averages.	5.6.2.3 The chronograph will be deemed to be within tolerance provided the daily average varies no more than 5% from any of the previous day's averages.	5.6.2.3 The chronograph will be deemed to be within tolerance provided the daily average varies no more than 5% from any of the previous day's averages.
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.	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.	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.
5.6.3 Ammunition Testing Procedure	5.6.3 Ammunition Testing Procedure	5.6.3 Ammunition Testing Procedure
5.6.3.1 Ammunition must be tested using the competitor's handgun.	5.6.3.1 Ammunition must be tested using the competitor's shotgun.	5.6.3.1 Ammunition must be tested using the competitor's rifle.
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.	5.6.3.2 An initial 8 sample rounds of the same ammunition type 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.	5.6.3.2 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 weighed to determine actual bullet weight, and 3 are fired over the chronograph. In the absence of a bullet puller and scales, the competitor's declared bullet weight will be used.	5.6.3.3 From the 8 sample rounds drawn by Match Officials, the projectile(s) (shot or slug), without the wad, of 1 cartridge is weighed to determine actual weight of the projectile(s), and 3 rounds are fired over the chronograph. In the absence of scales, the competitor's declared weight of the projectile(s) will be used.	5.6.3.3 From the 8 sample rounds drawn by Match Officials, 1 bullet is weighed to determine actual bullet weight, and 3 are fired over the chronograph. In the absence of a bullet puller and scales, the competitor's declared bullet weight will be used.
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:  Power Factor = bullet weight (grains) x average velocity (feet per second) / 1000	5.6.3.4 Power factor is calculated using the actual weight of the projectile(s) excluding the wad and the average velocity of the 3 rounds fired, according to the following formula:  Power Factor = weight of projectiles (grains) x velocity (feet per second) / 1000	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:  Power Factor = bullet weight (grains) x average velocity (feet per second) / 1000
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.	5.6.3.5 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 weight of the projectile(s) and the average velocity of the 3 highest velocity rounds from the 6 rounds fired.	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.

<p>5.6.3.6 If the power factor is still insufficient, the competitor may elect to have his final bullet:</p> <p>(a) Weighed and, if heavier than the first bullet, the power factor calculation in 5.6.3.5 will be recalculated using the heavier bullet weight, or</p> <p>(b) Fired over the chronograph and the power factor recalculated using the bullet weight, and the average velocity of the 3 highest velocity rounds from the 7 rounds fired.</p>	<p>5.6.3.6 If the power factor is still insufficient, the competitor may elect to have his final bullet:</p> <p>(a) Weighed and, if heavier than the weight of the projectiles of the first cartridge, the power factor calculation in 5.6.3.5 will be recalculated using the heavier bullet weight, or</p> <p>(b) Fired over the chronograph and the power factor recalculated using the projectiles' weight, and the average velocity of the 3 highest velocity rounds from the 7 rounds fired.</p>	<p>5.6.3.6 If the power factor is still insufficient, the competitor may elect to have his final bullet:</p> <p>(a) Weighed and, if heavier than the first bullet, the power factor calculation in 5.6.3.5 will be recalculated using the heavier bullet weight, or</p> <p>(b) Fired over the chronograph and the power factor recalculated using the bullet weight, and the average velocity of the 3 highest velocity rounds from the 7 rounds fired.</p>
<p>5.6.3.7 If the resultant power factor fails to meet a declared Major power factor floor, the competitor's entire match scores will be recalculated as Minor, if achieved.</p>	<p>5.6.3.7 Not Applicable.</p>	<p>5.6.3.7 If the resultant power factor fails to meet a declared Major power factor floor, the competitor's entire match scores will be recalculated as Minor, if achieved.</p>
<p>5.6.3.8 If the resultant power factor fails to meet the minimum power factor floor for the Division, the competitor may continue shooting the match, but not for score or match recognition.</p>	<p>5.6.3.8 If the resultant power factor fails to meet the minimum power factor floor for the Division, the competitor may continue shooting the match, but not for score or match recognition.</p>	<p>5.6.3.8 If the resultant power factor fails to meet the minimum power factor floor for the Division, the competitor may continue shooting the match, but not for score or match recognition.</p>
<p>5.6.3.9 In the event that a competitor's original ammunition is retested or if any authorized replacement ammunition is used and returns different power factors when tested according to the foregoing rules, the lower power factor shall be applied to all courses of fire, including those already completed by the competitor.</p>	<p>5.6.3.9 In the event that a competitor's original ammunition is retested or if any authorized replacement ammunition is used and returns different power factors when tested according to the foregoing rules, the lower power factor shall be applied to all courses of fire, including those already completed by the competitor.</p>	<p>5.6.3.9 In the event that a competitor's original ammunition is retested or if any authorized replacement ammunition is used and returns different power factors when tested according to the foregoing rules, the lower power factor shall be applied to all courses of fire, including those already completed by the competitor.</p>
<p>5.6.3.10 Any competitor who, for any reason, fails to provide sample rounds for testing when requested by a match official and/or who fails to present his firearm for testing at the designated time and location or prior to when match results have been declared final by the Match Director, (whichever occurs first), will have his scores removed from the match results.</p>	<p>5.6.3.10 Any competitor who, for any reason, fails to provide sample rounds for testing when requested by a match official and/or who fails to present his firearm for testing at the designated time and location or prior to when match results have been declared final by the Match Director, (whichever occurs first), will have his scores removed from the match results.</p>	<p>5.6.3.10 Any competitor who, for any reason, fails to provide sample rounds for testing when requested by a match official and/or who fails to present his firearm for testing at the designated time and location or prior to when match results have been declared final by the Match Director, (whichever occurs first), will have his scores removed from the match results.</p>
<p>5.7 Malfunctions – Competitor's Equipment</p>	<p>5.7 Malfunctions - Competitor's Equipment</p>	<p>5.7 Malfunctions - Competitor's Equipment</p>
<p>5.7.1 In the event that a competitor's handgun 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 handgun pointing safely downrange at all times. The competitor may not use rods, or other tools to correct the malfunction. Violations will result in a zero score for the stage.</p>	<p>5.7.1 In the event that a competitor's shotgun 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 shotgun pointing safely downrange at all times. The competitor may not use rods, or other tools to correct the malfunction. Violations will result in a zero score for the stage.</p>	<p>5.7.1 In the event that a competitor's rifle 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 rifle pointing safely downrange at all times. The competitor may not use rods, or other tools to correct the malfunction. Violations will result in a zero score for the stage.</p>
<p>5.7.2 While rectifying a malfunction that requires the competitor to lower the</p>	<p>5.7.2 While rectifying a malfunction that requires the competitor to clearly move</p>	<p>5.7.2 While rectifying a malfunction that requires the competitor to clearly move</p>

handgun down from "on aim" at a target, the competitor's fingers must be clearly visible outside the trigger guard (see rule 10.5.8).	the shotgun away from aiming at a target, the competitor's fingers must be clearly visible outside the trigger guard (see rule 10.5.8).	the rifle 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, the competitor will point the firearm safely downrange and advise the Range Officer. The Range Officer will terminate the course of fire (including any unattempted component strings in a Standard Exercise) in the normal manner. The course of fire (including any unattempted and/or uncompleted component strings in a Standard Exercise) will be scored as shot including all appropriate miss and failure to shoot at penalties (See Rule 5.7.5).	5.7.3 In the event that a firearm malfunction cannot be corrected by the competitor, the competitor will point the firearm safely downrange and advise the Range Officer. The Range Officer will terminate the course of fire (including any unattempted component strings in a Standard Exercise) in the normal manner. The course of fire (including any unattempted and/or uncompleted component strings in a Standard Exercise) will be scored as shot including all appropriate miss and failure to shoot at penalties (See Rule 5.7.5).	5.7.3 In the event that a firearm malfunction cannot be corrected by the competitor, the competitor will point the firearm safely downrange and advise the Range Officer. The Range Officer will terminate the course of fire (including any unattempted component strings in a Standard Exercise) in the normal manner. The course of fire (including any unattempted and/or uncompleted component strings in a Standard Exercise) will be scored as shot including all appropriate miss and failure to shoot at penalties (See Rule 5.7.5).
5.7.4 Under no circumstances will a competitor be permitted to leave a course of fire in the possession of a loaded firearm.	5.7.4 Under no circumstances will a competitor be permitted to leave a course of fire in the possession of a loaded firearm.	5.7.4 Under no circumstances will a competitor be permitted to leave a course of fire in the possession of a loaded firearm.
5.7.5 Where the handgun has failed as above, the competitor must not be permitted to re-shoot the course of fire (including any unattempted component strings in a Standard Exercise). This includes the instance where a handgun is declared unserviceable or unsafe during a course of fire.	5.7.5 Where the shotgun has failed as above, the competitor must not be permitted to re-shoot the course of fire (including any unattempted component strings in a Standard Exercise). This includes the instance where a shotgun is declared unserviceable or unsafe during a course of fire.	5.7.5 Where the rifle has failed as above, the competitor must not be permitted to re-shoot the course of fire (including any unattempted component strings in a Standard Exercise). This includes the instance where a rifle is declared unserviceable or unsafe during a course of fire.
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 handgun or ammunition (e.g. "squib" load), the Range Officer will take whatever steps they deem necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the handgun or ammunition and proceed as follows:	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 shotgun or ammunition (e.g. "squib" load), the Range Officer will take whatever steps they deem necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the shotgun or ammunition and proceed as follows:	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 rifle or ammunition (e.g. "squib" load), the Range Officer will take whatever steps they deem necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the rifle 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 re-shoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded to the point where he was stopped, and the course of fire will be scored "as shot", including all applicable misses and penalties.	5.7.6.1 If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a re-shoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded to the point where he was stopped, and the course of fire will be scored "as shot", including all applicable misses and penalties.	5.7.6.1 If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a re-shoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded to the point where he was stopped, and the course of fire will be scored "as shot", including all applicable misses and penalties.
5.7.6.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to re-shoot the stage.	5.7.6.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to re-shoot the stage.	5.7.6.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to re-shoot the stage.
SECTION 6 – Match Structure	SECTION 6 – Match Structure	SECTION 6 – Match Structure

6.1 General Principles – The following definitions are used for clarity:	6.1 General Principles – The following definitions are used for clarity:	6.1 General Principles – The following definitions are used for clarity:
6.1.1 String - An individual shooting challenge used as part of a standard exercise. The results will be accumulated to earn stage points.	6.1.1 String - An individual shooting challenge used as part of a standard exercise. The results will be accumulated to earn stage points.	6.1.1 String - An individual shooting challenge used as part of a standard exercise. The results will be accumulated to earn stage points.
6.1.2 Standard Exercise - A course of fire consisting of more than one separately timed component strings. Scores, with any penalties deducted, are accumulated on completion of the course of fire to produce the final stage results. Standard Exercises must only be scored using Virginia Count or Fixed Time. The course of fire for each component string may require a specific shooting position, procedure and/or a mandatory reload. Only one Standard Exercise of a maximum of 24 rounds is allowed in IPSC sanctioned Level IV or higher matches.	6.1.2 Standard Exercise - A course of fire consisting of more than one separately timed component strings. Scores, with any penalties deducted, are accumulated on completion of the course of fire to produce the final stage results. Standard Exercises must only be scored using Virginia Count or Fixed Time. The course of fire for each component string may require a specific shooting position, procedure and/or a mandatory reload. Only one Standard Exercise of a maximum of 24 rounds is allowed in IPSC sanctioned Level IV or higher matches.	6.1.2 Standard Exercise - A course of fire consisting of more than one separately timed component strings. Scores, with any penalties deducted, are accumulated on completion of the course of fire to produce the final stage results. Standard Exercises must only be scored using Virginia Count or Fixed Time. The course of fire for each component string may require a specific shooting position, procedure and/or a mandatory reload. Only one Standard Exercise of a maximum of 24 rounds is allowed in IPSC sanctioned Level IV or higher matches.
6.1.3 Stage - An individual shooting challenge. Each stage will be timed and scored separately, to determine final stage results.	6.1.3 Stage - An individual shooting challenge. Each stage will be timed and scored separately, to determine final stage results.	6.1.3 Stage - An individual shooting challenge. Each stage will be timed and scored separately, to determine final stage results.
6.1.4 Match - An IPSC match consisting of a minimum of one stage. The total sum of individual stage results will be accumulated to declare a match winner. A match will include only one type of firearm (e.g. handgun, shotgun or rifle).	6.1.4 Match - An IPSC match consisting of a minimum of one stage. The total sum of individual stage results will be accumulated to declare a match winner. A match will include only one type of firearm (e.g. handgun, shotgun or rifle).	6.1.4 Match - An IPSC match consisting of a minimum of one stage. The total sum of individual stage results will be accumulated to declare a match winner. A match will include only one type of firearm (e.g. handgun, shotgun or rifle).
6.1.5 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 Tournament Rules.	6.1.5 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 Tournament Rules.	6.1.5 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 Tournament Rules.
6.1.6 League – Consists of two or more IPSC matches 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.	6.1.6 League – Consists of two or more IPSC matches 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.	6.1.6 League – Consists of two or more IPSC matches 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.
6.1.7 Shoot Off - An event conducted separately from a match. Eligible competitors compete directly against each other by simultaneously engaging separate but equal target arrays in a process of	6.1.7 Shoot Off - An event conducted separately from a match. Eligible competitors compete directly against each other by simultaneously engaging separate but equal target arrays in a process of	6.1.7 Shoot Off - An event conducted separately from a match. Eligible competitors compete directly against each other by simultaneously engaging separate but equal target arrays in a process of

