

RULE BOOK

Defcon One #2

Tactical Shooting Competition

Date: 28-30.03.2025,

Where: Pawłów Shooting Range, Pawłów

Competition format based on ITS by Firearms United Network adjusted by Defcon One

Range Master: Patryk Majewski

Range officers: Mateusz Goliszek, Zbigniew Goliszek, Beata Jasińska-Goliszek

1. Introduction

1.1 General rules

International Tactical Shooting (ITS) is dynamic shooting sport category for civilians and LE/MIL officers, or anyone willing to grow in this type of shooting competition. Goal of ITS is promotion and encouraging of safe weapon handling and shooting skills.

Due to tactical specifics of the competition, on top of good fun, ITS is also promoting physical fitness along the competitors.

Competitor needs to own a firearms license.

During the competition, specific stage rules prepared and published by event organizer are also valid and may define specific rules and it's interpretations.

1.2 Competition

1.2.1 Competition consists of stages on which you may use one or more types of firearms and/or gear depending on specific stage and task configuration.

1.2.2 Competition announcement consists of:

- competition goals,
- organizer
- date and place,
- competition program
- participation rules (who can participate),
- classification,
- awards,
- means of registration,
- costs,
- stage description,
- competition format where organizer does not specify stage details is also allowed. Such competition will have described types of targets and required amount of hits for each target.
- GDPR clause:

"I agree to processing of personal data by Organizer of Competition and Firearms United Network (FUN) for sharing competition results in social media and internet websites, pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and

Regulation).”

1.2.3 Competition is split into two gear categories: Light and Heavy. Each category will define gear requirements for competitor.

1.2.4 On top of gear categories, competitors may be also classified in class: Senior (above/or 50 years old), Junior (below 20 years old under special conditions). Organiser may also run the competition in additional class such as team competition.

1.2.5 Each competition starts with:

a) Briefing for competitors, range officers, helpers. During the briefing, overall rules and special interpretations will be presented with special focus on shooting range, bays and stages.

Organizer is encouraged to:

b) pay respect to national flag,

b) in case of foreign competitors, other nations flag may be presented as well.

1.2.6 Competition is considered finished when all competitors concluded their runs on all stages, all protests have been reviewed and closed, all results have been collected.

Results shall be announced within 72h from competition conclusion by: social media, www website, or any other means allowing competitors free access to the results.

Each competitor while signing registration, agrees for results and image to be published.

1.2.7 Competition area is a place, that according to local law, allows to operate and shoot firearms. On the competition area there should be: range/competition office, safety zones, waiting areas, first aid point. Organizers may define safe communication routes between all areas and stages.

1.3 Stages

1.3.1 Stage consists of shooting and non-shooting tasks, which competitor needs to accomplish according to stage description. Measured time and evaluation of task completion is independent on each stage. Each competition should consist of various stages and tasks to ensure variability

1.3.2 Overall classification is made by sum of results from all stages as per point 6 of this rule book.

1.3.3 Each stage should have shooting task included. Additional tasks such as moving, changing position, i.e. grenade throw are allowed.

1.3.4 Stage design should take into account speed, target identification, accuracy.

1.3.5 Stages should have high variability, adjusted to used weapon, equipment. All tasks should be possible to accomplish. Stage run should be done according to the stage description.

1.3.6 Competition stages are organized in a freestyle manner. Competitors may, but do not have to, have possibility to solve the task in several ways allowing freedom of approach, without breaking safety requirements and not going outside stage description.

1.3.7 Stage may require obligatory magazine exchange. Competitor needs to do it in selected spot or whenever ammunition runs out, or do tactical reload (mag with leftover ammunition goes back to the pouch and can be reused later).

1.3.8 There is no limit in terms of ammunition and amount of magazines carried, if not limited by stage description. Loading magazines with ammunition might be one of the tasks on the stage. It is allowed to limit ammunition in each and every magazine as well as ammunition type in stage description.

