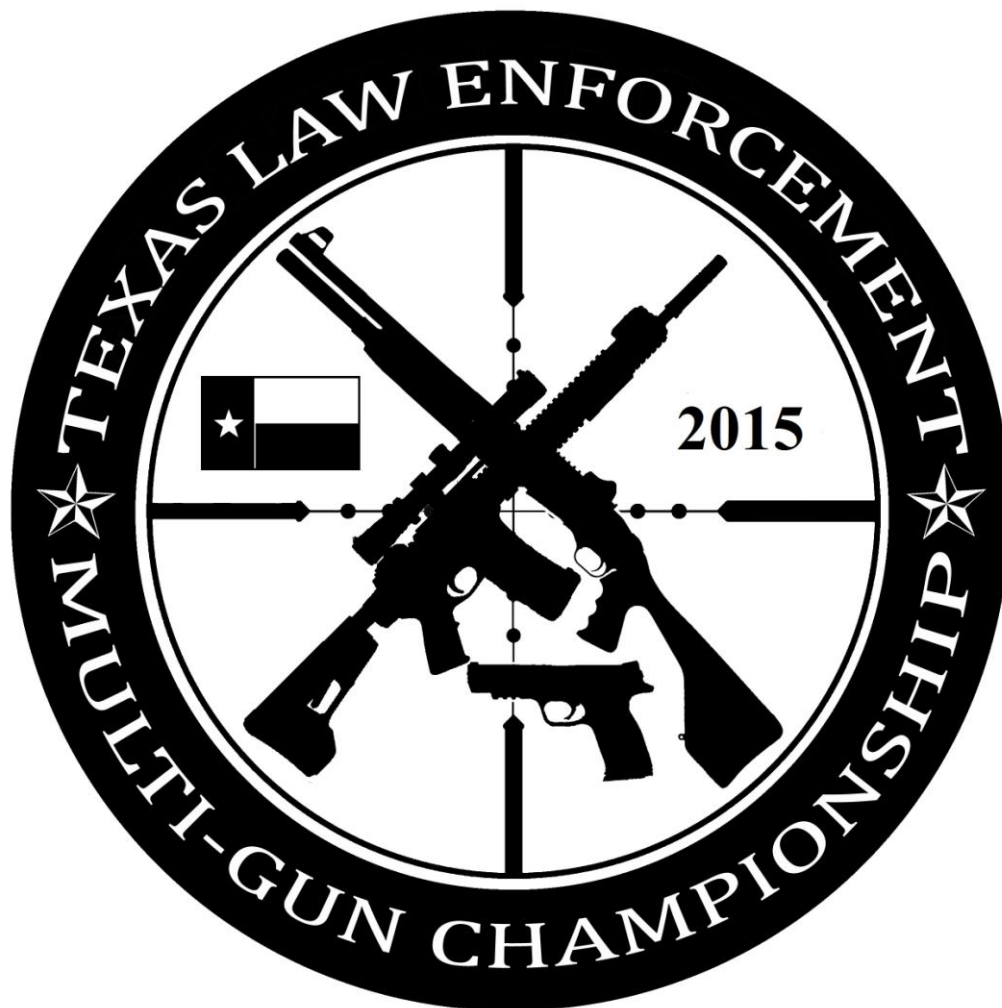


Austin Police Marksmanship Team

presents



*September 12, 2015
Best of the West Range
Liberty Hill, TX*

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Match Schedule

7:00 am	Check in
7:30 am	Shooter's Meeting
8:00 am	Shooting begins
12:00 pm	Lunch
1:00 pm	Shooting resumes
5:00 pm	Competitors conduct teardown
6:00 pm	Prize table



Stage 1 Description

You respond to a suspicious person call at local military recruiting office. Upon arrival, you encounter a suicide bomber who must be engaged within 5 seconds (to successfully stop the bomb) then maneuver the rest of the course and engage hostile targets intermingled with no-shoot targets to clear the recruiting office.



Stage 1 – Rifle & Pistol

COURSE DESIGNER: Jonathan Slayton

START POSITION: Facing bomber, one foot touching X, loaded handgun at low ready or in holster, rifle loaded low ready or staged cruiser ready in barrel.