elimination (such as the "J" ladder as depicted in Appendix F).	elimination (such as the "J" ladder as depicted in Appendix F).	elimination (such as the "J" ladder as depicted in Appendix F).
6.2 Match Divisions	6.2 Match Divisions	6.2 Match Divisions
6.2.1 Match Divisions recognize different firearms and equipment. The requirements for each Division are listed in Appendix E. A match will recognize at least one Division.	6.2.1 Match Divisions recognize different firearms and equipment. The requirements for each Division are listed in Appendix E. A match will recognize at least one Division.	6.2.1 Match Divisions recognize different firearms and equipment. The requirements for each Division are listed in Appendix E. A match will recognize at least one Division.
6.2.2 When multiple Divisions are available in a match, each Division will be scored separately and independently. The match results will recognize a winner in each Division.	6.2.2 When multiple Divisions are available in a match, each Division will be scored separately and independently. The match results will recognize a winner in each Division.	6.2.2 When multiple Divisions are available in a match, each Division will be scored separately and independently. The match results will recognize a winner in each Division.
6.2.3 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 will be the first attempt in all cases. Match scores will be accepted for recognition only for the initial completion. Any subsequent attempts in another Division will not count for match recognition.	6.2.3 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 will be the first attempt in all cases. Match scores will be accepted for recognition only for the initial completion. Any subsequent attempts in another Division will not count for match recognition.	6.2.3 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 will be the first attempt in all cases. Match scores will be accepted for recognition only for the initial completion. Any subsequent attempts in another Division will not count for match recognition.
6.2.4 A match disqualification incurred by a competitor, at any time during a match must 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 for recognition and awards in that Division.	6.2.4 A match disqualification incurred by a competitor, at any time during a match must 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 for recognition and awards in that Division.	6.2.4 A match disqualification incurred by a competitor, at any time during a match must 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 for recognition and awards in that Division.
6.2.5 Prior to the commencement of a match, each competitor will declare one specific Division for score.	6.2.5 Prior to the commencement of a match, each competitor will declare one specific Division for score.	6.2.5 Prior to the commencement of a match, each competitor will declare one specific Division for score.
6.2.6 Where a Division is unavailable or deleted or where a competitor fails to either declare a specific Division prior to the commencement of a match or satisfy the equipment or other requirements of a declared Division during the 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.	6.2.6 Where a Division is unavailable or deleted or where a competitor fails to either declare a specific Division prior to the commencement of a match or satisfy the equipment or other requirements of a declared Division during the 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.	6.2.6 Where a Division is unavailable or deleted or where a competitor fails to either declare a specific Division prior to the commencement of a match or satisfy the equipment or other requirements of a declared Division during the 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.
6.2.7 A competitor who is classified or reclassified as above will be notified as soon as possible. The Range Master's decision on these matters will be final.	6.2.7 A competitor who is classified or reclassified as above will be notified as soon as possible. The Range Master's decision on these matters will be final.	6.2.7 A competitor who is classified or reclassified as above will be notified as soon as possible. The Range Master's decision on these matters will be final.

6.2.8 In order for a specific Division to be recognized in an IPSC sanctioned match, the minimum number of competitors required by the IPSC General Assembly (as specified in Appendix G), must compete in the subject Division.	6.2.8 In order for a specific Division to be recognized in an IPSC sanctioned match, the minimum number of competitors required by the IPSC General Assembly (as specified in Appendix G), must compete in the subject Division.	6.2.8 In order for a specific Division to be recognized in an IPSC sanctioned match, the minimum number of competitors required by the IPSC General Assembly (as specified in Appendix G), must compete in the subject Division.
6.2.9 In IPSC sanctioned matches, if there are insufficient competitors in a Division, the Match Director may allow the Division to stand without official IPSC recognition.	6.2.9 In IPSC sanctioned matches, if there are insufficient competitors in a Division, the Match Director may allow the Division to stand without official IPSC recognition.	6.2.9 In IPSC sanctioned matches, if there are insufficient competitors in a Division, the Match Director may allow the Division to stand without official IPSC recognition.
6.2.10 Not Applicable.	6.2.10 For Level I and Level II matches it is permissible for the Match Director to select that the Limited Pump/Slide Action Division and the Limited Semi-Auto Division be merged into one combined Division for a match. Any such decision must be declared prior to the commencement of the match.	6.2.10 Not Applicable.
6.2.11 Details of Divisions currently approved by the IPSC General Assembly are listed in Appendix E. It is strongly recommended that all competitors' equipment is checked by a match official to confirm compliance with the declared Division prior to the competitor commencing the match.	6.2.11 Details of Divisions currently approved by the IPSC General Assembly are listed in Appendix J. It is strongly recommended that all competitor's equipment is checked by a match official to confirm compliance with the declared Division prior to the competitor commencing the match.	6.2.11 Details of Divisions currently approved by the IPSC General Assembly are listed in Appendix J. It is strongly recommended that all competitor's equipment is checked by a match official to confirm compliance with the declared Division prior to the competitor commencing the match.
6.2.12 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.	6.2.12 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.	6.2.12 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 Competition Categories	6.3 Competition Categories
6.3.1 IPSC matches may include different "Categories" within each Division to recognize different groups of competitors. Recognition in a Division will not preclude recognition in a Category, however a competitor may declare only one age related Category for a match or tournament. 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 are listed in Appendix G.	6.3.1 IPSC matches may include different "Categories" within each Division to recognize different groups of competitors. Recognition in a Division will not preclude recognition in a Category, however a competitor may declare only one age related Category for a match or tournament. 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 are listed in Appendix G.	6.3.1 IPSC matches may include different "Categories" within each Division to recognize different groups of competitors. Recognition in a Division will not preclude recognition in a Category, however a competitor may declare only one age related Category for a match or tournament. 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 are listed in Appendix G.
6.3.2 For IPSC matches, recognition of any Category requires a minimum number of competitors. See Appendix G.	6.3.2 For IPSC matches, recognition of any Category requires a minimum number of competitors. See Appendix B.	6.3.2 For IPSC matches, recognition of any Category requires a minimum number of competitors. See Appendix B.
6.4 Regional Teams	6.4 Regional Teams	6.4 Regional Teams
6.4.1 One Regional team in a Division may be selected on merit by each Region	6.4.1 One Regional team in a Division may be selected on merit by each Region	6.4.1 One Regional team in a Division may be selected on merit by each Region

for IPSC Level III or higher matches. At the discretion of the Match Organizers, other teams may be fielded but will not be eligible for team recognition or awards. Category teams are specified by a vote in the General Assembly.	for IPSC Level III or higher matches. At the discretion of the Match Organizers, other teams may be fielded but will not be eligible for team recognition or awards. Category teams are specified by a vote in the General Assembly.	for IPSC Level III or higher matches. At the discretion of the Match Organizers, other teams may be fielded but will not be eligible for team recognition or awards. Category teams are specified by a vote in the General Assembly.
6.4.2 An individual competitor's scores will be used exclusively for a single team.	6.4.2 An individual competitor's scores will be used exclusively for a single team.	6.4.2 An individual competitor's scores will be used exclusively for a single team.
6.4.3 Teams will consist of a maximum of 4 members, however only the scores of the 3 highest scoring team members will be used to compute team results.	6.4.3 Teams will consist of a maximum of 4 members, however only the scores of the 3 highest scoring team members will be used to compute team results.	6.4.3 Teams will consist of a maximum of 4 members, however only the scores of the 3 highest scoring team members will be used to compute 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.	6.4.4 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.	6.4.4 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.	6.4.5 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.	6.4.5 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. Teams will not be entitled to replace a disqualified team member.	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. Teams will not be entitled to replace a disqualified team member.	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. Teams will not be entitled to replace a disqualified team member.
6.5 Competitor Status and Credentials	6.5 Competitor Status and Credentials	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.	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.	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.
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,	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,	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

the competitor must become a member of that Region during the affiliation process.	the competitor must become a member of that Region during the affiliation process.	competitor must become a member of that Region during the affiliation process.
6.5.2 A resident of a Region will not forfeit that status by virtue of being domiciled outside that Region while in the service of the armed forces or the government.	6.5.2 A resident of a Region will not forfeit that status by virtue of being domiciled outside that Region while in the service of the armed forces or the government.	6.5.2 A resident of a Region will not forfeit that status by virtue of being domiciled outside that Region while in the service of the armed forces or the government.
6.5.3 A competitor and/or team member may represent only the IPSC Region in which they reside, except as follows:	6.5.3 A competitor and/or team member may represent only the IPSC Region in which they reside, except as follows:	6.5.3 A competitor and/or team member may represent only the IPSC Region in which they reside, except as follows:
6.5.3.1 In respect of a competitor 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.	6.5.3.1 In respect of a competitor 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.	6.5.3.1 In respect of a competitor 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.
6.5.3.2 A competitor who falls under the conditions of 6.5.1.1 may represent the Region of which they are a member, subject to the prior written approval of the Regional Director.	6.5.3.2 A competitor who falls under the conditions of 6.5.1.1 may represent the Region of which they are a member, subject to the prior written approval of the Regional Director.	6.5.3.2 A competitor who falls under the conditions of 6.5.1.1 may represent the Region of which they are a member, subject to the prior written approval of the Regional Director.
6.6 Competitor Scheduling and Squadding	6.6 Competitor Scheduling and Squadding	6.6 Competitor Scheduling and Squadding
6.6.1 No competitor will compete for score other than on the scheduled date(s). A competitor or team who is not present at the scheduled time for any stage may not complete that stage without the specific authority of the Match Director or Range Master. In the event that a competitor fails to obtain such approval, the competitor's score for the subject course of fire will be zero.	6.6.1 No competitor will compete for score other than on the scheduled date(s). A competitor or team who is not present at the scheduled time for any stage may not complete that stage without the specific authority of the Match Director or Range Master. In the event that a competitor fails to obtain such approval, the competitor's score for the subject course of fire will be zero.	6.6.1 No competitor will compete for score other than on the scheduled date(s). A competitor or team who is not present at the scheduled time for any stage may not complete that stage without the specific authority of the Match Director or Range Master. In the event that a competitor fails to obtain such approval, the competitor's score for the subject course of fire will be zero.
6.6.2 Range Officials, match sponsors, IPSC Officers (as defined in section 6.1 of the IPSC Constitution) and other persons may compete for score in a "pre-match", subject to the prior approval of the Match Director. Competitors in the main match must not be restricted from viewing the pre-match. All members of official Regional Teams must compete in the main match. Scores attained in the "pre-match" may, at the discretion of the Match Director, be included in the overall match results provided the dates of the "pre-match" are published in the official match schedule. (also see 2.3).	6.6.2 Range Officials, match sponsors, IPSC Officers (as defined in section 6.1 of the IPSC Constitution) and other persons may compete for score in a "pre-match", subject to the prior approval of the Match Director. Competitors in the main match must not be restricted from viewing the pre-match. All members of official Regional Teams must compete in the main match. Scores attained in the "pre-match" may, at the discretion of the Match Director, be included in the overall match results provided the dates of the "pre-match" are published in the official match schedule. (also see 2.3).	6.6.2 Range Officials, match sponsors, IPSC Officers (as defined in section 6.1 of the IPSC Constitution) and other persons may compete for score in a "pre-match", subject to the prior approval of the Match Director. Competitors in the main match must not be restricted from viewing the pre-match. All members of official Regional Teams must compete in the main match. Scores attained in the "pre-match" may, at the discretion of the Match Director, be included in the overall match results provided the dates of the "pre-match" are published in the official match schedule. (also see 2.3).
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	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	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.	have been declared final by the Match Director.	have been declared final by the Match Director.
6.7 International Classification System ("ICS")	6.7 International Classification System	6.7 International Classification System
6.7.1 IPSC may coordinate and publish dedicated regulations and procedures in order to manage and administer an International Classification System.	6.7.1 IPSC may coordinate and publish dedicated regulations and procedures in order to manage and administer an International Classification System.	6.7.1 IPSC may coordinate and publish dedicated regulations and procedures in order to manage and administer an International Classification System.
SECTION 7 – Range Management	SECTION 7 – Range Management	SECTION 7 – Range Management
7.1 Match Officials- The duties and terms of reference of match officials are defined as follows:	7.1 Match Officials- The duties and terms of reference of match officials are defined as follows:	7.1 Match Officials- The duties and terms of reference of match officials are defined as follows:
7.1.1 Range Officer - 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).	7.1.1 Range Officer - 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).	7.1.1 Range Officer - 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 - 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 IPSC rules therein (under the authority of the Range Master).	7.1.2 Chief Range Officer - 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 IPSC rules therein (under the authority of the Range Master).	7.1.2 Chief Range Officer - 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 IPSC rules therein (under the authority of the Range Master).
7.1.3 Stats Officer - 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 direct authority of the Range Master).	7.1.3 Stats Officer - 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 direct authority of the Range Master).	7.1.3 Stats Officer - 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 direct authority of the Range Master).
7.1.4 Quartermaster - distributes, repairs and maintains all range equipment (e.g. targets, patches, paint, props etc.), Range Officer appliances (e.g. timers, batteries, staplers, staples, clipboards etc.) and Range Officer rations (under direct authority of the Range Master).	7.1.4 Quartermaster - distributes, repairs and maintains all range equipment (e.g. targets, patches, paint, props etc.), Range Officer appliances (e.g. timers, batteries, staplers, staples, clipboards etc.) and Range Officer rations (under direct authority of the Range Master).	7.1.4 Quartermaster - distributes, repairs and maintains all range equipment (e.g. targets, patches, paint, props etc.), Range Officer appliances (e.g. timers, batteries, staplers, staples, clipboards etc.) and Range Officer rations (under direct authority of the Range Master).
7.1.5 Range Master - 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 IPSC 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, however in respect of IPSC sanctioned Level IV or higher matches, the	7.1.5 Range Master - 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 IPSC 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, however in respect of IPSC sanctioned Level IV or higher matches, the	7.1.5 Range Master - 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 IPSC 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, 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.	appointment of the Range Master is subject to the prior written approval of the IPSC Executive Council.	appointment of the Range Master is subject to the prior written approval of the IPSC Executive Council.
7.1.6 Match Director- 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.	7.1.6 Match Director- 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.	7.1.6 Match Director- 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 Discipline of Match Officials	7.2 Discipline of Match Officials
7.2.1 The Range Master has authority over all match officials and is responsible for decisions in matters concerning conduct and discipline.	7.2.1 The Range Master has authority over all match officials and is responsible for decisions in matters concerning conduct and discipline.	7.2.1 The Range Master has authority over all match officials 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 will 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).	7.2.2 In the event that a match official is disciplined, the Range Master will 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).	7.2.2 In the event that a match official is disciplined, the Range Master will 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.	7.2.3 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.	7.2.3 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 Appointment of Officials	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 the rules. The nominated Range Master should preferably be the most competent and experienced certified range official present (see also 7.1.5).	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 the rules. The nominated Range Master should preferably be the most competent and experienced certified range official present (see also 7.1.5).	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 the rules. The nominated Range Master should preferably be the most competent and experienced certified range official present (see also 7.1.5).
7.3.2 References in this rule book to range officials (e.g. "Range Officer", "Range Master" etc.), means personnel who have been officially appointed by match organizers to actually serve in an official capacity at the match. Persons who are certified range officials but who are actually participating in the match as regular competitors have no standing or authority as range officials for that match. Such persons should therefore not participate in the match wearing garments bearing range official insignia.	7.3.2 References in this rule book to range officials (e.g. "Range Officer", "Range Master" etc.), means personnel who have been officially appointed by match organizers to actually serve in an official capacity at the match. Persons who are certified range officials but who are actually participating in the match as regular competitors have no standing or authority as range officials for that match. Such persons should therefore not participate in the match wearing garments bearing range official insignia.	7.3.2 References in this rule book to range officials (e.g. "Range Officer", "Range Master" etc.), means personnel who have been officially appointed by match organizers to actually serve in an official capacity at the match. Persons who are certified range officials but who are actually participating in the match as regular competitors have no standing or authority as range officials for that match. Such persons should therefore not participate in the match wearing garments bearing range official insignia.