1.3.9 Stages might specifically require shooting one handed only, with strong or weak hand, or both handed.

1.3.10 Each stage will begin with briefing delivered by stage RO. Briefing shall be done in clear and understandable way, explaining requirements and rules needed to complete the stage according to regulations. Stage description should provide at least high-level overview of stage, yet, creation of such stage description is up to competition organizer decision. On top of standard briefing it is allowed to use additional written or graphic description.

1.3.11 Stage structure, setup and equipment may be adjusted during the competition only in case of safety issues. In any other case, whenever stage is changed/adjusted during the competition, all competitors are allowed to reshoot the stage. In case when re-shoot is not possible within the same conditions (i.e. light conditions dropping significantly) in a way impacting the results, stage may be completely cancelled. Cancellation happens for all competitors, results are removed. Costs shall not be returned.

1.4 Stage construction

1.4.1 It is allowed to place any structure that will force or restrict certain approach to task completion.

1.4.2 Lines marking stage area might define space in which competitor may move and engage targets. Lines shall be prepared in a way that will not interfere with safety angles.

1.4.3 Fault lines may be used to force specific approach or movement. Fault line should be min. 1m long. If not stated otherwise, fault line is infinitely long. Fault lines shall be secured to the ground to ensure same conditions for all competitors. Fault lines should not be crossed or stepped on.

1.4.4 Role of a tunnel, may be formed out of solid, enclosed structure of any dimension, or cooper tunnel, in which roof may be created out of elements not fixed to the construction base. Tunnel forces shooter to move in specific position, other than up straight (crouching, crawling). At the same time, structure should allow easy access to the competitor at any given time.

1.4.5 Whenever creation of structure is not possible or constrained at the shooting range, it is allowed to utilize only fault lines.

1.5 Time measurement

1.5.1 Measurement is done with commercially available, dedicated devices.

1.5.2 After last shot, it's in the RO responsibility to not register any other noise (i.e. gun being unloaded) as a shot on the device.

1.5.3. If competitor uses suppressor that does not allow for time measurement, other signal ending the stage run needs to be agreed with RO.

2.0 Competition Staff

Organizer is responsible for organization and running the overall competition, including documentation, logistics, preparation of necessary equipment, medical point, stage creation. Organizer appoints staff members, including Range Master and Range officers.

2.1 Range Master

2.1.1 Range Master is a person that officially accomplished range master course and it's validated by PZSS/NROI/FUN organization. Up-to date license is required. Range Master is appointed by competition organizer.

2.1.2 Range Master has deciding voice in all point mentioned in 2.1.4, except decisions made by RO during specific competitor runs.

2.1.3 Range Master has leading function in RO committee. All Range Officers respond directly to Range Master.

2.1.4 Range Master is responsible for:

- a) overall safety on the shooting range, during the competition, as well as for defining safety angles on each stage.
- b) observance of all rules and regulations under the competition regulations by all persons on the shooting range during the competition, as well as for training and directing the staff of each stage
- c) equal treatment of all competitors based on these regulations.

2.1.5 All disqualifications, appeals, and safety violations shall be presented to Range Master. Decisions made by Range Master regarding safety violation are final and are not a subject to appeal.

2.1.6. Range Master is also allowed to fill Range Officer function on specific stage,

2.2 Range Officer

2.2.1 Range Officer is a person that officially accomplished range master course and it's validated by PZSS/NROI/FUN organization. Up-to date license is required. Range Master is appointed by competition organizer.

All assistants, and any other person that's on a stage and in its direct proximity (i.e. waiting area) are responding directly to Range Officer.

2.2.2 Range Officer is responsible for:

- a) providing briefing and stage description,
- b) overseeing competitor during the stage run, in terms of compliance with stage description and safety rules,
- c) giving commands on the stage,
- d) ensuring proper time measurement and evaluation of results,
- e) collecting and writing down the results (time, hits, points). In this task RO may be supported by RO Assistant.
- f) state of the stage, correct setup and state of targets.

2.2.3 Range Officer is allowed to give command to anyone on the stage and its proximity (waiting area, safety area)

2.3 Range Officer Assistant

2.3.1 If stage is staffed by RO Assistant, role may be filled by person with sufficient skills to fill results and reset the stage.