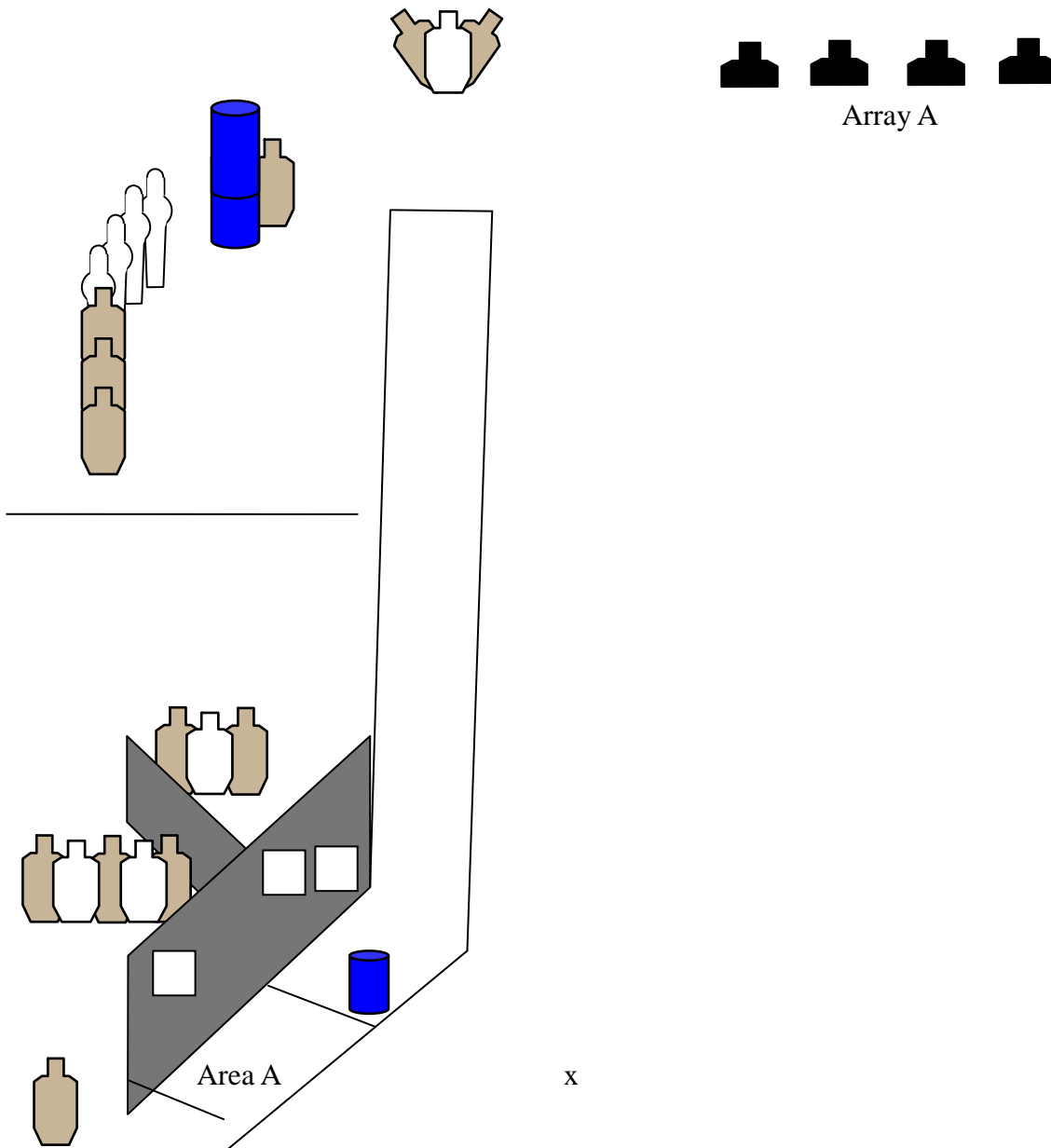
STAGE PROCEDURE

On start signal engage suicide bomber target with one round only from start position within 5 seconds then engage targets from within shooting area. Static steel requires 2 hits to neutralize. **Falling steel may not be engaged with a rifle.** **Array A may only be engaged with the rifle from Area A or handgun from any shooting area. Grounded weapons must be on safe or empty and pointed in safe direction. 90 second max time.**

SCORING: Time-plus, 35 rounds, 100 points

TARGETS: 12 USPSA Metric, 4 FAST, 4 Mini Poppers

RO Notes: Check first shot time: 5 second miss penalty if miss or not under 5 seconds. Grounded firearms must be immediately cleared and removed to safe area/rack. On deck shooter must immediately stage rifle (no sight picture) after shooter's firearms are cleared. Paper targets may be pasted as soon as shooter moves safely beyond them.



Stage 2 Description

You react to a threat with provided rifle. Then a surprise start signal will require you to move to shooting areas to engage targets intermingled with no-shoot targets through various ports and to transition to handgun during the process.



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Stage 2 – Rifle & Pistol

COURSE DESIGNER: Jonathan Slayton

START POSITION: Standing in Start Area, loaded handgun in holster, rifle staged cruiser ready in dump barrel, prop rifle loaded with two rounds on target safety off.