7.3.3 IROA officials must only wear their official IROA garments and insignia while actually officiating at a match, but not while competing in a "pre-match" or similar event.	7.3.3 IROA officials must only wear their official IROA garments and insignia while actually officiating at a match, but not while competing in a "pre-match" or similar event.	7.3.3 IROA officials must only wear their official IROA garments and insignia while actually officiating at a match, but not while competing in a "pre-match" or similar event.
SECTION 8 – The Course of Fire	SECTION 8 – The Course of Fire	SECTION 8 – The Course of Fire
8.1 Handgun Ready Conditions - The ready condition for handguns 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 handgun.	8.1 Shotgun Ready Conditions - The ready condition for shotguns 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 shotgun.	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 Revolvers:	8.1.1 Shotguns	8.1.1 Rifles
8.1.1.1 Single Action: hammer fully down on an empty chamber or, if a safety notch is fitted, hammer down over a loaded chamber (transfer bar designs excepted).	8.1.1.1 Loaded (option 1): magazine filled and fitted (if applicable), chamber loaded, hammer and/or sear cocked and safety catch engaged (if the shotgun is designed to have one).	8.1.1.1 Loaded (option 1): magazine filled and fitted (if applicable), chamber loaded, hammer and/or sear cocked and safety catch engaged (if the rifle is designed to have one).
8.1.1.2 Double Action: hammer fully down and all chambers may be loaded.	8.1.1.2 Loaded (option 2): magazine filled and fitted (if applicable), chamber empty, action closed and safety catch engaged (if the shotgun is designed to have one).	8.1.1.2 Loaded (option 2): magazine filled and fitted (if applicable), chamber empty, action closed and safety catch engaged (if the rifle is designed to have one).
8.1.1.3 Not Applicable.	8.1.1.3 Unloaded: fixed magazine will be empty, detachable magazines removed, chamber(s) will be empty/bolt open and safety catch engaged (if the shotgun is designed to have one)	8.1.1.3 Unloaded: fixed magazines will be empty, detachable magazines removed, chamber(s) will be empty/bolt open and safety catch engaged (if the rifle is designed to have one)
8.1.2 Self-loading Pistols:	8.1.2 Not Applicable.	8.1.2 Not Applicable.
8.1.2.1 "Single action" - chamber loaded, hammer cocked, and the safety engaged.	8.1.2.1 Not Applicable.	8.1.2.1 Not Applicable.
8.1.2.2 "Double action" - chamber loaded, hammer fully down or de-cocked.	8.1.2.2 Not Applicable.	8.1.2.2 Not Applicable.
8.1.2.3 "Selective action" - chamber loaded with hammer fully down or chamber loaded, hammer cocked with external safety engaged (see Divisions in Appendix E).	8.1.2.3 Not Applicable.	8.1.2.3 Not 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 will be clearly stated in the written stage briefing.	8.1.3 Courses of fire may require ready conditions, which are different to those stated above. In such cases, the required ready condition will be clearly stated in the written stage briefing.	8.1.3 Courses of fire may require ready conditions, which are different to those stated above. In such cases, the required ready condition will be clearly stated in the written stage briefing.
8.1.4 Unless complying with a Division requirement (see Appendices), a competitor must not be restricted on the number of rounds to be loaded or reloaded in a handgun. 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.	8.1.4 Unless complying with a Division requirement (see Appendices), Section 8.1.1, or a "Load One, Shoot One" stage, a competitor must not be restricted on the number of rounds to be loaded or reloaded in a shotgun. Written stage briefings may only stipulate when the firearm is to be loaded or when mandatory reloads are	8.1.4 Unless complying with a Division requirement (see Appendices), 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.

	required, when permitted under Rule 1.1.5.2.	
8.1.5 In respect of handguns used at IPSC matches, the following definitions apply:	8.1.5 Not Applicable.	8.1.5 Not Applicable.
8.1.5.1 "Single Action" means activation of the trigger causes a single action to occur (i.e. the hammer or striker falls).	8.1.5.1 Not Applicable.	8.1.5.1 Not Applicable.
8.1.5.2 "Double Action" means activation of the trigger causes more than a single action to occur (i.e. the hammer or striker rises or retracts, then falls).	8.1.5.2 Not Applicable.	8.1.5.2 Not Applicable.
8.1.5.3 "Selective Action" means that the handgun can be operated in either "Single Action" or "Double Action" modes.	8.1.5.3 Not Applicable.	8.1.5.3 Not Applicable.
8.2 Competitor Ready Condition - designates when, under the direct command of a Range Officer:	8.2 Competitor Ready Condition - designates when, under the direct command of a Range Officer:	8.2 Competitor Ready Condition - designates when, under the direct command of a Range Officer:
8.2.1 The handgun is prepared as specified in the written stage briefing, and is in compliance with the requirements of the relevant Division.	<p>8.2.1 The shotgun is prepared as specified in the written stage briefing. The competitor's posture prior to the commencement of the stage must be one of the following as stated in the written stage briefing:</p> <p>Standing erect and relaxed, with the shotgun in the ready condition, held in both hands, stock touching the competitor at hip level, muzzle pointing downrange and with the fingers outside the trigger guard.</p> <p>or</p> <p>Standing erect, relaxed and natural, with the shotgun in the ready condition, held naturally in the strong hand only, barrel parallel to the ground, muzzle pointing downrange with fingers outside the trigger guard and weak hand hanging naturally at the side.</p> <p>or</p> <p>An alternative starting position as stated in the written stage briefing.</p> <p>A course of fire must never permit a competitor to start a stage with the shotgun mounted into the shoulder.</p>	<p>8.2.1 The rifle is prepared, made safe and held or placed as specified in the written stage briefing. Unless specifically stated by the stage description, the competitors posture prior to the commencement of the stage must be standing erect and relaxed, with the rifle in the ready condition, and held in both hands, stock touching the hip bone, barrel parallel to the ground, the muzzle pointing down range and with the finger out of the trigger guard.</p> <p>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.</p> <p>It is not permitted for stages to start with competitors holding the rifle mounted into the shoulder and/or on the point of aim</p>
8.2.2 The competitor assumes the start position as specified in the written stage briefing. Unless otherwise specified, the competitor must stand erect, facing downrange, with arms hanging naturally by the sides.	8.2.2 Not Applicable.	8.2.2 Not Applicable.
8.2.3 A course of fire must never require or allow a competitor to touch or hold a handgun, loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).	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 shotgun, after the "Standby" command and before the "Start Signal" (except for unavoidable	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).	touching with the lower arms).
8.2.4 A course of fire must never require the competitor to draw a handgun from the holster with the weak hand.	8.2.4 Not Applicable.	8.2.4 Not Applicable.
8.3 Range Communication - The approved range commands and their sequence are as follows:	8.3 Range Communication - The approved range commands and their sequence are as follows:	8.3 Range Communication - The approved range commands and their sequence are as follows:
8.3.1 "Load And Make Ready" - This command signifies the start of "the Course of Fire". Under the direct supervision of the Range Officer the competitor will face down range, or in a safe direction as specified by the Range Officer, fit eye and hearing protection, and prepare the handgun in accordance with the written stage briefing. The competitor will then assume the required start position. At this point, the Range Officer will proceed.	8.3.1 "Load And Make Ready" or "Make Ready" - This command signifies the start of "the Course of Fire". Under the direct supervision of the Range Officer the competitor will face down range, or in a safe direction as specified by the Range Officer, fit eye and hearing protection, and prepare the shotgun in accordance with the written stage briefing. The competitor will then assume the required start position. At this point, the Range Officer will proceed.	8.3.1 "Load And Make Ready" - This command signifies the start of "the Course of Fire". Under the direct supervision of the Range Officer the competitor will face down range, or in a safe direction as specified by the Range Officer, fit eye and hearing protection, and prepare the rifle in accordance with the written stage briefing. The competitor will then assume the required start position. At this point, the Range Officer will proceed.
8.3.1.1 Once the "Load and make ready" command has been given, the competitor must not move away from the start position 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 offence and may result in the application of 10.6.3 for a subsequent offence in the same match.	8.3.1.1 Once the "Load and make ready" command has been given, the competitor must not move away from the start position 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 offence and may result in the application of 10.6.3 for a subsequent offence in the same match.	8.3.1.1 Once the "Load and make ready" command has been given, the competitor must not move away from the start position 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 offence and may result in the application of 10.6.3 for a subsequent offence 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?" command, he must state "Not Ready". It is suggested that when the competitor is ready he should assume the required start position and this will indicate his readiness to the Range Officer.	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?" command, he must state "Not Ready". It is suggested that when the competitor is ready he should assume the required start position and this will indicate his readiness to the Range Officer.	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?" command, he must state "Not Ready". It is suggested that when the competitor is ready he should assume the required start position and this will 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).	8.3.3 "Standby" - This command should be followed by the start signal within 1 to 4 seconds (also see Rule ??).	8.3.3 "Standby" - This command should be followed by the start signal within 1 to 4 seconds (also see Rule ??).
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 "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 "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?"
8.3.5 "Stop" - The Range Officer may issue this command at any time during the course of fire. The competitor must	8.3.5 "Stop" - The Range Officer may issue this command at any time during the course of fire. The competitor must	8.3.5 "Stop" - The Range Officer 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.	immediately cease firing, stop moving and wait for further instructions from the Range Officer.	immediately cease firing, stop moving and wait for further instructions from the Range Officer.
8.3.6 "If You Are Finished, Unload And Show Clear" – If the competitor has finished shooting, he must lower his handgun and present it for inspection by the Range Officer with the muzzle pointed down range, magazine removed and chamber empty. Revolvers must be presented with the cylinder swung out and empty.	8.3.6 "If You Are Finished, Unload And Show Clear" - If the competitor has finished shooting, he must lower his shotgun and present it for inspection by the Range Officer with the muzzle pointed down range, fixed magazine empty or detachable magazine removed and chamber(s) empty, action open and the safety catch(es) applied.	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, fixed magazine empty or detachable magazine removed and chamber empty, action held or latched open and the safety catch(es) applied.
8.3.7 "If Clear, Hammer Down, Holster" - After issuance of this command, the competitor must not resume shooting (see 10.6.1). While continuing to point the handgun safely downrange, the competitor must perform a final safety check of the handgun as follows:  8.3.7.1 Self-loaders - release the slide and pull the trigger (without touching the hammer, if any).  8.3.7.2 Revolvers - close the empty cylinder (without touching the hammer, if any).  8.3.7.3 If the final safety check is successful, the course of fire is deemed to have ended when the competitor's hand is clear of the holstered handgun.  8.3.7.4 If the final safety check is unsuccessful, the Range Officer will resume the commands from 8.3.6 (also see 10.4.3).	8.3.7 "If Clear, Hammer Down, Open Action" - After issuance of this command, the competitor must not resume shooting (see 10.6.1). Pointing the shotgun down range the competitor must close the action, pull the trigger to release the hammer and then open the action again. The action must remain open (if necessary an action hold open device may be used). The safety catch(es) must then be applied and a chamber flag must be fitted.  Completion of this action by the competitor signifies the end of the course of fire. The competitor will then comply with rule 5.1.2.  8.3.7.1 Not Applicable.  8.3.7.2 Not Applicable.  8.3.7.3 Not Applicable.  8.3.7.4 If the final safety check is unsuccessful, the Range Officer will resume the commands from 8.3.6 (also see 10.4.3).	8.3.7 "If Clear, Hammer Down, Open Action" - After issuance of this command, the competitor must not resume shooting (see 10.6.1). Pointing the rifle down range the competitor must close the action, pull the trigger to release the hammer and then open the action again. The action must remain open (it is recommended that a chamber flag be used). The safety catch(es) must then be applied.  Completion of this action by the competitor signifies the end of the course of fire and no further shooting is permitted. The competitor will then comply with rule 5.1.2.  8.3.7.1 Not Applicable.  8.3.7.2 Not Applicable.  8.3.7.3 Not Applicable.  8.3.7.4 If the final safety check is unsuccessful, the Range Officer will resume the commands from 8.3.6 (also see 10.4.3).
8.3.8 "Range Is Clear" - Competitors or range officials must not move forward of, or away from, the firing line or final shooting position 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.	8.3.8 "Range Is Clear" - Competitors or range officials must not move forward of, or away from, the firing line or final shooting position 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.	8.3.8 "Range Is Clear" - Competitors or range officials must not move forward of, or away from, the firing line or final shooting position 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.
8.4 Loading or Reloading During A Course of Fire	8.4 Loading or Reloading During A Course of Fire	8.4 Loading or Reloading During A Course of Fire
8.4.1 While loading or reloading during a course of fire, the handgun must be pointed safely down range. This is particularly important while reloading a self-loader, as it will normally have a live round in the chamber and the safety disengaged. The competitor's fingers must	8.4.1 While loading or reloading after the start signal for a competitor's attempt at a course of fire, the shotgun must be pointed safely down range. This is particularly important because the firearm will normally have a live round in the chamber and the safety disengaged. The	8.4.1 While loading or reloading after the start signal for a competitor's attempt at a course of fire, the rifle must be pointed safely down range. This is particularly important because the firearm will normally have a live round in the chamber and the safety disengaged. The competitor's fingers