2.3.2 RO Assistant responsibilities:

- a) define shooting order is needed,
- b) collect and sort metrics (if paper version is used),
- c) taking care of metrics being correctly and clearly filled, signed by RO and competitor,
- d) calling competitors for a stage run, and for preparation (shooter is "XYZ", "XYZ" is preparing),
- e) keeping correct shooting order,
- f) ensuring order in the waiting area and safety area.

2.4 Auxiliary functions

2.4.1 Regulation may consist additional list of auxiliary functions needed by organizer, especially in case of large-scale competition. Organizer is allowed to appoint additional staff members and clearly define their role in the competition.

2.4.2 If it does not impact safety rules, organizer is allowed to merge functions.

2.5 Function marking

Organizer shall mark functions in a way allowing easy identification. Way of marking is up to the organizer (i.e. hats, hi-vis vests etc.)

3. Safety rules

3.1. General rules

3.1.1 Range Master and assigned stage Range Officer are responsible for final check-up of stage design and execution. Verification of stage descriptions and briefings. Verification of safety rules compliance on each stage. Stage violating these rules are not allowed to be used in the competition.

3.1.2 Safety zone should be clearly marked and accessible for competitors, RO's during the competition.

3.1.3 Competitor may be disqualified for breaking safety rules. Disqualification may be given in case of rule violation if fact of the violation is without any doubt. RO is responsible to inform Range Master of disqualification. Range Master is responsible to validate RO decision and validate if needed.

3.1.4 Range Master may order leaving competition grounds any person present.

3.1.5 Competitors, Range Officers, and visitors are required to use hearing and eye protection during the competition.

3.1.6 Briefing and regulations prior to the competition should contain information about safety angles, rules regarding movement within the competition grounds and on stages on top of all important information for the competition.

3.1.7 Every competitor is required to possess a document with picture, confirming person's identity (ID, passport, driver's license etc.) This is required to take part in the competition.

3.1.8 Person under the drug and/or alcohol influence will not be permitted presence on the competition grounds, nor will be allowed to participate in the competition. Organizer is encouraged to inform Police. In case of suspicion of drug/alcohol influence, Range Master shall be informed to make decision competitor fate.

3.2 Unsafe firearm handling

Violating below mentioned rules will result in immediate disqualification

Competition grounds

3.2.1 with exception of the stage run, guns need to be transported unloaded, without inserted magazine, empty chamber, dropped hammer, if possible, on safe. Guns are considered loaded when:

- there is a round in the chamber
- bolt is back, magazine inserted.

Range Master, Range Officers, RO Assistants are allowed to verify state of a gun and validate whether its properly unloaded and safe. Verification can happen anywhere and anytime within competition grounds.

3.2.2 Handgun needs to be carried in a holster or a box/dedicated cover. Long guns (rifle, shotgun) should be move with muzzle up or down in not in the dedicated cover. Finger visibly out of trigger guard. Safety flags are recommended, but not required.

3.2.3 With exception of stage run, guns can be taken out only in market Safety Zones. Safety Zone shall have market safe direction in which gun can be pointed. Bringing ammunition into safety zone is forbidden.

3.2.4 Safety zones shall be in convenient locations for competitors, next to stages. Safety zone should be clearly marked. Competitors may use safety zones for:

- Taking guns out or putting out back into cover/box/holster.
- Holstering/reholstering pistol, dryfire
- Dryfire with empty magazines (reload drills)
- Cleaning, maintenance, of guns and/or equipment.

Muzzle needs to be pointed in safe direction (marked in safety zone) at all times. Using ammunition, empty brass, dummy rounds is forbidden. Loading a gun or magazine is forbidden in safety zone.

Stage

3.2.5 Guns shall be loaded and manipulated only on RO command.

3.2.6 If gun is loaded, safety should be on (if gun has manual safety) prior to placing it in a holster. Stage description might require reholstering.

3.2.7 During the stage run, muzzle of a loaded gun (also when holstered), as well as gun that's being taken in or out of a holster needs to be within safety angles (if defined)

3.2.8 Muzzle of a loaded gun cannot be pointed towards competitor (sweeping).

3.2.9 Finger needs to be visibly outside the trigger guard during loading, unloading, reloading and removing malfunctions. If placing a finger inside the trigger guard is necessary to perform above mentioned actions, Competitor should inform RO before taking action.