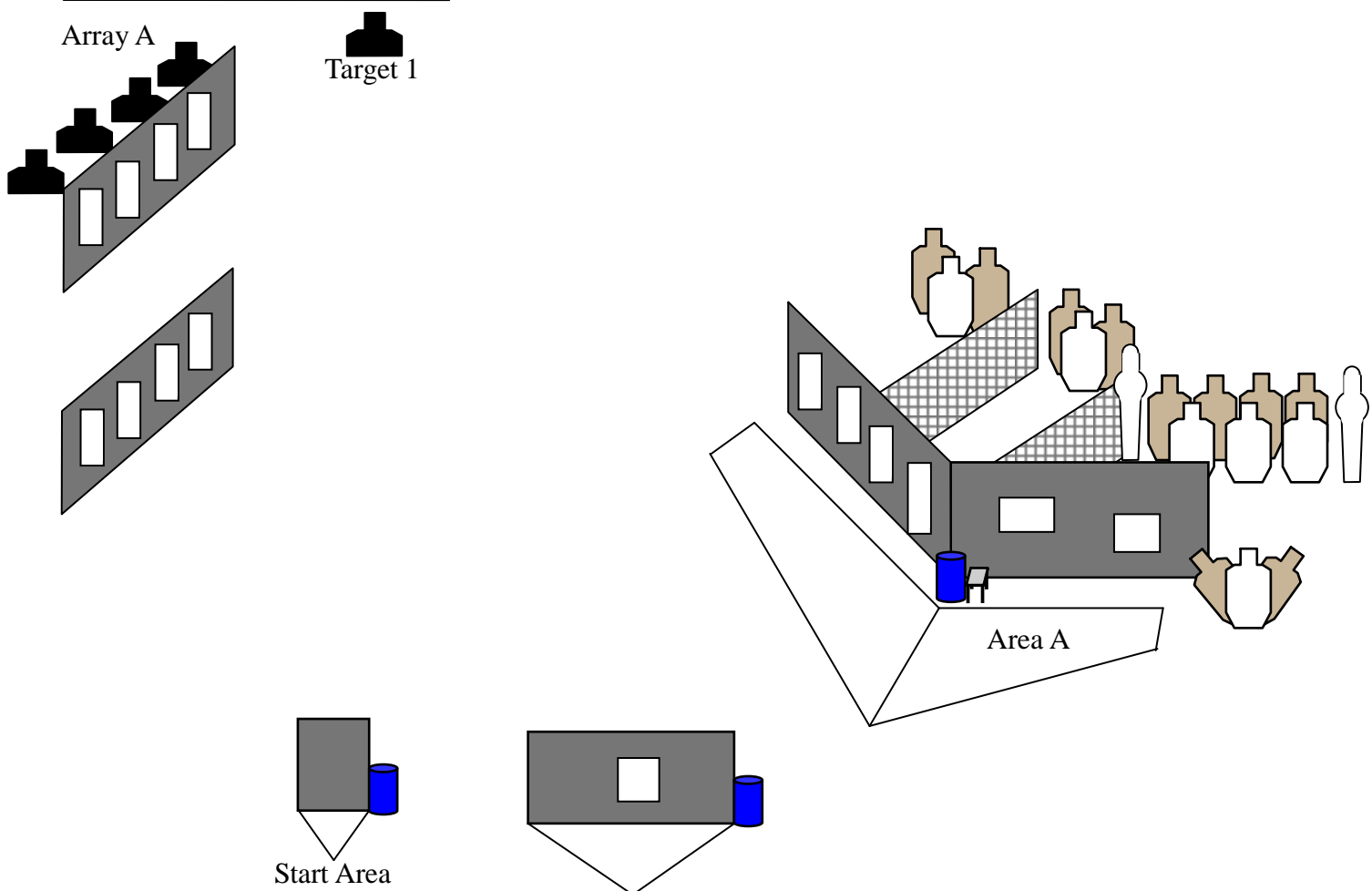
STAGE PROCEDURE

On “threat” command engage Target 1 with 2 rounds from prop rifle then on surprise start signal engage targets from within shooting area. Static steel requires 2 hits to be neutralized. Shooter may use any combination of firearms to safely negotiate the stage. **Falling steel may not be engaged with a rifle. Array A may only be engaged with the rifle from Area A or handgun from any shooting area. Grounded weapons must be on safe or empty and pointed in safe direction. 90 second max time.**

SCORING: Time-plus, 40 rounds, 100 points

TARGETS: 9 C-Zones, 10 USPSA,
2 Pepper Poppers

RO Notes: Grounded firearms must be immediately cleared and removed to safe area/rack. On deck shooter must immediately stage long gun (no sight picture) after shooter’s firearms are cleared. Paper targets may be pasted as soon as shooter moves safely beyond them. If missed Target 1 can be reengaged with shooter’s firearm from any shooting area.



Stage 3 Description

You will respond to a downed officer and correctly apply a tourniquet. While providing medical aid, you will receive a surprise start signal and be forced to engage multiple targets from multiple shooting areas to complete the course and provide cover for the downed officer.



Stage 3 – Rifle & Pistol

COURSE DESIGNER: Jonathan Slayton

START POSITION: Standing in start box, loaded handgun in holster, and long gun staged cruiser ready on dummy.

