

# ***Auto Rifle Division***

## **BETA V1.0**

This is an experimental/exhibition division with the intent of developing rules and procedures for appropriately grading the use of this class of firearms in a competitive environment. Scores will count, however if you are trying to be competitive and want a consistent match experience you **SHOULD NOT** compete in this division. Adequately suppressing targets to be considered engaged will ultimately be somewhat subjective judgement of the range officer on each stage.

### **AUTOMATIC RIFLE/LIGHT SUPPORT WEAPON**

**To be used in this division the firearm must be equipped with full-auto or with a Forced Reset Trigger and either be belt fed OR have a heavy barrel.**

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| <b>Bipod</b>               | <b>BIPOD IS REQUIRED</b><br>Must remain attached to firearm for the duration of the match                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Sights</b>              | NO LIMITATIONS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Ammunition Capacity</b> | NO LIMITATIONS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Muzzle Devices</b>      | NO LIMITATIONS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Sling</b>               | A sling may be required on some stages but does not need to remain attached to the firearm otherwise.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Scoring</b>             | <ul style="list-style-type: none"><li>• Hits are hits, no extra rounds are required in this division for targets hit with the required number of rounds.</li><li>• Shooters in this division <b>ONLY</b> may Suppress long range targets (300 yards+) by firing 5 shots at them within a 1 yard radius of the target in under 3 seconds. Long range targets that are suppressed but not hit will incur a +15 second penalty rather than +30 seconds.</li><li>• Suppression only counts on FA/FRT Mode</li><li>• We recognize this will rely on RO judgment for both the radius and rate of fire. The RO may tell the shooter to engage again if they are too slow or there are not enough hits in the impact zone.</li><li>• Precision Rifle Bonus Targets may not be engaged on Full Auto/FRT Mode</li><li>• Some targets may be designated as required to engage on FRT/FA Mode.</li></ul> |

### **PISTOL and/or PCC/PDW**

Shooters may use either or both

|                             |                                                            |
|-----------------------------|------------------------------------------------------------|
| <b>Sights</b>               | NO LIMITATIONS                                             |
| <b>Magazine Capacity</b>    | NO LIMITATIONS                                             |
| <b>Compensators/Porting</b> | YES                                                        |
| <b>Pistol Stocks/Braces</b> | YES<br>If used, the pistol must still fit in a holster     |
| <b>PCC/PDW Sling</b>        | Required if the gun is going to be used later in the stage |

### **Equipment**

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| <b>Holster</b> | <ul style="list-style-type: none"><li>• Must cover the trigger completely.</li><li>• Must be mounted to the shooter's belt or on a drop platform attached to the shooter's belt</li><li>• Crossdraw and shoulder holsters are prohibited.</li></ul> |
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