3.2.10 Finger needs to be visibly outside the trigger guard during any movement, changing position etc. "Movement" is considered as taking at least one step. It's allowed to have finger inside the trigger guard whenever competitor is shooting while on the move.

3.2.11 Competitor may lose contact with a gun during the stage only under conditions described in the briefing. Gun needs to be on safe (if present), safely placed in marked spot (not dropped), muzzle pointed in safe direction. In case of violating above mentioned rules, it's considered that competitor lost contact with a gun by error with leads directly to disqualification. Competitor with RO assistance will return to dropped gun and recover, unload, it in safe way.

3.2.12 Stage description might not require using safety. In any other case, using safety/safety selector is required.

3.2.13 Shooting full auto is forbidden if not mentioned otherwise in stage description.

3.2.14 In case of negligent discharge, RO will stop a run, and disqualify competitor.

3.2.15 Negligent discharge is considered as:

- a) every shot before start signal or after command “unload and show clear”
- b) every shot that violates safety angles, whenever defined in stage description
- c) every shot at distance closer than 3m to the target, with exceptions stated by stage description or briefing.
- d) every shot that is obviously a negligent discharge

3.3 Safety angles

3.3.1 All stage descriptions will define safe angle / direction in which weapon can be safely used. Safe angle for all actions, including administrative actions on a gun (loading, unloading, solving malfunctions) and shooting angles must have clearly defined safe angles for both Competitor and stage RO.

3.3.2 Safe direction of weapon use are defined as a direction in which muzzle needs to be pointed at all times during the stage run.

3.3.3 Safe angle of weapon use is typically defined as 180 degrees up-down and left-right, if not stated otherwise.

3.3.4 Safe shooting angle is defined as a direction in which shot can be taken in a safe way and it's always within safety angles.

3.3.5 Upper safe shooting angle is defined typically at maximum height of the target, if not stated otherwise. (Don't shoot above the target). Left and right angles are defined on each stage.

3.3.6 Safe direction does not apply for holstered gun, nor for a gun that have been unloaded during the stage.

4. Stage run

4.1 General rules

4.1.1 Competitor is obliged to follow directions given by RO, under condition that it can be done without breaking safety rules.

4.1.2 Communication on the stage will be done in language defined by organizer, or in English. All instructions must be given loud and clear.

4.1.3 Stage briefing shall consist of:

- a) Defining safety zone and awaiting area,
- b) scenario and stage description,
- c) scoring rules and time management,

d) number of targets, “no shoots, and target description, if stage description does not state otherwise and other means of target identification are provided,

e) minimum number of shots,

f) safety angles and shooting angles,

g) starting position,

h) gun and equipment condition

i) description of special restrictions,

j) description of special penalties

4.1.4 Stage RO is responsible for ensuring that all competitors understood stage description and briefing instructions. RO will ask if anyone have any questions regarding the stage and regulations. In case of no questions being asked, it's assumed that everyone understood the rules. If RO notices that competitor is not in correct starting position, RO is responsible for correcting the competitor. If competitor moves before the starting signal, stage run will be stopped and repeated (false start).

4.1.5 Checking sights after „*LOAD AND MAKE READY*” is forbidden.

4.1.6 RO shall move in a way that does not impact competitors stage run. At the same time, RO is responsible for controlling competitor at all times.

4.1.7 Whenever competitor is not ready when called on the stage run, RO may adjust starting order.

4.1.8 Fire test is possible only with RO permission, after the briefing and before the first stage run.

4.1.9 Competitor is allowed stage reshoot in case of any issues related to organizer or staff fault or due to stage-related issue (i.e. target damage) during the stage run.

4.2 Stage commands.

4.2.1 Below mentioned commands are basic instructions used in specific order. On top of that it's allowed to use commands dedicated to specific stage such as “*TAKE POSITION IN THE VEHICLE*”.

4.2.2 In case of other commands being used, they shall be explained to the competitors during the briefing. RO is responsible for making sure that all commands have been understood.