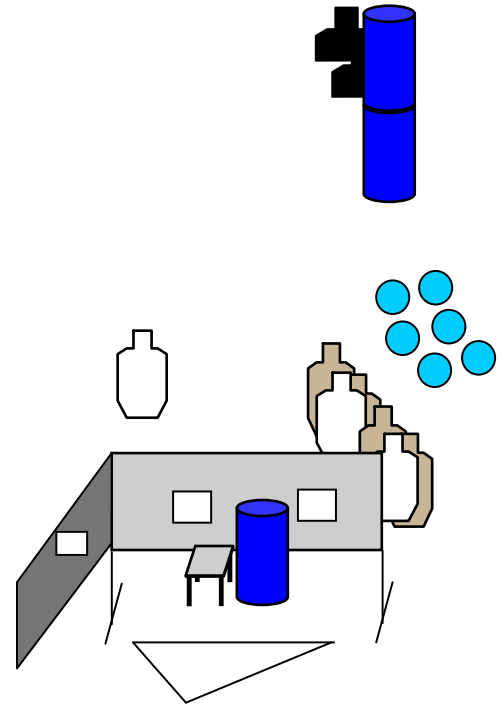
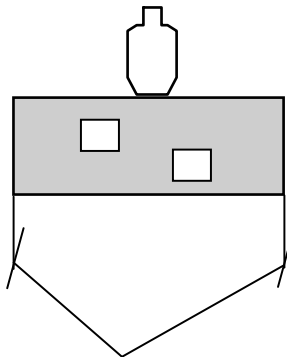
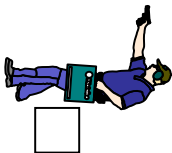
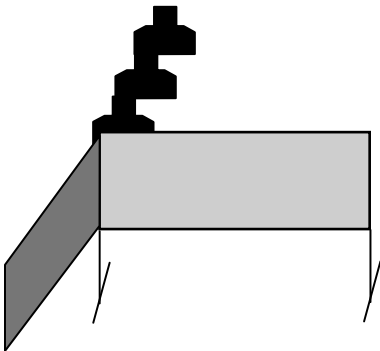
STAGE PROCEDURE

On “move” signal apply tourniquet to downed officer then on surprise start signal engage targets from within shooting areas. Static steel requires 2 hits to neutralize. **Falling steel may not be engaged with the rifle. Grounded weapons must be on safe or empty and pointed in safe direction. 90 Second Max Time.**

SCORING: Time-plus, 30 rounds

TARGETS: 8 C-Zones, 4 USPSA, 6 Pistol Plates

RO Notes: Start timer when tourniquet is applied. Port on center barricade is within fault lines; ports on right barricade is not (procedural for each shot fired if touching). Grounded firearms must be immediately cleared and removed to safe area/rack. On deck shooter must immediately stage long gun (no sight picture) pointing left corner of berm after shooter’s firearms are cleared.



Stage 4 Description

You are a member of an react team on a robbery in progress call. You will be equipped with a ballistic shield and upon start signal will have to engage multiple targets while utilizing the shield for cover. You will then have the opportunity to move to another shooting area and transition to rifle or stay with handgun to engage remaining threats while clearing the building.



Stage 4 – Pistol & Rifle

COURSE DESIGNER: Jonathan Slayton

START POSITION: Standing in start box, loaded handgun on target sighted through ballistic shield window, and cruiser ready rifle staged in barrel.