be visibly outside the trigger guard while reloading, which is defined as the replacement of one source of ammunition with another.	competitor's fingers must be visibly outside the trigger guard while loading and reloading. Reloading is defined as the replacement of one source of ammunition with another.	must be visibly outside the trigger guard while loading and reloading. Reloading is defined as the replacement of one source of ammunition with another.
8.5. Movement	8.5 Movement	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 safety should be engaged. The firearm must be pointed in a safe direction. "Movement" is defined as any of the actions below:	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 safety should be engaged. The firearm must be pointed in a safe direction. "Movement" is defined as any of the actions below:	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 safety should be engaged. 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	8.5.1.1. Taking more than one step in any direction.	8.5.1.1. Taking more than one step in any direction.
8.5.1.2 Changing shooting stance (e.g. from standing to kneeling).	8.5.1.2 Changing shooting stance (e.g. from standing to kneeling).	8.5.1.2 Changing shooting stance (e.g. from standing to kneeling).
8.5.2 If a competitor holsters a loaded handgun at any time during a course of fire, it must be placed in the applicable handgun ready conditions (see Section 8.1). Violations will be subject to match disqualification (see 10.5.11).	8.5.2 The re-slinging of a shotgun during a course of fire is prohibited.	8.5.2 The re-slinging of a rifle during a course of fire is prohibited.
8.5.2.1 For a single action self-loader the safety must be applied	8.5.2.1 Not Applicable.	8.5.2.1 Not Applicable.
8.5.2.2 For double action self-loaders and revolvers the hammer must be down. ( See Rule 10.5.11.2).	8.5.2.2 Not Applicable.	8.5.2.2 Not Applicable.
8.6 Not Applicable.	8.6 Changing of Chokes or Choking of Shotgun	8.6 Not Applicable.
8.6.1 Not Applicable.	8.6.1 The changing or adjustment of choke tubes or other choke devices is prohibited during a course of fire.	8.6.1 Not Applicable.
8.7 Assistance or Interference	8.7 Assistance or Interference	8.7 Assistance or Interference
8.7.1 No physical, verbal, visual or any other assistance or interference must be given to a competitor during a course of fire. A Range Officer may, for reasons of safety, provide safety warnings to a competitor at any time. Such warnings will not be grounds for the competitor to be awarded a re-shoot.	8.7.1 No physical, verbal, visual or any other assistance or interference must be given to a competitor during a course of fire. A Range Officer may, for reasons of safety, provide safety warnings to a competitor at any time. Such warnings will not be grounds for the competitor to be awarded a re-shoot.	8.7.1 No physical, verbal, visual or any other assistance or interference must be given to a competitor during a course of fire. A Range Officer may, for reasons of safety, provide safety warnings to a competitor at any time. Such warnings will not be grounds for the competitor to be awarded a re-shoot.
8.7.2 Any person providing assistance or interference to a competitor during a course of fire may at the discretion of the Range Officer incur a procedural penalty	8.7.2 Any person providing assistance or interference to a competitor during a course of fire may, at the discretion of the Range Officer incur a procedural penalty	8.7.2 Any person providing assistance or interference to a competitor during a course of fire may, at the discretion of the Range Officer incur a procedural penalty

for that stage. The competitor receiving such assistance may, at the discretion of the Range Officer, also incur a procedural penalty.	for that stage. The competitor receiving such assistance may, at the discretion of the Range Officer, also incur a procedural penalty.	for that stage. The competitor receiving such assistance may, at the discretion of the Range Officer, also incur a procedural penalty.
8.7.3 In the event that inadvertent contact from the Range Officer or another external influence has, in the opinion of the Range Officer, interfered with the competitor during a course of fire, the Range Officer may offer the competitor a re-shoot 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 the competitor commits a safety infraction during any such interference, the provisions of Section 10.3 will prevail.	8.7.3 In the event that inadvertent contact from the Range Officer or another external influence has, in the opinion of the Range Officer, interfered with the competitor during a course of fire, the Range Officer may offer the competitor a re-shoot 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 the competitor commits a safety infraction during any such interference, the provisions of Section 10.3 will prevail.	8.7.3 In the event that inadvertent contact from the Range Officer or another external influence has, in the opinion of the Range Officer, interfered with the competitor during a course of fire, the Range Officer may offer the competitor a re-shoot 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 the competitor commits a safety infraction during any such interference, the provisions of Section 10.3 will prevail.
8.7.4 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.	8.7.4 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.	8.7.4 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.
8.8 Sight Pictures and Range Inspection	8.8 Sight Pictures and Range Inspection	8.8 Sight Pictures and Range Inspection
8.8.1 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.	8.8.1 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.	8.8.1 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.
8.8.2 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.	8.8.2 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.	8.8.2 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.
8.8.3 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.	8.8.3 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.	8.8.3 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.
8.8.4 Competitors are prohibited from using an imitation or replica firearm, a sight, or any component part(s) of a real firearm, or	8.8.4 Competitors are prohibited from using an imitation or replica firearm, a sight, or any component part(s) of a real firearm, or	8.8.4 Competitors are prohibited from using an imitation or replica firearm, a sight, or any component part(s) of a real firearm, or

“props” of any kind while conducting their inspection ("walkthrough") of a course of fire. Violations will incur one procedural penalty per occurrence.	“props” of any kind while conducting their inspection ("walkthrough") of a course of fire. Violations will incur one procedural penalty per occurrence.	“props” of any kind while conducting their inspection ("walkthrough") of a course of fire. Violations will incur one procedural penalty per occurrence.
8.8.5 No person is permitted to enter or move through a course of fire without the prior approval of the designated Range Officer or the Range Master. Violators will incur a warning for the first offence but will be subject to the provisions of Section 10.4 for subsequent offences.	8.8.5 No person is permitted to enter or move through a course of fire without the prior approval of the designated Range Officer or the Range Master. Violators will incur a warning for the first offence but will be subject to the provisions of Section 10.4 for subsequent offences.	8.8.5 No person is permitted to enter or move through a course of fire without the prior approval of the designated Range Officer or the Range Master. Violators will incur a warning for the first offence but will be subject to the provisions of Section 10.4 for subsequent offences.
SECTION 9 – Scoring	SECTION 9 – Scoring	SECTION 9 – Scoring
9.1 General Regulations	9.1 General Regulations	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 (3.28 feet) without the authorization of the Range Officer. Violation may result in either a warning or a procedural penalty, at the discretion of the Range Officer.	9.1.1 Approaching Targets - While scoring is in progress, competitors or their delegate must not approach any target closer than 1 meter (3.28 feet) without the authorization of the Range Officer. Violation may result in either a warning or a procedural penalty, at the discretion of the Range Officer.	9.1.1 Approaching Targets - While scoring is in progress, competitors or their delegate must not approach any target closer than 1 meter (3.28 feet) without the authorization of the Range Officer. Violation may result in either a warning or a procedural penalty, at the discretion of the Range Officer.
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 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 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 with penalties applied for misses if applicable.	9.1.2.1 Score the affected target as a missed target with penalties applied for misses if applicable.	9.1.2.1 Score the affected target as a missed target with penalties applied for misses if applicable.
9.1.2.2 Impose penalties for any affected penalty targets.	9.1.2.2 Impose penalties for any affected penalty targets.	9.1.2.2 Impose penalties for any affected penalty targets.
9.1.3 Prematurely Patched Targets – If a target is prematurely patched, preventing the determination of the actual score, the Range Officer will order the competitor to re-shoot the course of fire.	9.1.3 Prematurely Patched Targets - If a target is prematurely patched, preventing the determination of the actual score, the Range Officer will order the competitor to re-shoot the course of fire.	9.1.3 Prematurely Patched Targets - If a target is prematurely patched, preventing the determination of the actual score, the Range Officer will order the competitor to re-shoot the course of fire.
9.1.4 Un-restored Targets – If, following completion of a course of fire by a previous competitor, a target has not been properly patched or reset in preparation for the next competitor, the following will apply:	9.1.4 Un-restored Targets - If, following completion of a course of fire by a previous competitor, a target has not been properly patched or reset in preparation for the next competitor, the following will apply:	9.1.4 Un-restored Targets - If, following completion of a course of fire by a previous competitor, a target has not been properly patched or reset in preparation for the next competitor, the following will apply:
9.1.4.1 If any metal or moving target has not been reset, the Range Officer must order the competitor to re-shoot the course of fire.	9.1.4.1 If any metal or moving target has not been reset, the Range Officer must order the competitor to re-shoot the course of fire.	9.1.4.1 If any metal or moving target has not been reset, the Range Officer must order the competitor to re-shoot the course of fire.