“*STAGE FREE*”

Command used to clear the stage. Whole staff, except the competitor and RO shall move out of the stage,

“*NEXT SHOOTER*”

Next competitor in order enters the stage with all necessary equipment, and is awaiting next commands from RO.

“ANY QUESTIONS?”

RO confirms that competitor understood stage description. Competitor may have additional questions regarding the stage.

“ATTACH MAGAZINE”

On this command competitor attached a magazine but does not chamber the round. In case of a gun not fed by external magazine, proper procedure of loading should be applied,

“LOAD AND MAKE READY”

Magazine is attached, round is chambered. Gun is put on safe. In case of external hammer, hammer shall be lowered, if possible, deckocker should be used.

“TAKE POSITION”

If not stated otherwise in the stage briefing, starting positions are

Handgun: facing targets, hands free along the body, handgun holstered, holster secured

Rifle, shotgun, precision rifle: facing targets, stock against the shoulder, muzzle pointing down, minimum 45 degrees, within safety angles.

“SHOOTER READY?/ARE YOU READY”

Command given once all prior actions are completed. Competitor confirms readiness „*READY!*”
„*STANDBY*”

Command is given prior to start signal. Start signal shall appear 2-5 seconds after “*STANDBY*” command is given.

“START” (optional)

Competitor may begin the stage run. This command may be used in place of standard start signal (sound). Starting signal may be also visual.

Once competitor completes the stage run, or signal ending the stage run is given, competitor shall wait for further commands. Muzzle needs to be pointed in the safe direction (safe angle), safety on, finger off the trigger.

“ARE YOU FINISHED?”

Question is given whenever competitor gives impression that have concluded the stage run. If stage description does not foresee ending signal, and competitor do not decides that already completed the stage, it's allowed to continue shooting. If competitor decides that already completed the stage, should confirm ending the stage run by answering the question: “*YES*” or in any other, clear way.

"UNLOAD AND SHOW CLEAR"

Competitor removes magazine from the weapon, takes round out of the chamber. In case of a shotgun, revolver, or any other situation when command does not fit, command "*UNLOAD AMMUNITION*" might be used. RO checks the chamber. Any shot fired after is considered as Negligent discharge and will result in a penalty. Competitor is responsible for making sure that all guns are unloaded after stage is completed.

"SAFETY SHOT"

Competitor dry fires in a safe direction. In case that gun is equipped by specific internal safety and does not allow to pull the trigger without inserted magazine, RO should be informed and empty magazine needs to be used. After the safety shot, magazine is removed.

"SAFETY ON"

External safety shall be used if possible.

"HOLSTER"

Command ends all actions taken after the stage completion. Once given, handgun should be safely placed in the holster. In case of „SAFETY ON" command, rifle, shotgun, precision rifle, should be held with muzzle in safe direction (muzzle up or down). Guns may be also moved horizontally under the condition that it's placed in a dedicated gun cover/case.

„CHECK TARGETS"

Competitor, together with RO or RO Assistant is allowed to go to the targets to verify hits in person. Next competitor should already await in front on the stage and getting ready for the stage run.

„STOP"

Once command is given, competitor needs to immediately stop shooting. Competitor makes sure that muzzle is pointed in safe direction, finger off the trigger and awaits further commands. This command may be given by any person, that sees danger missed by RO or Competitor. Not complying with this command may result in disqualification.

4.2.3 If stage required use of several weapon systems, commands will be given for all guns. Command may be directed to specific type of a weapon, i.e. "*HANDGUN, ATTACH MAGAZINE*" etc.

4.2.4 If stage run is done by several competitors at the same time, RO should confirm that all guns are unloaded. Competitor is responsible for unloading, safety shot and reholstering of a gun.

5. Equipment and gun rules.

5.1 General remarks

5.1.1. Prior to competition start, additional gun and gear inspection may happen. Each shooter is assigned to specific class (light or heavy). Guns might be checked for safety.

5.1.2 Once competitor is assigned to specific class, it cannot be changed during the competition.

5.1.3 During the competition, RO is allowed to check guns and/or equipment at any time for safety reasons. Guns must be checked in dedicated safe zone or right before the stage run, without attached magazine with empty chamber.