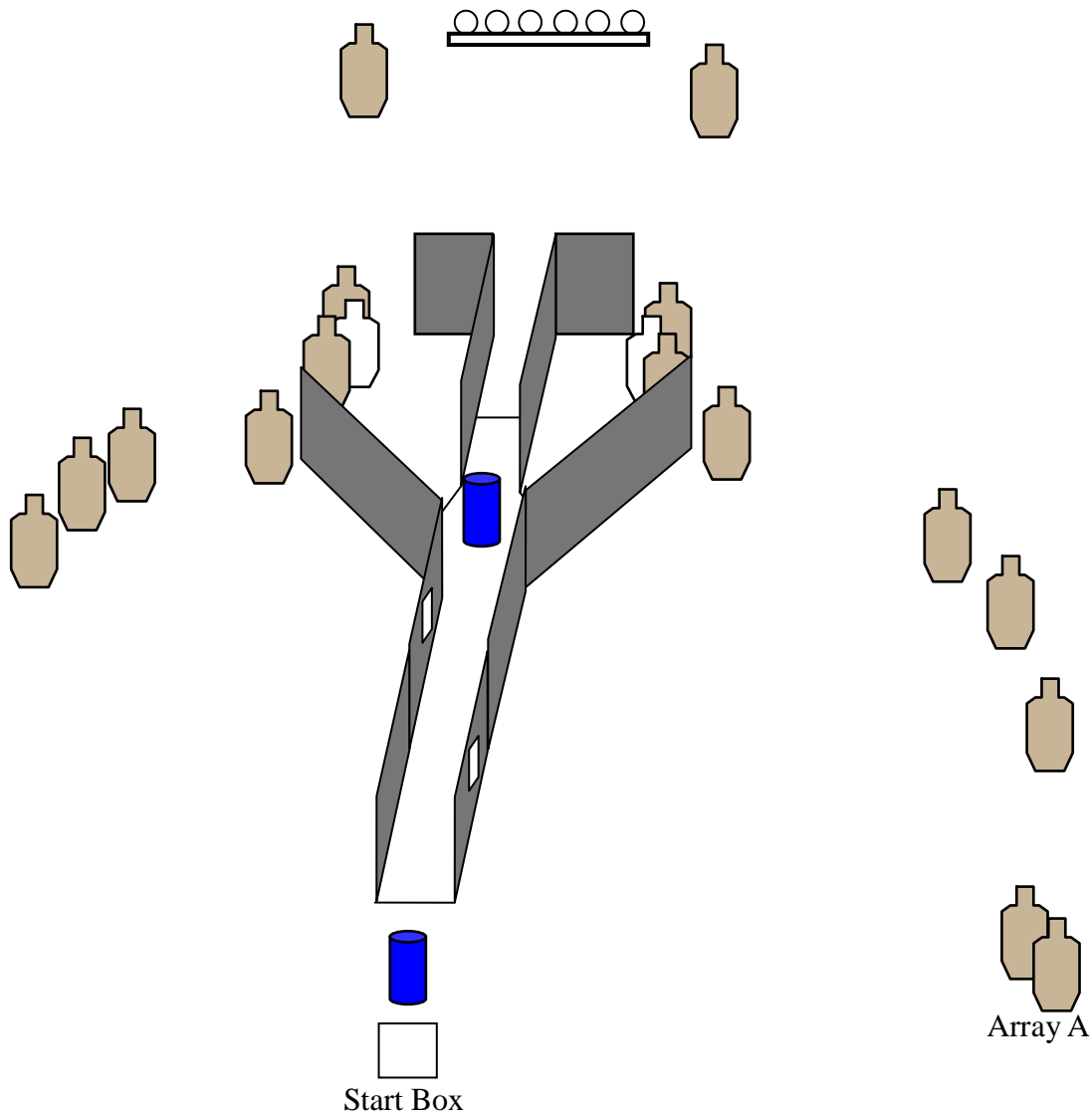
STAGE PROCEDURE

On “fire” command engage Array A only with pistol sighted through ballistic shield window from start box. After grounding shield, the shooter will received a surprise start signal then engage remaining targets from remaining shooting area (not start box). **Grounded weapons must be on safe or empty and pointed in safe direction. Falling steel may not be engaged with a rifle. 90 second max time.**

SCORING: Time-plus, 38 rounds

TARGETS: 16 USPSA, 1 Pistol Plate Rack

RO Notes: Shots with shield on Array A are off the clock. Shooter may re-engage Array A from Start Box after start signal without shield if they miss. Shooter must GENTLY ground shield. Grounded firearms must be immediately cleared and removed to safe area/rack. Targets may be pasted/reset as soon as shooter moves safely beyond them.



Stage 5 Description

You are engaged by multiple targets while responding to a disturbance with a gun call. You will have to engage targets both near and far and have the opportunity to utilize a patrol rifle or pistol and will have to enter and clear a shoot house.



Stage 5 – Rifle & Pistol

COURSE DESIGNER: Jonathan Slayton

START POSITION: Seated in driver seat with both feet on the floorboard, loaded handgun at low ready, and cruiser ready rifle staged in trunk.

STAGE PROCEDURE

On start signal engage targets from within shooting areas. Static steel requires 2 hits to be neutralized. Shooter may use any combination of firearms to safely negotiate the stage. Interior of shoot house must be shot blind and cannot be walked by competitors. **Competitor may choose any combination of firearms to negotiate the stage provided all targets can be safely engaged with the firearm or as directed by stage procedure. Grounded weapons must be on safe or empty and pointed in safe direction. 90 second max time.**