9.1.4.2 If scoring or penalty paper targets have not been patched or taped after a previous competitor's attempt at the course of fire, and there are extra scoring or questionable penalty hits on one or more targets and it is not obvious to the Range Officer which hits were made by the immediate competitor, the Range Officer will order the competitor to re-shoot the course of fire.	9.1.4.2 If scoring or penalty paper targets have not been patched or taped after a previous competitor's attempt at the course of fire, and there are extra scoring or questionable penalty hits on one or more targets and it is not obvious to the Range Officer which hits were made by the immediate competitor, the Range Officer will order the competitor to re-shoot the course of fire.	9.1.4.2 If scoring or penalty paper targets have not been patched or taped after a previous competitor's attempt at the course of fire, and there are extra scoring or questionable penalty hits on one or more targets and it is not obvious to the Range Officer which hits were made by the immediate competitor, the Range Officer will order the competitor to re-shoot the course of fire.
9.1.5 Impenetrable - The scoring area of all IPSC scoring and penalty paper targets is deemed to be impenetrable.	9.1.5 Impenetrable - The scoring area of all IPSC scoring and penalty paper targets is deemed to be impenetrable.	9.1.5 Impenetrable - The scoring area of all IPSC scoring and penalty paper targets is deemed to be impenetrable.
9.1.5.1 If, in the opinion of the Range Officer, a 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.	9.1.5.1 If, in the opinion of the Range Officer, a full diameter of a solid slug or of any buckshot pellet 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.	9.1.5.1 If, in the opinion of the Range Officer, a full diameter of a 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 If, in the opinion of the Range Officer, a bullet strikes wholly within the scoring area of a paper target, and continues on to hit or strike down a metal target, this will be treated as range equipment failure. The competitor will be required to re-shoot the course of fire, after it has been restored.	9.1.5.2 If, in the opinion of the Range Officer, a full diameter of a solid slug or of any buckshot pellet strikes wholly within the scoring area of a paper target, and continues on to hit or strike down a metal target, this will be treated as range equipment failure. The competitor will be required to re-shoot the course of fire, after it has been restored.	9.1.5.2 If, in the opinion of the Range Officer, a full diameter of a 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 re-shoot the course of fire, after it has been restored.
9.1.5.3 If, in the opinion of the Range Officer, a bullet strikes partially within the scoring area of a paper or metal target, and continues on to strike the scoring area of another paper target, the hit on the subsequent paper target will also count for score or penalty, as the case may be.	9.1.5.3 If, in the opinion of the Range Officer, a partial diameter of a solid slug or of any buckshot pellet strikes 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 target will count for score or penalty, as the case may be.	9.1.5.3 If, in the opinion of the Range Officer, a partial diameter of a bullet strikes 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 target will count for score or penalty, as the case may be.
9.1.5.4 If, in the opinion of the Range Officer, a bullet strikes partially within the scoring area of a paper or metal target, and continues on to hit the scoring area of or strike down another metal target, the fallen or hit subsequent metal target will also count for score or penalty, as the case may be.	9.1.5.4 ???	9.1.5.4 ???
9.2 Scoring Methods	9.2 Scoring Methods	9.2 Scoring Methods
9.2.1 The written stage briefing for each course of fire must specify one of the following scoring methods:	9.2.1 The written stage briefing for each course of fire must specify one of the following 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 "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 "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 "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 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.	9.2.2.1 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.	9.2.2.1 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 "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 "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.	9.2.3.1 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.	9.2.3.1 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 use paper targets exclusively, and must only be used for Standard Exercises, Classifiers or Short Courses.	9.2.3.2 Virginia Count must use paper targets exclusively, and must only be used for Standard Exercises, Classifiers or Short Courses.	9.2.3.2 Virginia Count must use paper targets exclusively, and 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 6.1.2.).	9.2.3.3 Virginia Count must not be used in Level IV or higher matches except in respect of a Standard Exercise (see 6.1.2.).	9.2.3.3 Virginia Count must not be used in Level IV or higher matches except in respect of a Standard Exercise (see 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 "Fixed Time" - Limited time, limited number of shots to be fired, stipulated number of overall hits to count for score.	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 overall hits, minus penalties. The overall stage results are not factored, and competitors are ranked by the actual nett points achieved by them.	9.2.4.1 A competitor's score is calculated by adding the highest value stipulated number of overall hits, minus penalties. The overall stage results are not factored, and competitors are ranked by the actual nett points achieved by them.	9.2.4.1 A competitor's score is calculated by adding the highest value stipulated number of overall hits, minus penalties. The overall stage results are not factored, and competitors are ranked by the actual nett points achieved by them.
9.2.4.2 If paper targets are used in Fixed Time stages they should, where possible, be disappearing targets.	9.2.4.2 If paper targets are used in Fixed Time stages they should, where possible, be disappearing targets.	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.	9.2.4.3 Fixed Time must only be used for Standard Exercises, Classifiers or Short Courses.	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 6.1.2.).	9.2.4.4 Fixed Time must not be used in Level IV or higher matches except in respect of a Standard Exercise (see 6.1.2.).	9.2.4.4 Fixed Time must not be used in Level IV or higher matches except in respect of a Standard Exercise (see 6.1.2.).
9.3 Scoring Ties	9.3 Scoring Ties	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	9.3.1 If, in the opinion of the Match Director, a tie in match results must be broken, the affected competitors must shoot	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 tie-breaker 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.	one or more courses of fire, nominated or created by the Match Director, until the tie is broken. The result of a tie-breaker 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.	one or more courses of fire, nominated or created by the Match Director, until the tie is broken. The result of a tie-breaker 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 Scoring and Penalty Values	9.4 Scoring and Penalty Values
9.4.1 Scoring and penalty hits on IPSC targets will be scored in accordance with the values approved by the IPSC General Assembly. (See Appendices X, X and X).	9.4.1 Scoring and penalty hits on IPSC targets will be scored in accordance with the values approved by the IPSC General Assembly. (See Appendices X, X and X).	9.4.1 Scoring and penalty hits on IPSC targets will be scored in accordance with the values approved by the IPSC General Assembly. (See Appendices X, X and X).
9.4.2 Each hit visible on the scoring surface of a penalty paper target will be penalized the equivalent of twice the point value of a maximum scoring hit, up to a maximum of 2 hits per penalty target.	9.4.2 Each hit visible on the scoring surface of a penalty paper target will be penalized the equivalent of twice the point value of a maximum scoring hit, up to a maximum of 2 hits per penalty target.	9.4.2 Each hit visible on the scoring surface of a penalty paper target will be penalized the equivalent of twice the point value of a maximum scoring hit.
9.4.3 Each hit visible on the scoring surface of a penalty metal target will be penalized the equivalent of twice the point value of a maximum scoring hit, up to a maximum of 2 hits per penalty target, regardless of whether or not it is designed to fall (also see Rule 4.3.1.7).	9.4.3 Each hit visible on the scoring surface of a penalty metal target will be penalized the equivalent of twice the point value of a maximum scoring hit, up to a maximum of 2 hits per penalty target. Metal penalty targets must always fall or overturn when hit to count as a penalty and must be designed and installed to prevent them from turning edge-on or sideways. Metal penalty targets that accidentally turn edge-on or sideways when hit must be repaired or replaced.	9.4.3 Each hit visible on the scoring surface of a penalty metal target will be penalized the equivalent of twice the point value of a maximum scoring hit. Metal penalty targets must always fall or overturn when hit to count as a penalty and must be designed and installed to prevent them from turning edge-on or sideways. Metal penalty targets that accidentally turn edge-on or sideways when hit must be repaired or replaced.
9.4.4 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 9.9.1.2). Fixed Time courses of fire do not incur miss penalties.	9.4.4 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 9.9.1.2). Fixed Time courses of fire do not incur miss penalties.	9.4.4 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 9.9.1.2). Fixed Time courses of fire do not incur miss penalties.
9.4.5 In a Virginia Count Or Fixed Time course of fire:	9.4.5 In a Virginia Count Or Fixed Time course of fire:	9.4.5 In a Virginia Count Or Fixed Time course of fire:
9.4.5.1 Extra shots (firing more than the number of shots specified in a component string or stage), will incur one procedural penalty for each extra shot fired by the competitor. During scoring, only the highest scoring and correct number of hits will be awarded.	9.4.5.1 Extra shots (firing more than the number of shots specified in a component string or stage), will incur one procedural penalty for each extra shot fired by the competitor. During scoring, only the highest scoring and correct number of hits will be awarded.	9.4.5.1 Extra shots (firing more than the number of shots specified in a component string or stage), will incur one procedural penalty for each extra shot fired by the competitor. During scoring, only the highest scoring and correct number of hits will be awarded.
9.4.5.2 Targets that do not have the required number of hits will always incur miss penalties for Virginia Count only.	9.4.5.2 Targets that do not have the required number of hits will always incur miss penalties for Virginia Count only.	9.4.5.2 Targets that do not have the required number of hits will always incur miss penalties for Virginia Count only.

9.4.5.3 An overtime shot is defined as a shot fired after the signal to ceasefire. Overtime shots may result in a penalty and will not count for score. Unless shot on disappearing targets, if the shot is fired more than .30 seconds after the allocated time, it will be penalized for being overtime. For example, if the time allowed is 5.00 seconds, a shot recorded at 5.31 seconds would be considered late. Timed overtime shots will be penalized the maximum possible scoring value of each shot so fired. If the overtime shot results in extra hits on the target, only the specified highest number of hits may be scored. If paper targets are used it is recommended that at Level III and higher matches these should be disappearing targets.	9.4.5.3 An overtime shot is defined as a shot fired after the signal to ceasefire. Overtime shots may result in a penalty and will not count for score. Unless shot on disappearing targets, if the shot is fired more than .30 seconds after the allocated time, it will be penalized for being overtime. For example, if the time allowed is 5.00 seconds, a shot recorded at 5.31 seconds would be considered late. Timed overtime shots will be penalized the maximum possible scoring value of each shot so fired. If the overtime shot results in extra hits on the target, only the specified highest number of hits may be scored. If paper targets are used it is recommended that at Level III and higher matches these should be disappearing targets.	9.4.5.3 An overtime shot is defined as a shot fired after the signal to ceasefire. Overtime shots may result in a penalty and will not count for score. Unless shot on disappearing targets, if the shot is fired more than .30 seconds after the allocated time, it will be penalized for being overtime. For example, if the time allowed is 5.00 seconds, a shot recorded at 5.31 seconds would be considered late. Timed overtime shots will be penalized the maximum possible scoring value of each shot so fired. If the overtime shot results in extra hits on the target, only the specified highest number of hits may be scored. If paper targets are used it is recommended that at Level III and higher matches these should be disappearing targets.
9.5 Scoring Policy	9.5 Scoring Policy	9.5 Scoring Policy
9.5.1 Unless otherwise stated in the written stage briefing, scoring paper targets will be shot with a minimum of two rounds each, with the best two hits to score. Scoring metal targets must be shot with a minimum of one round each and must fall to score.	9.5.1 Unless otherwise stated in the written stage briefing, scoring paper targets will be shot with a minimum of one round each, with the best hit to score in the case of slug ammunition or with the best two hits to score in the case of buckshot ammunition. Scoring metal targets must fall to score. Frangible targets must break with a visible piece missing or separated from the original target to be counted for score.	9.5.1 Unless otherwise stated in the written stage briefing, scoring paper targets will 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 In Comstock scoring only the specified number and highest value scoring hits will be counted for score regardless of the actual number of hits a competitor may have on a scoring target.	9.5.2 In Comstock scoring only the specified number and highest value scoring hits will be counted for score regardless of the actual number of hits a competitor may have on a scoring target.	9.5.2 In Comstock scoring only the specified number and highest value scoring hits will be counted for score regardless of the actual number of hits a competitor may have on a scoring target.
9.5.3 If the bullet diameter of any hit on a scoring target touches the scoring line between scoring areas, it will be scored as the higher value.	9.5.3 If the bullet diameter of any hit with a slug, or any part of the diameter of a hit with a pellet from a buckshot shot shell, on a scoring target touches the scoring line between scoring areas, it will be scored as the higher value.	9.5.3 If the bullet diameter of any hit on a scoring target touches the scoring line between scoring areas, it will be scored as the higher value.
9.5.4 If the bullet diameter of any hit in the non-scoring border or replacement border (simulated hard cover) touches the scoring area on the target, it will be scored as the value of that area.	9.5.4 If the bullet diameter of any hit with a slug, or any part of the diameter of a hit with a pellet from a buckshot shot shell, in the non-scoring border or replacement border (simulated hard cover) touches the scoring area on the target, it will be scored as the value of that area.	9.5.4 If the bullet diameter of any hit in the non-scoring border or replacement border (simulated hard cover) touches the scoring area on the target, it will be scored as the value of that area.
9.5.5 If the bullet diameter of any hit on a scoring target also touches the scoring surface of a penalty target, it will both score the target and incur the penalty.	9.5.5 If the bullet diameter of any hit with a slug, or any part of the diameter of a hit with a pellet from a buckshot shot shell, on a scoring target also touches the scoring surface of a penalty target, it will both score the target and incur the penalty.	9.5.5 If the bullet diameter of any hit on a scoring target also touches the scoring surface of a penalty target, it will both score the target and incur the penalty.

9.5.6 If the bullet diameter of any hit on a penalty target also touches the scoring surface of a scoring target, it will both incur the penalty and score the target.	9.5.6 If the bullet diameter of any hit with a slug, or any part of the diameter of a hit with a pellet from a buckshot shot shell, on a penalty target also touches the scoring surface of a scoring target, it will both incur the penalty and score the target.	9.5.6 If the bullet diameter of any hit on a penalty target also touches the scoring surface of a scoring target, it will both incur the penalty and score the target.
9.5.7 Radial tears radiating outwards from the diameter of a bullet hole will not count for score or incur penalties.	9.5.7 Radial tears radiating outwards from the diameter of a slug or a buckshot pellet hole will not count for score or incur penalties.	9.5.7 Radial tears radiating outwards from the diameter of a bullet hole will not count for score or incur penalties.
9.5.8 Not Applicable.	9.5.8 Match organisers need to be aware that some makes of slug ammunition have detachable wads and if targets are placed too close to a shooting position then the wad may also penetrate a paper target. Targets should therefore either be 'backed' (e.g. with plywood or other timber based product of a suitable thickness) to stop the penetration of wads, or placed at such a distance so that wads do not hit and penetrate the targets.	9.5.8 Not Applicable.
9.5.8.1 Not Applicable.	9.5.8.1 If there is evidence that a wad has caused an extra hole in the target and it cannot be determined which hole has been caused by a genuine hit by the slug, then the competitor must re-shoot the stage.	9.5.8.1 Not Applicable.
9.5.9 The minimum score for a course of fire or string will be zero.	9.5.9 The minimum score for a course of fire or string will be zero.	9.5.9 The minimum score for a course of fire or string will be zero.
9.5.10 A competitor who fails to shoot at each scoring target (other than disappearing targets where 9.9.1.2 will apply) in a course of fire with at least one round will incur one procedural penalty per target for failure to shoot at the target, as well as appropriate penalties for misses (see 10.2.7.).	9.5.10 A competitor who fails to shoot at each scoring target (other than disappearing targets where 9.9.1.2 will apply) in a course of fire with at least one round will incur one procedural penalty per target for failure to shoot at the target, as well as appropriate penalties for misses (see 10.2.7.).	9.5.10 A competitor who fails to shoot at each scoring target (other than disappearing targets where 9.9.1.2 will apply) in a course of fire with at least one round will incur one procedural penalty per target for failure to shoot at the target, as well as appropriate penalties for misses (see 10.2.7.).
9.6 Score Verification and Challenge	9.6 Score Verification and Challenge	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 to accompany the official responsible for scoring to verify the scoring.	9.6.1 After the Range Officer has declared "Range is Clear", the competitor or their delegate will be allowed 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.	9.6.1 After the Range Officer has declared "Range is Clear", the competitor or their delegate will be allowed 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 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 will be entitled to accompany the	9.6.2 The range official 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 will be entitled to accompany the	9.6.2 The range official 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 will be entitled to accompany the