5.1.4 If guns or equipment is considered unsafe, It needs to be fixed or adjusted according to RO guidance. Such equipment will require secondary check before competitor is allowed to continue competition.

5.1.5 Gun can be considered unsafe whenever i.e. trigger, hammer, safety does not operate correctly or when gun fires uncontrollably, or fires multiple shots instead of single ones due to malfunction.

5.1.6 Range Master may ban specific weapon and ammunition types for the entire competition or specific stages if they do not meet specific requirements, may damage range equipment or impact safety.

5.1.7 Specific information regarding gun use, classification, allowed attachments etc. are described further in the document.

NOTE: below holster types are not allowed:

- Cross-draw,
- Hanger
- Speedholster,
- Race holster,
- suspender holsters, holsters mounted on the chest-rig or plate carrier.

5.1.8 Handgun/revolver holster must protect the gun from damage, loss. Holster should cover front sights, ejection port, trigger. When shooter is standing with holstered handgun, muzzle needs to point to the ground.

5.2 Light class

5.2.1 On the shooter

Equipment:

- a) Eye protection
- b) Hearing protection

c) Recommended clothes: long sleeve, long leg, durable. Elbow and knee protection is nice to have.

d) Gun belt and/or chest rig

e) Handgun holster

f) Weapon sling for long guns (rifle, shotgun)

g) Mag pouches for all weapon systems used, shotgun shell holders.

h) Dump pouch or other pouch for empty magazines

i) Gas mask and backpack if required by stage description (own, or provided by organizer)

NOTE: Competitor cannot change configuration of equipment during the competition (does not apply to guns magazines and ammunition)

5.3 Heavy class

5.3.1 On the shooter:

Equipment:

a) Helmet (ballistic or bump),

b) eye protection

c) hearing protection

d) Recommended clothes: long sleeve, long leg, durable. Elbow and knee protection is nice to have.

e) Plate carrier with hard plates (min 5kg)

f) Gunbelt, chest rig (optional) worn on top of plate carrier if needed.

g) Handgun holster

h) Weapon sling for long guns (rifle, shotgun)

i) Mag pouches for all weapon systems used, shotgun shell holders.

j) Dump pouch or other pouch for empty magazines

k) Gas mask and backpack if required by stage description (own, or provided by organizer)

NOTE: Competitor cannot change configuration of equipment during the competition (does not apply to guns magazines and ammunition)

5.4 Gun modifications

5.4.1 Rifle: in calibre approved by competition organizer (except for 9x19mm), any sights (iron, red dot, holo, magnifiers, scopes, lpvo...)

Allowed:

Rules ITS by Firearms United & Defcon One

- trigger modification,
- enlarged manipulators (i.e. safety),
- flashlights, compensators, suppressors,
- grip modifications (incl. front grips) changing its texture
- moved (prolonged to trigger area) bolt or magazine catch
- laser pointers (DBALL)
- magazine couplers
- magazines with capacity higher than 30 rounds, or any other, as per organizer decision
- bipods and other supports
- modified, enlarged, magwells

5.4.2 Handgun/revolver: in caliber defined by organizer, any sights (iron, holo, red dot)

Allowed:

- trigger modification,
- enlarged manipulators (i.e. safety),
- flashlights, compensators, suppressors,
- grip modifications (incl. front grips) changing its texture
- laser pointers
- barrel weights,
- magazines with capacity higher than 17 rounds, incl. extenders
- extended magwells,
- thumbrests,
- porting,

5.4.3 Shotgun: calibre up to 12/76, any type (pump action, lever action, automatic with integrated or external magazine). Any sights (iron, open, closed, red dot, holo...). Organizer may narrow down allowed shotgun types as needed.

Allowed:

- trigger modification,
- enlarged manipulators (i.e. safety),
- flashlights, compensators, suppressors,
- grip modifications (incl. front grips) changing its texture

- laser pointers
- modifications, cuts, polishing loading window
- heatshields,
- modified and different than standard forends
- folding, adjustable stocks
- chokes
- compensators
- magazine extenders
- other, improving accuracy.