SCORING: Time-plus, 40 rounds

TARGETS: 7 C-Zones, 13 IPSC

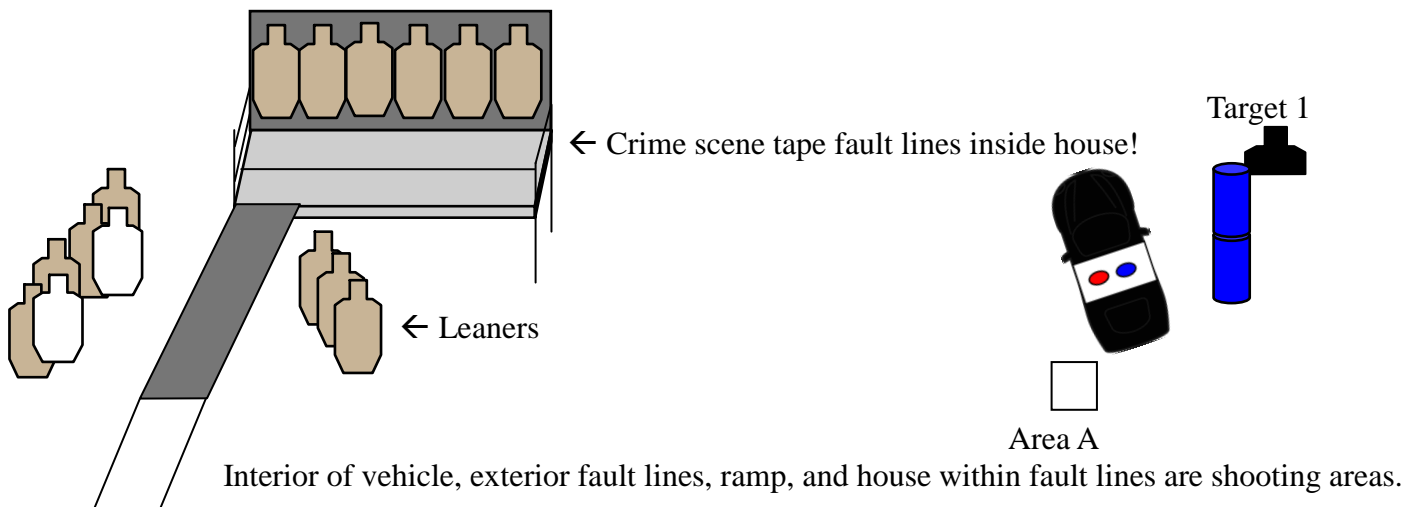
RO Notes: Grounded firearms must be immediately cleared and removed to safe area/rack. Outside paper targets can be taped as soon as the shooter enters the house. Inside paper targets must be taped by ROs. Targets 1 and 2 are too close for rifle shots from any shooting area. Targets 3 – 7 can be safely engaged from Area A with a rifle or any shooting area with a pistol. Shooter may not touch the ground outside of the vehicle with any body part if using the interior as a shooting area. Trunk may be used to stage and dump rifle and dump and recover pistol.



Targets 3 - 7



Target 2



Stage 6 Description

You have responded to an active school shooter call. You will breach the entry door with provided shotgun and then have to clear the remaining rooms utilizing your choice of shotgun, rifle, or handgun.



Stage 6 – Shotgun, Pistol & Rifle

COURSE DESIGNER: Steve Willis & Joe Swann

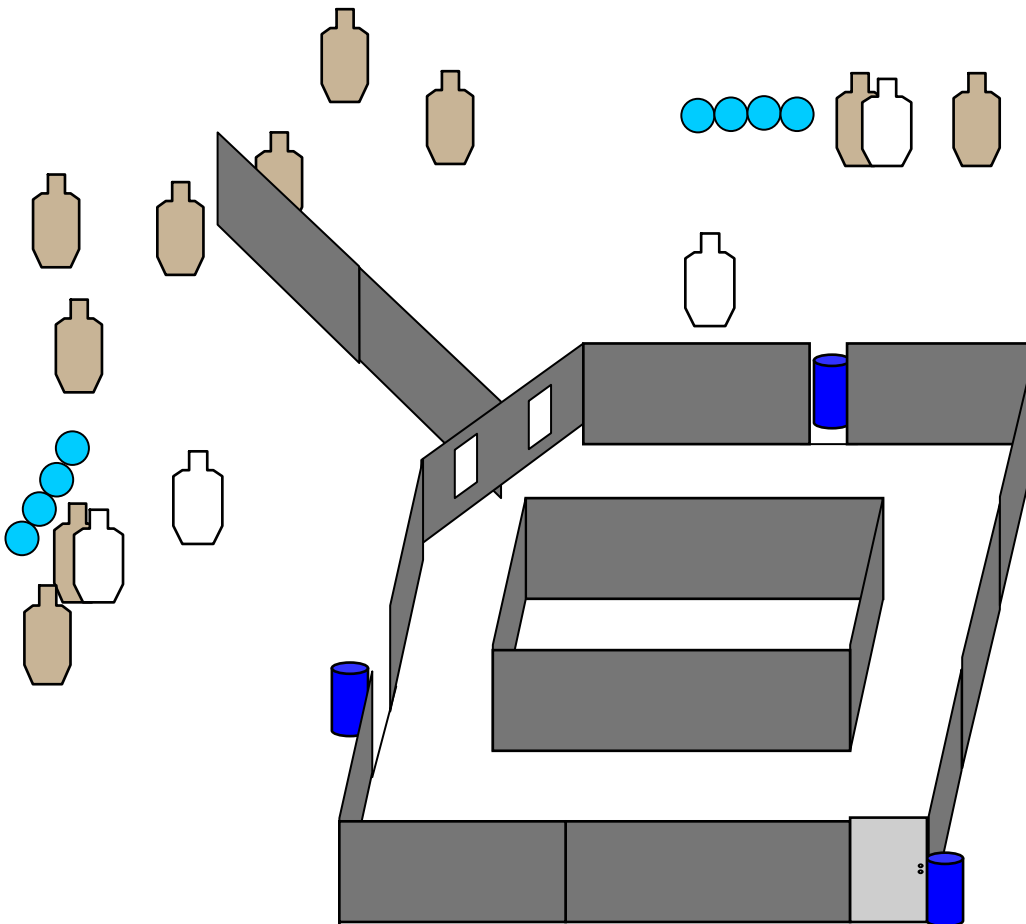
START POSITION: Standing in front of door, loaded handgun in holster, rifle loaded cruiser ready in a barrel, and shotgun loaded with six rounds muzzle touching dowel rod safety off.