official responsible for scoring in order to verify the scoring. Competitors will be advised of this procedure during the written stage briefing.	official responsible for scoring in order to verify the scoring. Competitors will be advised of this procedure during the written stage briefing.	official responsible for scoring in order to verify the scoring. Competitors will be advised of this procedure during the written stage briefing.
9.6.3 A competitor or delegate who fails to verify every target during the scoring process will not later challenge or appeal the score.	9.6.3 A competitor or delegate who fails to verify every target during the scoring process will not later challenge or appeal the score.	9.6.3 A competitor or delegate who fails to verify every target during the scoring process will not later challenge or appeal the score.
9.6.4 Any objection to a score or scoring penalty must be immediately challenged by the competitor or delegate with the Range Officer.	9.6.4 Any objection to a score or scoring penalty must be immediately challenged by the competitor or delegate with the Range Officer.	9.6.4 Any objection to a score or scoring penalty must be immediately challenged by the competitor or delegate with the Range Officer.
9.6.5 In the event that the Range Officer upholds the original score or penalty and the competitor is dissatisfied, they may appeal to the Chief Range Officer and then to the Range Master for a ruling.	9.6.5 In the event that the Range Officer upholds the original score or penalty and the competitor is dissatisfied, they may appeal to the Chief Range Officer and then to the Range Master for a ruling.	9.6.5 In the event that the Range Officer upholds the original score or penalty and the competitor is dissatisfied, they may appeal to the Chief Range Officer and then to the Range Master for a ruling.
9.6.6 The Range Master's ruling will be final. No further appeals are allowed with respect to the scoring decision.	9.6.6 The Range Master's ruling will be final. No further appeals are allowed with respect to the scoring decision.	9.6.6 The Range Master's ruling will be final. No further appeals are allowed with respect to the scoring decision.
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. 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.	9.6.7 During a scoring challenge, the subject target(s) must not be patched, taped or otherwise interfered with until the matter has been settled. 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.	9.6.7 During a scoring challenge, the subject target(s) must not be patched, taped or otherwise interfered with until the matter has been settled. 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 will be used exclusively, as and when required, to verify and/or determine the applicable scoring zone of hits on paper targets.	9.6.8 Scoring overlays approved by the Range Master will be used exclusively, as and when required, to verify and/or determine the applicable scoring zone of hits on paper targets.	9.6.8 Scoring overlays approved by the Range Master will be used exclusively, as and when required, to verify and/or determine the applicable scoring zone of hits on paper targets.
9.7 Score Sheets	9.7 Score Sheets	9.7 Score Sheets
9.7.1 The Range Officer will ensure that all information is entered on each competitor's score sheet prior to signing the score sheet. After the Range Officer has signed the score sheet, the competitor will add his own signature in the appropriate place. Whole numbers should be used to record all scores or penalties. The elapsed time taken by the competitor to complete the course of fire will be recorded to not less than two (2) decimal places in the appropriate place.	9.7.1 The Range Officer will ensure that all information is entered on each competitor's score sheet prior to signing the score sheet. After the Range Officer has signed the score sheet, the competitor will add his own signature in the appropriate place. Whole numbers should be used to record all scores or penalties. The elapsed time taken by the competitor to complete the course of fire will be recorded to not less than two (2) decimal places in the appropriate place.	9.7.1 The Range Officer will ensure that all information is entered on each competitor's score sheet prior to signing the score sheet. After the Range Officer has signed the score sheet, the competitor will add his own signature in the appropriate place. Whole numbers should be used to record all scores or penalties. The elapsed time taken by the competitor to complete the course of fire will be recorded to not less than two (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	9.7.2 If corrections to the score sheet are required, these will be clearly entered onto the original and other copies of the	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.	competitor's score sheets. The competitor and the Range Officer should initial any corrections.	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 will 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	9.7.3 Should a competitor refuse to sign or initial a score sheet, for any reason, the matter will 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.	9.7.3 Should a competitor refuse to sign or initial a score sheet, for any reason, the matter will 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.
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 Section 8.7.	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 Section 8.7.	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 Section 8.7.
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, the competitor will be required to re-shoot the course of fire.	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, the competitor will be required to re-shoot the course of fire.	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, the competitor will be required to re-shoot the course of fire.
9.7.6 In the event that a re-shoot is not possible or permissible for any reason, the following actions will prevail:	9.7.6 In the event that a re-shoot is not possible or permissible for any reason, the following actions will prevail:	9.7.6 In the event that a re-shoot 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.	9.7.6.1 If the time is missing, the competitor will receive a zero score for the course of fire.	9.7.6.1 If the time is missing, the competitor will receive a zero score for the course of fire.
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.	9.7.6.2 If insufficient hits or misses have been recorded on the score sheet, those which have been recorded will be deemed complete and conclusive.	9.7.6.2 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.	9.7.6.3 If excessive hits or misses have been recorded on the score sheet, the highest value scoring hits recorded will be used.	9.7.6.3 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 8.7.2 applies.	9.7.6.4 Procedural penalties recorded on the score sheet will be deemed complete and conclusive, except where Rule 8.7.2 applies.	9.7.6.4 Procedural penalties recorded on the score sheet will be deemed complete and conclusive, except where Rule 8.7.2 applies.
9.8. Scoring Responsibility	9.8 Scoring Responsibility	9.8 Scoring Responsibility

9.8.1 Each competitor is responsible to maintain an accurate record of their scores to verify the lists posted by the Stats Officer.	9.8.1 Each competitor is responsible to maintain an accurate record of their scores to verify the lists posted by the Stats Officer.	9.8.1 Each competitor is responsible to maintain an accurate record of their scores to verify the lists posted by the Stats Officer.
9.8.2 After all competitors have completed a match, the provisional stage results should be published and posted in a conspicuous place by the Stats Officer for the purpose of verification by competitors.	9.8.2 After all competitors have completed a match, the provisional stage results should be published and posted in a conspicuous place by the Stats Officer for the purpose of verification by competitors.	9.8.2 After all competitors have completed a match, the provisional stage results should be published and posted in a conspicuous place by the Stats Officer for the purpose of verification by competitors.
9.8.3 If a competitor detects an error in the provisional results at the end of the match, they must file an appeal with the Stats Officer not later than one (1) hour after the results are posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.	9.8.3 If a competitor detects an error in the provisional results at the end of the match, they must file an appeal with the Stats Officer not later than one (1) hour after the results are posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.	9.8.3 If a competitor detects an error in the provisional results at the end of the match, they must file an appeal with the Stats Officer not later than one (1) hour after the results are posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.
9.9 Scoring of Moving Targets – Moving targets may be scoring and/or penalty targets and will be scored in accordance with the following:	9.9 Scoring of Moving Target - Moving targets may be scoring and/or penalty targets and will be scored in accordance with the following:	9.9 Scoring of Moving Target - Moving targets may be scoring and/or penalty targets and will be scored in accordance with the following:
9.9.1 After completing the designed movement, moving targets must either present at least a portion of the highest scoring area when at rest or disappear completely from view.	9.9.1 After completing the designed movement, moving targets must either present at least a portion of the highest scoring area ("A" zone) when at rest or disappear completely from view.	9.9.1 After completing the designed movement, moving targets must either present at least a portion of the highest scoring area ("A" zone) when at rest or disappear completely from view.
9.9.1.1 Moving targets which remain in view after completing the designed movement, or which continuously appear and disappear, will always incur failure to shoot at and/or miss penalties.	9.9.1.1 Moving targets which remain in view after completing the designed movement, or which continuously appear and disappear, will always incur failure to shoot at and/or miss penalties.	9.9.1.1 Moving targets which remain in view after completing the designed movement, or which continuously appear and disappear, will always incur failure to shoot at and/or miss penalties.
9.9.1.2 Moving targets which totally disappear after completing the designed movement will not incur failure to shoot at or miss penalties except where the competitor fails to activate disappearing targets (see 9.9.2.).	9.9.1.2 Moving targets which totally disappear after completing the designed movement, will not incur failure to shoot at or miss penalties, except where the competitor fails to activate disappearing targets (See 9.9.2).	9.9.1.2 Moving targets which totally disappear after completing the designed movement, will not incur failure to shoot at or miss penalties, except where the competitor fails to activate disappearing targets (See 9.9.2).
9.9.2 Moving targets will always incur failure to shoot at penalties and miss penalties in the event that a competitor fails to activate the mechanism that controls the target movement.	9.9.2 Moving targets will always incur failure to shoot at penalties and miss penalties in the event that a competitor fails to activate the mechanism that controls the target movement.	9.9.2 Moving targets will always incur failure to shoot at penalties and miss penalties in the event that a competitor fails to activate the mechanism that controls the target movement.
9.9.3 Scoring Appearing and Disappearing Targets - Any bullet hole on a target that turns, appears or disappears will score the highest zone hit.	9.9.3 Scoring Appearing and Disappearing Targets - Any hole caused by a pellet from a buckshot shot shell or by a slug on a target that turns, appears or disappears will score the highest zone hit.	9.9.3 Scoring Appearing and Disappearing Targets - Any bullet hole on a target that turns, appears or disappears will score the highest zone hit.

9.10 Official Time	9.10 Official Time	9.10 Official Time
9.10.1 Only the timing device operated by a Range Officer will be used to record the official elapsed time of a competitor's attempt at a course of fire. If, in the opinion of a Range Officer, a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to re-shoot the stage.	9.10.1 Only the timing device operated by a Range Officer will be used to record the official elapsed time of a competitor's attempt at a course of fire. If, in the opinion of a Range Officer, a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to re-shoot the stage.	9.10.1 Only the timing device operated by a Range Officer will be used to record the official elapsed time of a competitor's attempt at a course of fire. If, in the opinion of a Range Officer, a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to re-shoot the stage.
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 re-shoot the course of fire (See 9.7.4).	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 re-shoot the course of fire (See 9.7.4).	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 re-shoot the course of fire (See 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.	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.	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.
9.11 Scoring Programs	9.11 Scoring Programs	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 will be used for any IPSC sanctioned match without the prior written approval of the Regional Director of the host region (also see Section 9.7). In the case of MSS and WinMSS the most recent versions of the scoring programs available from the IPSC website are to be used.	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 will be used for any IPSC sanctioned match without the prior written approval of the Regional Director of the host region (also see Section 9.7). In the case of MSS and WinMSS the most recent versions of the scoring programs available from the IPSC website are to be used.	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 will be used for any IPSC sanctioned match without the prior written approval of the Regional Director of the host region (also see Section 9.7). In the case of MSS and WinMSS the most recent versions of the scoring programs available from the IPSC website are to be used.
SECTION 10 – Penalties	SECTION 10 – Penalties	SECTION 10 – Penalties
10.1 Procedural Penalties - General Regulations	10.1 Procedural Penalties - General Regulations	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. 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.	10.1.1 Procedural penalties are imposed when a competitor fails to comply with procedures specified in a written stage briefing. 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.	10.1.1 Procedural penalties are imposed when a competitor fails to comply with procedures specified in a written stage briefing. 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 twice the value of a single maximum available scoring hit on an IPSC paper target as stated in Appendix H. If the maximum available scoring hit on an IPSC paper target is 5 points, each procedural	10.1.2 Procedural penalties are assessed at twice the value of a single maximum available scoring hit on an IPSC paper target as stated in Appendix H. If the maximum available scoring hit on an IPSC paper target is 5 points, each procedural	10.1.2 Procedural penalties are assessed at twice the value of a single maximum available scoring hit on an IPSC paper target as stated in Appendix H. If the maximum available scoring hit on an IPSC paper target is 5 points, each procedural