5.4.4 Precision rifle:

Precision rifle / sniper rifle with size and weight allowing competitor to carry, equipped with buttstock. Needs to be centerfire.

Allowed:

- Any type of sights (incl. optical and electronic sights)
- Any type of muzzle break, suppressor,
- Any type of bipod / support
- Any other rifle modification

Not allowed:

- Benchrest style base

NOTE: any of above mentioned modifications cannot impact safe weapon operation in negative way!

Organizer is allowed to narrow down types of guns and equipment used at their discretion and stage specifics.

6. Shooting range and scoring

6.1 General Rules

6.1.1 Used targets should picture a valid target for specific weapon type.

6.1.2 Three best hits per target are scored, if not stated otherwise in stage description.

6.1.3 For special tasks (i.e. grenade throw), additional points can be counted in as stated in stage description.

6.1.4 Scoring per stage is counted as a sum of all hits and additional points for special tasks.

6.1.5 Specific target description should be a part of stage description.

6.2 Targets

6.2.1 Appropriate targets are standard paper/cardboard targets (IDPA style), reactive targets, any Military style targets, or parts of them. It's allowed to use other targets if their shape, and scoring rules are known to the competitors.

6.2.2 Reactive targets should be made from quality steel to minimize ricochet risk. It's allowed to used i.e. rubber targets.

6.2.3 Reactive targets can be qualified as targets – barriers which need to be fell down / uncovered to continue the stage

6.2.4 It's recommended to keep distance to steel targets, should be no less than 8m for handgun and shotgun (birdshot), and at least 20m for rifle and shotgun (slug) rounds.

6.2.5 Steel, reactive targets should be calibrated with specific weapon type prior to use. Steel, reactive targets, should be calibrated in a way, that clean hit will cause target reaction.

6.2.6 No shoot (N/S) targets should be defined in stage description.

6.3 Points

6.3.1 Scoring is done by RO, which is equipped with electronic or paper metrics.

6.3.2 Scoring is done live (during the stage run). Competitor is allowed to appoint delegate to validate scoring. Targets cannot be touched before scoring is completed. If competitor or delegate gets to the target closer than 1m, RO may recognize that on that targets there are no hits.

6.3.3 Whenever a line between scoring zones is damaged in a way impacting scoring quality, new line needs to be drawn or target replaced. Each hit noted on paper target is scored. Other wholes or damages caused by ricochet are not counted.

6.3.4 In case of moving targets, whenever the hole is bigger that double the bullet diameter, it's counted as a miss.

6.3.5 Whenever a line between scoring zones is broken or touched, better hit is counted.

6.3.6 If competitor does not agrees with RO's scoring, target is checked by Ranger Master. RM decision is final.

6.4 Scoring targets

6.4.1 End result of a competitor on the stage is the total time in seconds + all penalties in seconds. Stage is won by the best (lowest) total time.

6.4.2 Competitor result is defined by all scored points on each stage. Result from each stage is divided by the best result on each stage (factor) and multiplied by 100.

6.4.3 Shooting procedure will define maximum amount of points in stage description.

Each stage will have time cap (maximum time for stage competition). If competitor will not complete the stage run on time, run will be stopped. Only points scored during that time are counted. If there are any remaining targets left, they will be treated as a miss.

6.4.4 Scoring is focused on accuracy, target identification and speed.

Stages will have balanced scoring system (points), in a way that poor result on any of the stage will not disqualify competitor from a chance on a podium. Short and Long stages are balanced.

6.4.5 Any hit recorded on a target results in specific time penalty:

- a) +0 sec for „A” zone,
- c) +5 sec for “C” zone,
- d) +7 sec for „D” zone,

For Hit/miss targets:

- a) Hit +0 sec,
- b) Miss +10 sec,
- c) No shoot +30 sec,
- d) Procedure +50 sec.

Limited method:

If stage is limited, competitor may only shoot given number of shots as defined in stage description. Every additional shot on the target will result in procedural penalty.