STAGE PROCEDURE

On start signal breach door with shotgun then engage remaining targets from shooting area. All six shotgun rounds attempt to be fired. **Grounded weapons must be on safe or empty and pointed in safe direction. Falling steel may not be engaged with a rifle. 90 second max time.**

SCORING: Time-plus, 28 rounds
TARGETS: 10 USPSA, 8 Pistol Plates

RO Notes: Grounded firearms must be immediately cleared and removed to safe area/rack.



Stage 7 Description

You are ambushed while sitting in a police cruiser. You must exit the cruiser and fight your way to a safe area while engaging multiple targets from the shooting areas. You will have a patrol rifle and you will have to transition to handgun sometime during the course.



HAYES CUSTOM GUNS

Stage 7 – Pistol & Rifle

COURSE DESIGNER: Eric Wise & Jonathan Slayton

START POSITION: Seated in driver seat, both hands on steering wheel, door closed, loaded handgun in holster, and rifle loaded cruiser ready in open trunk.

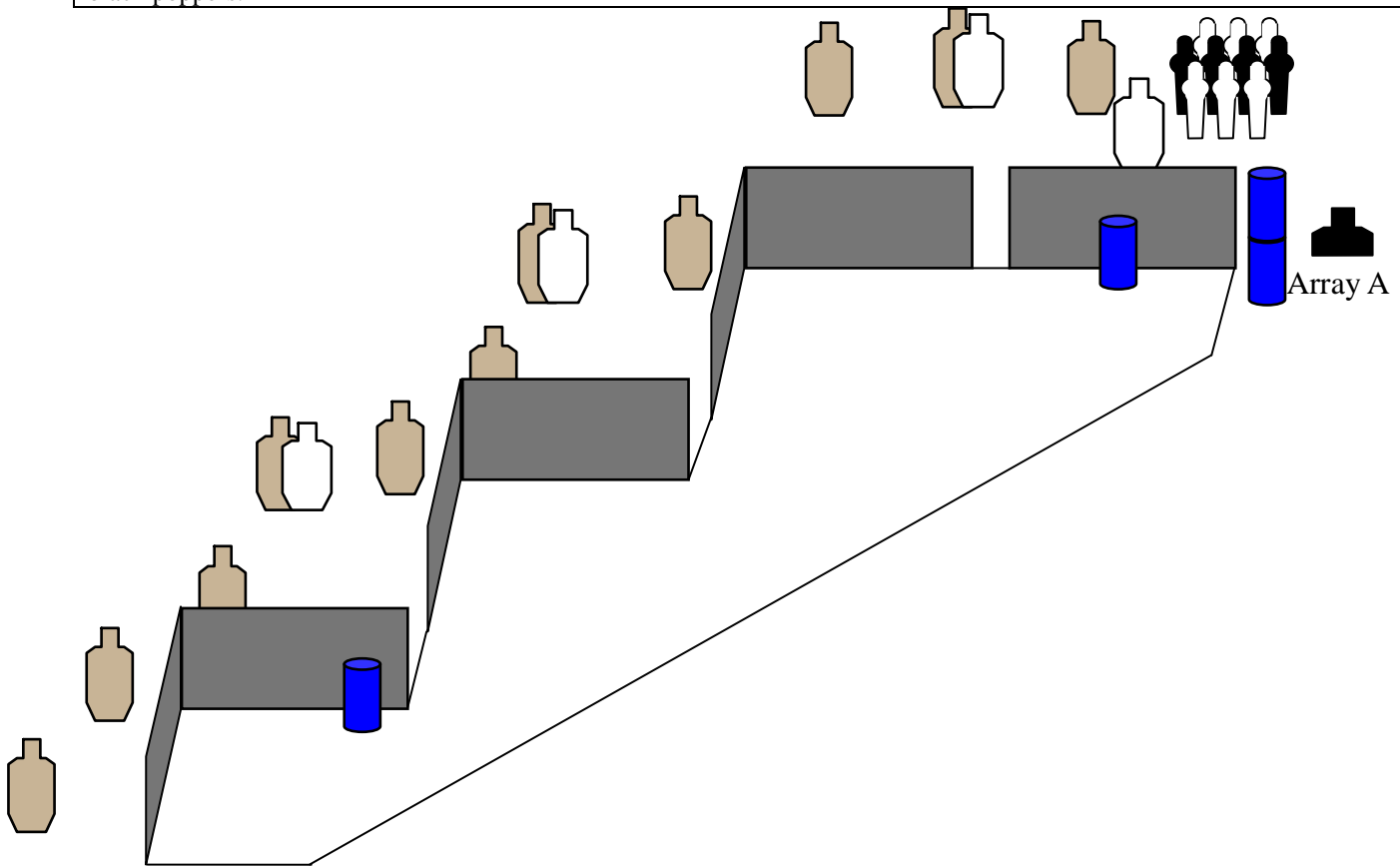
STAGE PROCEDURE

On start signal engage targets from shooting area. Array A may only be engaged with a rifle from Area A or handgun from any shooting area. Static steel requires 2 hits to neutralize. Black poppers are hard cover. **Grounded weapons must be on safe or empty and pointed in safe direction. Falling steel may not be engaged with a rifle. 90 second max time.**

SCORING: Time-plus, 30 rounds

TARGETS: 11 USPSA, 6 Mini Poppers
1 C-Zone

RO Notes: Grounded firearms must be immediately cleared and removed to safe area/rack. No extra penalty for hitting black poppers.



Area A

2015 Texas Law Enforcement Multigun Championship Rules

Revised March 3, 2015

1. Safety Rules

1.1 Participants are subject to event disqualification for violation of any rule or regulation in sections 1 or 2.

1.2 TXLEMGC will be conducted on a COLD RANGE.

COLD RANGE (definition): Participants firearms will remain unloaded at the event site except under the supervision and direct command of the Match Director, Range Master, or a Range Officer.

1.3 Designated Safety Areas

- 1.3.1 The Safety Areas will be clearly marked with signs.
- 1.3.2 Unloaded firearms may be handled and/or displayed only in the Safety Areas.
- 1.3.3 No ammunition may be handled in any Safety Area.

1.4 Rifles & Shotguns (carry from vehicle or between stages)

- 1.4.1 Rifles & shotguns must be cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried vertically with the muzzle up or down.
- 1.4.2 Rifles & shotguns must be carried with actions open and detachable magazines removed.