penalty will be minus 10 points.	penalty will be minus 10 points.	penalty will be minus 10 points.
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.	10.1.3 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.	10.1.3 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.
10.2 Procedural Penalties - Specific Examples	10.2 Procedural Penalties - Specific Examples	10.2 Procedural Penalties - Specific Examples
10.2.1 A competitor who fires shots while any part of their body is touching the ground beyond a fault or charge line will receive 1 procedural penalty. However if, in the opinion of the Range Officer, the competitor has gained a significant advantage while faulting, the competitor will be assessed 1 procedural penalty for each shot fired while faulting, instead of a single penalty. No penalty is assessed if a competitor does not fire any shots while faulting a line.	10.2.1 A competitor who fires shots while any part of their body is touching the ground beyond a fault or charge line will receive 1 procedural penalty. However if, in the opinion of the Range Officer, the competitor has gained a significant advantage while faulting, the competitor will be assessed 1 procedural penalty for each shot fired while faulting, instead of a single penalty. No penalty is assessed if a competitor does not fire any shots while faulting a line.	10.2.1 A competitor who fires shots while any part of their body is touching the ground beyond a fault or charge line will receive 1 procedural penalty. However if, in the opinion of the Range Officer, the competitor has gained a significant advantage while faulting, the competitor will be assessed 1 procedural penalty for each shot fired while faulting, instead of a single penalty. No penalty is assessed if a competitor does not fire any shots while faulting a line.
10.2.2 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 or charge line 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.	10.2.2 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 or charge line 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.	10.2.2 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 or charge line 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.
10.2.3 A competitor who fails to comply with a procedure specified in the written stage briefing will incur 1 procedural penalty for each occurrence.	10.2.3 A competitor who fails to comply with a procedure specified in the written stage briefing will incur 1 procedural penalty for each occurrence.	10.2.3 A competitor who fails to comply with a procedure specified in the written stage briefing will incur 1 procedural penalty for each occurrence.
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.	10.2.4. 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.	10.2.4. 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.	10.2.5 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.	10.2.5 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	10.2.6 A competitor who is creeping (e.g. moving hands towards the firearm, a	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 offence and the competitor will be restarted.	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 offence and the competitor will be restarted.	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 offence and the competitor will be restarted.
10.2.7 A competitor who fails to shoot at any target with at least one round will incur 1 procedural penalty per target, plus the applicable number of misses, except where the provisions of Rule 9.9.1.2 apply.	10.2.7 A competitor who fails to shoot at any target with at least one round will incur 1 procedural penalty per target, plus the applicable number of misses, except where the provisions of Rule 9.9.1.2 apply.	10.2.7 A competitor who fails to shoot at any target with at least one round will incur 1 procedural penalty per target, plus the applicable number of misses, except where the provisions of Rule 9.9.1.2 apply.
10.2.8 If a course of fire stipulates shooting strong or weak hand only, a competitor will not be penalized for using the other hand to disengage an external safety, to reload or to safely correct a malfunction. However the competitor will be issued 1 procedural penalty per shot fired while:	10.2.8 If a course of fire stipulates the use of the weak shoulder only, the competitor will be issued procedural penalties for using the strong shoulder. This will be assessed as 1 procedural per shot fired.	10.2.8 Not Applicable.
10.2.8.1 Touching the handgun with the other hand while firing shots;	10.2.8.1 Not Applicable.	10.2.8.1 Not Applicable.
10.2.8.2 Using the other hand to support the handgun, wrist or shooting arm while firing shots;	10.2.8.2 Not Applicable.	10.2.8.2 Not Applicable.
10.2.8.3 Using the other hand on a barricade or another prop to increase stability while firing shots.	10.2.8.3 Not Applicable.	10.2.8.3 Not 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, Level I & II matches may prohibit such actions, in which case 1 procedural penalty per shot fired will apply.	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, Level I & II matches may prohibit such actions, in which case 1 procedural penalty per shot fired will apply.	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, Level I & II matches may prohibit such actions, in which case 1 procedural penalty per shot fired will apply.
10.2.10 Not Applicable.	10.2.10 If a competitor fails to comply with the requirements of a "Load One, Shoot One" course of fire they will incur 1 procedural penalty for each shot fired in excess of 1 until the shotgun is empty and the proper "Load One, Shoot One" sequence is resumed. There will be no penalty for loading extra rounds in error providing they are unloaded without being fired and before continuing the course of fire.	10.2.10 Not Applicable.
10.2.11 Not Applicable.	10.2.11 Not Applicable.	10.2.11 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 for that stage. 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.
10.2.12 Not Applicable.	10.2.12 If a competitor allows any part of their body to touch the ground beyond or outside a fault line or a charge line and fires slugs at metal targets at a distance of less than 40 meters (131.20 feet) but more than 35 meters (114.80 feet) while faulting, the competitor will receive 1 procedural penalty. However, if the Range Officer determines that the competitor has received a significant advantage while faulting the line, the competitor will be assessed 1 procedural penalty for each shot fired while faulting.	10.2.12 If a competitor allows any part of their body to touch the ground beyond or outside a fault line or a charge line and fires shots at metal targets at a distance of less than 50 meters (164.00 feet) but more than 45 meters (147.60 feet) while faulting, the competitor will receive 1 procedural penalty. However, if the Range Officer determines that the competitor has received a significant advantage while faulting the line, the competitor will be assessed 1 procedural penalty for each shot fired while faulting.
10.2.13 Special penalty: A competitor who is unable to fully execute any part of a course of fire as a result of incapacity or injury, may request that a penalty in lieu of the stated course requirement be applied. In such cases, a penalty of 20% of the competitor's target points as shot will be deducted from the competitor's score. This penalty must be requested prior to the competitor making his attempt at the course of fire, and approval of the penalty is at the sole discretion of the Range Master.	10.2.13 Special penalty: A competitor who is unable to fully execute any part of a course of fire as a result of incapacity or injury, may request that a penalty in lieu of the stated course requirement be applied. In such cases, a penalty of 20% of the competitor's target points as shot will be deducted from the competitor's score. This penalty must be requested prior to the competitor making his attempt at the course of fire, and approval of the penalty is at the sole discretion of the Range Master.	10.2.13 Special penalty: A competitor who is unable to fully execute any part of a course of fire as a result of incapacity or injury, may request that a penalty in lieu of the stated course requirement be applied. In such cases, a penalty of 20% of the competitor's target points as shot will be deducted from the competitor's score. This penalty must be requested prior to the competitor making his attempt at the course of fire, and approval of the penalty is at the sole discretion of the Range Master.
10.3 Match Disqualification - General Regulations	10.3 Match Disqualification - General Regulations	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.	10.3.1 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.	10.3.1 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.	10.3.2 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.	10.3.2 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 A competitor who is disqualified prior to when results have been declared final by the Match Director will be removed from the match scores. The exception will be a disqualification while a competitor is participating in a shoot-off or side match after the competitor has completed the main match. In this case the disqualification will not apply to completed match scores.	10.3.3 A competitor who is disqualified prior to when results have been declared final by the Match Director will be removed from the match scores. The exception will be a disqualification while a competitor is participating in a shoot-off or side match after the competitor has completed the main match. In this case the disqualification will not apply to completed match scores.	10.3.3 A competitor who is disqualified prior to when results have been declared final by the Match Director will be removed from the match scores. The exception will be a disqualification while a competitor is participating in a shoot-off or side match after the competitor has completed the main match. In this case the disqualification will not apply to completed match scores.
10.4 Match Disqualification - Accidental Discharge A competitor who causes an accidental discharge must be stopped by a Range	10.4 Match Disqualification - Accidental Discharge A competitor who causes an accidental discharge must be stopped by a Range	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:	Officer as soon as possible. An accidental discharge is defined as follows:	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.	10.4.1 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.	10.4.1 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 (~10 feet) of the competitor, except when shooting at a target closer than 3 meters (~10 feet) to the competitor. A bullet which, in the opinion of a Range Officer, strikes the ground within 3 meters (~10 feet) of the competitor due to a "squib" load, is exempt from this rule.	10.4.2 A shot which strikes the ground within 3 meters (~10 feet) of the competitor, except when shooting at a target closer than 3 meters (~10 feet) to the competitor. A bullet which, in the opinion of a Range Officer, strikes the ground within 3 meters (~10 feet) of the competitor due to a "squib" load, is exempt from this rule.	10.4.2 A shot which strikes the ground within 3 meters (~10 feet) of the competitor, except when shooting at a target closer than 3 meters (~10 feet) to the competitor. A bullet which, in the opinion of a Range Officer, strikes the ground within 3 meters (~10 feet) 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 handgun.	10.4.3 A shot which occurs while preparing to or while actually loading, reloading or unloading a shotgun.	10.4.3 A shot which occurs while preparing to or while actually loading, reloading or unloading a rifle.
10.4.4 A shot which occurs during remedial action in the case of a malfunction.	10.4.4 A shot which occurs during remedial action in the case of a malfunction.	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 handgun between hands.	10.4.5 A shot which occurs while transferring a shotgun between hands.	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.	10.4.6 A shot which occurs during movement, except while actually shooting at targets.	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 7 meters (22.96 feet), measured from the face of the target to the nearest part of the competitor's body in contact with the ground (see 2.1.3).	10.4.7 A shot fired at a metal target from a distance of less than 5 meters (16.40 feet) when using birdshot or buckshot ammunition, measured from the face of the target to the nearest part of the competitor's body in contact with the ground (see 2.1.3).	10.4.7 A shot fired at a metal target from a distance of less than 45 meters (147.60 feet), measured from the face of the target to the nearest part of the competitor's body in contact with the ground (see 2.1.3).
10.4.8 Not Applicable.	10.4.8 A shot fired at a metal target from a distance of less than 35 meters (114.80 feet) when using slug ammunition, measured from the face of the target to the nearest part of the competitor's body in contact with the ground (see 2.1.3).	10.4.8 Not Applicable.
10.4.9 Not Applicable.	10.4.9 A shot fired at a metal target with a cartridge with steel or tungsten based shot or slug.	10.4.9 Not Applicable.
10.4.10 Not Applicable.	10.4.10 Not Applicable.	10.4.10 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.
10.4.11 Exception: When it can be established that the cause of the discharge	10.4.11 Exception: When it can be established that the cause of the discharge	10.4.11 Exception: When it can be established that the cause of the discharge is

is due to the actual breakage of a part of the firearm and the competitor has fulfilled all normal safety requirements, a match disqualification will not be invoked, however the competitor's scores for that course of fire will be zero. 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 an actual breakage of a part caused the discharge. A competitor may not later appeal a match disqualification for an unsafe discharge due to the actual breakage of a part if they fail to present the firearm for inspection prior to leaving the course of fire.	is due to the actual breakage of a part of the firearm and the competitor has fulfilled all normal safety requirements, a match disqualification will not be invoked, however the competitor's scores for that course of fire will be zero. 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 an actual breakage of a part caused the discharge. A competitor may not later appeal a match disqualification for an unsafe discharge due to the actual breakage of a part if they fail to present the firearm for inspection prior to leaving the course of fire.	due to the actual breakage of a part of the firearm and the competitor has fulfilled all normal safety requirements, a match disqualification will not be invoked, however the competitor's scores for that course of fire will be zero. 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 an actual breakage of a part caused the discharge. A competitor may not later appeal a match disqualification for an unsafe discharge due to the actual breakage of a 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 Match Disqualification - Unsafe Gun Handling Examples of unsafe gun handling include, but are not limited to:	10.5 Match Disqualification - Unsafe Gun Handling Examples of unsafe gun handling include, but are not limited to:
10.5.1 Handling a firearm at anytime except when in a designated safety area or when under the supervision of, and in response to a direct command issued by, a Range Officer.	10.5.1 Handling a firearm at anytime 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. This does not apply to the carrying of shotguns where section 5.1.2 will apply.	10.5.1 Handling a firearm at anytime 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. This does not apply to the carrying of rifles where section 5.1.2 will apply.
10.5.2 If at any time during the course of fire, a competitor allows the muzzle of his handgun to point rearwards, that is further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up range, whether the firearm is loaded or not.	10.5.2 If at any time during the course of fire, a competitor allows the muzzle of his shotgun to point rearwards, that is further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up range, whether the firearm is loaded or not.	10.5.2 If at any time during the course of fire, a competitor allows the muzzle of his rifle to point rearwards, that is further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up range, whether the firearm is loaded or not.
10.5.3 If at any time during the course of fire, or while loading or unloading, 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 If at any time during the course of fire, or while loading or unloading, 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 If at any time during the course of fire, or while loading or unloading, 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 handgun is in the ready condition as specified in 8.1, or	10.5.3.1. The shotgun is in the ready condition as specified in 8.1, or	10.5.3.1. The rifle is in the ready condition as specified in 8.1, or
10.5.3.2 A self-loading pistol has the magazine removed and the slide locked open, or	10.5.3.2 Not Applicable.	10.5.3.2 Not Applicable.
10.5.3.3. A revolver has the cylinder open and empty, and	10.5.3.3 Not Applicable.	10.5.3.3 Not Applicable.
10.5.3.4. The competitor maintains constant physical contact with the handgun, until it is placed firmly and securely on the ground	10.5.3.4. The competitor maintains constant physical contact with the shotgun, until it is placed firmly and securely on the ground or	10.5.3.4. The competitor maintains constant physical contact with the rifle, until it is placed firmly and securely on the ground or

or another stable object, and	another stable object, and	another stable object, and
10.5.3.5. The competitor remains within 1 meter (3.28 feet) of the handgun at all times, and	10.5.3.5. The competitor remains within 1 meter (3.28 feet) of the shotgun at all times, and	10.5.3.5. The competitor remains within 1 meter (3.28 feet) of the rifle at all times, and
10.5.3.6. The provisions of rule 10.5.2 do not occur.	10.5.3.6. The provisions of rule 10.5.2 do not occur.	10.5.3.6. The provisions of rule 10.5.2 do not occur.
10.5.4 Drawing or holstering a handgun within the confines of a tunnel.	10.5.4 Not Applicable.	10.5.4 Not Applicable.
10.5.5 Allowing the muzzle of a handgun to point at any part of the competitor's body during a course of fire (i.e. sweeping) other than while drawing or re-holstering.	10.5.5 Allowing the muzzle of a shotgun to point at any part of the competitor's body during a course of fire (i.e. sweeping).	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 Allowing the muzzle of a loaded handgun to point rearward beyond a radius of 1 meter (~3 feet) from a competitor's feet during drawing or re-holstering.	10.5.6 Not Applicable.	10.5.6 Not Applicable.
10.5.7 Wearing or using more than one handgun at any point in time during a match.	10.5.7 Using more than one shotgun at any point in time during a match.	10.5.7 Using more than one rifle at any point in time during a match.
10.5.8 Failure to keep the finger outside the trigger guard while clearing a malfunction where the competitor clearly lowers the firearm down from aiming at targets.	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.	10.5.8 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.	10.5.9 Failure to keep the finger outside the trigger guard during loading, reloading, or unloading.	10.5.9 Failure to keep the finger outside the trigger guard during loading, reloading, or unloading.
10.5.10 Failure to keep the finger outside the trigger guard during movement in accordance with section 8.5.	10.5.10 Failure to keep the finger outside the trigger guard during movement in accordance with section 8.5.	10.5.10 Failure to keep the finger outside the trigger guard during movement in accordance with section 8.5.
10.5.11 Holstering a loaded handgun, in any of the following conditions:	10.5.11 Not Applicable.	10.5.11 Not Applicable.
10.5.11.1 A single action self-loading pistol with the safety not applied.	10.5.11.1 Not Applicable.	10.5.11.1 Not Applicable.
10.5.11.2 A double action or selective action pistol with the hammer cocked and the safety not applied.	10.5.11.2 Not Applicable.	10.5.11.2 Not Applicable.
10.5.11.3 A revolver with the hammer cocked.	10.5.11.3 Not Applicable.	10.5.11.3 Not Applicable.
10.5.12 Handling live or dummy ammunition (including practice or training rounds, "spring caps" and empty cases), loaded magazines or loaded speed loading devices in a Safety Area, or failing to comply with 2.4.1.	10.5.12 Handling live or dummy ammunition (including practice or training rounds, "spring caps" and empty cases), loaded magazines or loaded speed loading devices in a Safety Area, or failing to comply with 2.4.1.	10.5.12 Handling live or dummy ammunition (including practice or training rounds, "spring caps" and empty cases), loaded magazines or loaded speed loading devices in a Safety Area, or failing to comply with 2.4.1.
10.5.13 Having a loaded firearm other than when specifically ordered to by the Range	10.5.13 Having a loaded firearm other than when specifically ordered to by the Range	10.5.13 Having a loaded firearm other than when specifically ordered to by the Range