6.5 Disqualification (DQ)

6.5.1 In every DQ case, it is needed to validate RO's decision by Range Master.

6.5.2 Getting rid of hearing or eye protection on purpose by competitor during the stage run, will result in disqualification.

6.5.3 Disqualification is always given in case of safety rules violation. Especially:

- „Firearm manipulation” outside safety zone, and on the stage without RO's commands.
- Violating safety angles during the stage run.
- Sweeping (muzzle axis crossing any body part).
- Keeping finger on the trigger during reloading, moving (without shooting).
- Manipulating ammunition or dummy rounds in the safety zone, either loose, in boxes or in loaded mags, speed loaders.
- Having loaded (with magazine attached, or chambered) firearm outside the stage run.

- Negligent discharge / accidental shot. In such case, stage run will be stopped immediately. If discharge was caused by weapon malfunction, and malfunction is confirmed by RO, competitor will be allowed to participate in next stages.
- Disqualification may also occur in the case of unsportsmanlike conduct, unauthorized behaviour or the use of unauthorized equipment, which in the opinion of the judge is in violation of the rules.
- Each competitor who, for technical, or other reasons does not or cannot proceed with competition or intends to leave the competition is obliged to inform organizer or Range Master. Leaving competition may result in DQ.

7. Metrics

7.1 RO is responsible for all information to be complete in stage metrics. Competitor confirms the results (in case of paper metrics - signature). Once results is confirmed, no changes except calculation errors can be introduced.

7.2 If RO and competitors do not agree regarding the scoring, it's noted down, and further procedure is introduced (see 8.2).

7.3 In case of errors in published results, competitor is responsible for correction request during stage scoring verification. Time shall be given prior to the competitor. Organizer is responsible for correcting the calculation error.

8. Reshoot

8.1 Rules for stage reshoot

8.1.1 Competitor may reshoot the stage if:

- a) RO would touch or disturb the shooter, or when RO stops the run without shooter violating safety rules,
- b) Random events, not caused by the competitor, affecting the result on the stage
- c) The competitor had no opportunity to read the stage description or was misled in this regard.

8.1.2 Competitor shall reshoot the stage if:

- a) Stage have been changed after said competitors stage run,
- b) Stage-related issues does not allow to run the stage according to stage description. When target falls down and/or reactive target does not work as intended, stage run will be stopped.
- c) 3rd party influence the stage run,
- d) recorded time is incorrect,

In case of dispute, decision of reshoot is made by Range Master. If there is reasonable cause to suspect that the stage score is incorrect, Range Master may order reshoot. If competitor denies reshoot, score on this stage run will be zero points.

8.1.3 If reshoot is not possible:

a) Registered score is taken into account, even if recorded score is lacking some information (i.e. hits)

8.1.4 If too many hits are scored, only maximum number of hits is taken into account.

8.1.5 Any ammunition or gun-related issues are not a reason for a reshoot.

8.1.6 Whole stage may be cancelled, if competitors do not have equal possibility for a stage run, which may have impact on the end result.

8.2 Complain procedure

8.2.1 If competitor is not satisfied with RO decision, it is possible to issue Complain to Range Master, after 200 PLN caution payment. In case of positive consideration, caution will be returned.

8.2.2 If competitor does not agree with Range Master decision, it's possible to issue protest to competition committee.

It is not allowed to issue protest whenever safety rules are violated, evaluation of scoring and interpretation of scoring tables by Range Master.

8.2.3 All complains except scoring evaluation, need to be issued within 2h from the event being a subject of the protest, or from the moment competitor have been informed of such event. In that case complain needs to be issued prior to end of competition.

8.2.4 Competition Committee is required to make final decision on the complain before final results are presented. Committee is required to interview competitor, RO, witnesses and, if available, videos of the event. Decision shall be made the same day as the competition.

8.2.5 Competition Committee: Organizer, Range Master, Range Officers. All RO's should appoint subsidiary member of the committee in case of conflict of interest.

8.2.6 Other parties besides the competitor himself who participated in the event also have the right to file complaints. They are resolved according to the same procedure as described above.

8.2.7 Committee is not necessary. In such cases final decision is in hands of organizer and Range Master.

END