Officer. A loaded firearm is defined as a firearm having a live round in the chamber or having a live round in a magazine inserted in the firearm.	Officer. A loaded firearm is defined as a firearm having a live round in the chamber or having a live round in a magazine inserted in the firearm or having a live round in a fixed (non detachable) magazine.	Officer. A loaded firearm is defined as a firearm having a live round in the chamber or having a live round in a magazine inserted in the firearm or having a live 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, place it directly into the competitor's gun case, gun bag or holster. 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.	10.5.14 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.	10.5.14 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 Not Applicable.	10.5.15 A match disqualification may be invoked in the following circumstances: a) Violation of the gun being carried reasonably vertical in accordance with Rules 5.1.2.1 and 5.1.2.2, or b) Violation of the muzzle direction requirements of Rule 5.1.2.3, or c) Failure to comply with Rule 5.1.2.5, or d) Failure to comply with Rule 5.1.2.7.	10.5.15 A match disqualification may be invoked in the following circumstances: a) Violation of the gun being carried reasonably vertical in accordance with Rules 5.1.2.1 and 5.1.2.2, or b) Violation of the muzzle direction requirements of Rule 5.1.2.3, or c) Failure to comply with Rule 5.1.2.5, or d) Failure to comply with Rule 5.1.2.7.
10.5.16 Not Applicable.	10.5.16 Failure to comply with 8.6.1 with regards to the changing of choke tubes or the choking of a shotgun during a course of fire.	10.5.16 Not Applicable.
10.5.17 Any other action with a handgun which, in the opinion of a Range Officer, is unsafe.	10.5.17 Any other action with a shotgun which, in the opinion of a Range Officer, is unsafe.	10.5.17 Any other action with a rifle which, in the opinion of a Range Officer, is unsafe.
10.6 Match Disqualification - Unsportsmanlike Conduct	10.6 Match Disqualification - Unsportsmanlike Conduct	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.	10.6.1 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.	10.6.1 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 Match Officials have complete authority over all persons on the range. Any person who fails to obey the reasonable instructions of a Match Official, or who behaves in a manner deemed likely to bring the sport into disrepute. may be disqualified from the match and/or banished from the range.	10.6.2 Match Officials have complete authority over all persons on the range. Any person who fails to obey the reasonable instructions of a Match Official, or who behaves in a manner deemed likely to bring the sport into disrepute. may be disqualified from the match and/or banished from the range.	10.6.2 Match Officials have complete authority over all persons on the range. Any person who fails to obey the reasonable instructions of a Match Official, or who behaves in a manner deemed likely to bring the sport into disrepute. may be disqualified from the match and/or banished from the range.
10.6.3 Repeated contravention of range orders or a stage briefing will be considered unsportsmanlike conduct.	10.6.3 Repeated contravention of range orders or a stage briefing will be considered unsportsmanlike conduct.	10.6.3 Repeated contravention of range orders or a stage briefing will be considered unsportsmanlike conduct.
10.6.4 A competitor who is deemed by a	10.6.4 A competitor who is deemed by a	10.6.4 A competitor who is deemed by a

Range Officer to have intentionally removed or caused the loss of eye or hearing protection in order to gain a competitive advantage will be disqualified for unsportsmanlike conduct.	Range Officer to have intentionally removed or caused the loss of eye or hearing protection in order to gain a competitive advantage will be disqualified for unsportsmanlike conduct.	Range Officer to have intentionally removed or caused the loss of eye or hearing protection in order to gain a competitive advantage will be disqualified for unsportsmanlike conduct.
10.7 Match Disqualification - Prohibited Substances	10.7 Match Disqualification - Prohibited Substances	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.	10.7.1 All persons are required to be in complete control both mentally and physically during IPSC matches.	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 offence.	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 offence.	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 offence.
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.	10.7.3 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.	10.7.3 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.	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.	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.
SECTION 11 – Arbitration & Interpretation of Rules	SECTION 11 – Arbitration & Interpretation of Rules	SECTION 11 – Arbitration & Interpretation of Rules
11.1 General Principles	11.1 General Principles	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.	11.1.1 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.	11.1.1 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 for arbitration in accordance with the following sections for any matter except the actual scoring of targets. However, appeals arising from a disqualification for a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be appealed.	11.1.2 Access - Appeals may be submitted for arbitration in accordance with the following sections for any matter except the actual scoring of targets. However, appeals arising from a disqualification for a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be appealed.	11.1.2 Access - Appeals may be submitted for arbitration in accordance with the following sections for any matter except the actual scoring of targets. However, appeals arising from a disqualification for a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be appealed.

11.1.3 Appeals - Decisions are made initially by the Range Officer. 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.	11.1.3 Appeals - Decisions are made initially by the Range Officer. 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.	11.1.3 Appeals - Decisions are made initially by the Range Officer. 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.	11.1.4 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.	11.1.4 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.	11.1.5 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.	11.1.5 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.	11.1.6 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.	11.1.6 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 will, without delay, inform the Range Master and will note the identities of all witnesses and officials involved and pass this information on to the Range Master.	11.1.7 Match Official's Duty - Any match official in receipt of a request for arbitration will, without delay, inform the Range Master and will note the identities of all witnesses and officials involved and pass this information on to the Range Master.	11.1.7 Match Official's Duty - Any match official in receipt of a request for arbitration will, without delay, inform the Range Master and will 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.	11.1.8 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.	11.1.8 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 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.	11.1.9 Arbitration Committee 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.	11.1.9 Arbitration Committee 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 Composition of Committee	11.2 Composition of Committee
11.2.1 Arbitration Committee - At Level III or higher matches the composition of the Arbitration Committee will be subject to the following rules:	11.2.1 Arbitration Committee - At Level III or higher matches the composition of an Arbitration Committee will be subject to the following rules:	11.2.1 Arbitration Committee - At Level III or 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 Official appointed by the Match Director, (in that order) will serve as Chairman of the committee with no vote.	11.2.1.1 The IPSC President, or his delegate, or a certified Range Official appointed by the Match Director, (in that order) will serve as Chairman of the committee with no vote.	11.2.1.1 The IPSC President, or his delegate, or a certified Range 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 appointed by the IPSC President, or his delegate, or by the Match Director, (in that order), with one vote each.	11.2.1.2 Three arbitrators appointed by the IPSC President, or his delegate, or by the Match Director, (in that order), with one vote each.	11.2.1.2 Three arbitrators 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 have shot the entire match and be certified Range Officials.	11.2.1.3 When possible arbitrators should shoot the entire match and should be certified Range Officials.	11.2.1.3 When possible arbitrators should shoot the entire match and should be certified Range 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.	11.2.1.4 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.	11.2.1.4 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.
11.2.1.5 Arbitration Committee - For Level I and II matches the Match Director will appoint an Arbitration Committee of three experienced shooters who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the case. The arbitrators should be certified Range Officials if possible. All committee members will vote. The Senior Range Official, or the senior shooter if there are no Range Officials, will be the chairman.	11.2.1.5 Arbitration Committee - For Level I and II matches the Match Director will appoint an Arbitration Committee of three experienced shooters who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the case. The arbitrators should be certified Range Officials if possible. All committee members will vote. The Senior Range Official, or the senior shooter if there are no Range Officials, will be the chairman.	11.2.1.5 Arbitration Committee - For Level I and II matches the Match Director will appoint an Arbitration Committee of three experienced shooters who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the case. The arbitrators should be certified Range Officials if possible. All committee members will vote. The Senior Range Official, or the senior shooter if there are no Range Officials, will be the chairman.
11.3 Time Limits & Sequences	11.3 Time Limits & Sequences	11.3 Time Limits & Sequences
11.3.1 Time Limit for Arbitration Request - Written requests for arbitration must be submitted to the Range Master within one hour of the disputed incident or occurrence. Failure to present the required documentation within the time specified will render the request invalid and no further action will be taken.	11.3.1 Time Limit for Arbitration Request - Written requests for arbitration must be submitted to the Range Master within one hour of the disputed incident or occurrence. Failure to present the required documentation within the time specified will render the request invalid and no further action will be taken.	11.3.1 Time Limit for Arbitration Request - Written requests for arbitration must be submitted to the Range Master within one hour of the disputed incident or occurrence. Failure to present the required documentation within the time specified will render the request invalid and no further action will be taken.
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 comes first. If the Committee fails to render a decision within the prescribed period, both a first and third party appellant (see 11.7) will automatically succeed in their appeal. Any late decision will result in the return of the fee to the appellant.	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 comes first. If the Committee fails to render a decision within the prescribed period, both a first and third party appellant (see 11.7) will automatically succeed in their appeal. Any late decision will result in the return of the fee to the appellant.	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 comes first. If the Committee fails to render a decision within the prescribed period, both a first and third party appellant (see 11.7) will automatically succeed in their appeal. Any late decision will result in the return of the fee to the appellant.
11.4 Fees	11.4 Fees	11.4 Fees
11.4.1 Appeal Fee - For Level III or higher matches, the appeal fee to enable an	11.4.1 Appeal Fee - For Level III or higher matches, the appeal fee to enable an	11.4.1 Appeal Fee - 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 will 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.	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 will 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.	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 will 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 Appeal Fees - 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 fee paid will be held forfeit by the Match Organizers. Decisions for Regional events will be forwarded to the National Range Officers Institute (NROI). Decisions for International events (Level III and higher) will be forwarded to the International Range Officers Association (IROA).	11.4.2 Appeal Fees - 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 fee paid will be held forfeit by the Match Organizers. Decisions for Regional events will be forwarded to the National Range Officers Institute (NROI). Decisions for International events (Level III and higher) will be forwarded to the International Range Officers Association (IROA).	11.4.2 Appeal Fees - 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 fee paid will be held forfeit by the Match Organizers. Decisions for Regional events will be forwarded to the National Range Officers Institute (NROI). Decisions for International events (Level III and higher) will be forwarded to the International Range Officers Association (IROA).
11.5 Rules of Procedure	11.5 Rules of Procedure	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.	11.5.1 Committee's Duty and Procedure - The Committee will study the written submission and retain on behalf of the organisers the monies paid by the appellant until a decision has been reached.	11.5.1 Committee's Duty and Procedure - The Committee will study the written submission and retain on behalf of the organisers the monies paid by the appellant until a decision has been reached.
11.5.2 Submissions - The Committee will then require the appellant to personally give further details of the submission and may question him/her on any point relevant to the appeal.	11.5.2 Submissions - The Committee will then require the appellant to personally give further details of the submission and may question him/her on any point relevant to the appeal.	11.5.2 Submissions - The Committee will then require the appellant to personally give further details of the submission and may question him/her on any point relevant to the appeal.
11.5.3 Hearing - The appellant will then be asked to withdraw while the Committee hears further evidence.	11.5.3 Hearing - The appellant will then be asked to withdraw while the Committee hears further evidence.	11.5.3 Hearing - The appellant will then be asked to withdraw while the Committee hears further evidence.
11.5.4 Witnesses - The Committee will then hear match officials as well as any other witnesses involved in the appeal. The Committee will examine all evidence submitted.	11.5.4 Witnesses - The Committee will then hear match officials as well as any other witnesses involved in the appeal. The Committee will examine all evidence submitted.	11.5.4 Witnesses - The Committee will then 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.	11.5.5 Questions - The Committee may question witnesses and officials on any point relevant to the appeal.	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.	11.5.6 Opinions - Committee members will refrain from expressing any opinion or verdict while an appeal is in progress.	11.5.6 Opinions - Committee members will refrain from expressing any opinion or verdict while an appeal is in progress.
11.5.7 View Area - The Committee may view any range or area related to the appeal and require any person or official they regard as useful to the process to accompany them.	11.5.7 View Area - The Committee may view any range or area related to the appeal and require any person or official they regard as useful to the process to accompany them.	11.5.7 View Area - The Committee may view 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.	11.5.8 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.	11.5.8 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.	11.5.9 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.	11.5.9 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 Verdict and Subsequent Action	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 judgment.	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.	11.6.1 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.	11.6.2 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.	11.6.2 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 warrants reconsideration.	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 warrants reconsideration.	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 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.	11.6.4 Minutes - Decisions of the Arbitration Committee will be recorded and will provide precedent for any similar and subsequent incident during that match.	11.6.4 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 Third Party Appeals	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 section will otherwise remain in force.	11.7.1 Appeals may also be submitted by other persons on a "third party appeal" basis. In such cases, all provisions of this section will otherwise remain in force.	11.7.1 Appeals may also be submitted by other persons on a "third party appeal" basis. In such cases, all provisions of this section will otherwise remain in force.
11.8 Interpretation of Rules	11.8 Interpretation of Rules	11.8 Interpretation of Rules
11.8.1 Interpretation of these rules and regulations is the responsibility of IPSC. The IROA offices will issue any required explanations and clarifications as necessary.	11.8.1 Interpretation of these rules and regulations is the responsibility of IPSC. The IROA offices will issue any required explanations and clarifications as necessary.	11.8.1 Interpretation of these rules and regulations is the responsibility of IPSC. The IROA offices will issue any required explanations and clarifications as necessary.
11.8.2 Persons seeking clarification of any rule will be required to submit their questions in writing, either by fax, letter or by email to IPSC.	11.8.2 Persons seeking clarification of any rule will be required to submit their questions in writing, either by fax, letter or by email to IPSC.	11.8.2 Persons seeking clarification of any rule will be required to submit their questions in writing, either by fax, letter or by email to IPSC.

11.8.3 All rule interpretations published by the IROA Executive on the IPSC website will be deemed to be precedents and will be applied to all IPSC sanctioned matches commencing on or after seven (7) days from the date of publication. All such interpretations will be subject to ratification or modification at the next IPSC Assembly.	11.8.3 All rule interpretations published by the IROA Executive on the IPSC website will be deemed to be precedents and will be applied to all IPSC sanctioned matches commencing on or after seven (7) days from the date of publication. All such interpretations will be subject to ratification or modification at the next IPSC Assembly.	11.8.3 All rule interpretations published by the IROA Executive on the IPSC website will be deemed to be precedents and will be applied to all IPSC sanctioned matches commencing on or after seven (7) days from the date of publication. All such interpretations will be subject to ratification or modification at the next IPSC Assembly.
SECTION 12 – Miscellaneous Matters	SECTION 12 – Miscellaneous Matters	SECTION 12 – Miscellaneous Matters
12.1 All appendices included herein will form an integral part of these rules.	12.1 All appendices included herein will form an integral part of these rules.	12.1 All appendices included herein will form an integral part of these rules.
12.2 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.	12.2 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.	12.2 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 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 of its 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.	12.3 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 of its Officers, nor any organisation affiliated to IPSC nor any officers of any organisation 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.	12.3 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 of its Officers, nor any organisation affiliated to IPSC nor any officers of any organisation 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 one gender are deemed to include both genders.	12.4 Gender – references made herein to one gender are deemed to include both genders.	12.4 Gender – references made herein to one gender are deemed to include both genders.