1.5 Handguns (carry from vehicle or between stages)

- 1.5.1 Handguns must arrive at the range in a case and remain in the case during transport to a designated Safety Area for initial holstering. A handgun may also be holstered initially under direction and supervision of a Range Officer.
- 1.5.2 Handguns must be cased or remain in holster, magazine removed except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.
- 1.5.3 Handguns must be removed from the holster and cased at a designated Safety Area or under the direction of a Range Officer before the belt and/or holster is removed. Belts and/or holsters may not be removed or transported with a handgun still inside the holster.
- 1.5.4 Handguns must be carried with the "Hammer/Striker Down."

1.6 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.7 Eye protection is mandatory for participants, spectators & range personnel at the event site.

1.8 Ear protection is mandatory for participants, spectators & range personnel while on or near a course of fire.

1.9 Grounding Firearms

- 1.9.1 During the course requirements of a multi-gun stage, a participant may be required to ground a firearm in order to transition to another. The location and position of the grounded firearm will be specified in the written stage description. A participant shall transition firearms by safely grounding a firearm using either of the following acceptable and safe methods:
 - (a) Loaded, safety engaged.

- (b) Unloaded. Note: For purposes of TXLEMGC, “unloaded” means:
 - (i) Empty chamber and empty source (tube or magazine); or
 - (ii) Empty chamber and magazine completely removed.
- 1.9.2 Unloading any firearm in an unsafe manner or willfully discharging any firearm while not engaging a target, or for the sole purpose of unloading any firearm, prior to grounding, will result in an event disqualification. Example: Firing any rounds into the berm, after all targets have been engaged for that particular firearm, before grounding.

1.10 Each course of fire starts with the “Make Ready” command and ends after the “Range is Clear” command.

2. Disqualifications

- 2.1 Disqualification will result in complete disqualification from the event and the participant will not be allowed to continue. Participant will not be eligible for prizes. Final decision will be with the Match Director.
- 2.2 Disqualification for Accidental Discharge – A participant who causes an accidental discharge must be stopped by a Range Officer as soon as possible. An accidental discharge is defined as follows:
 - 2.2.1 A shot, which travels over a backstop, a berm or in any other direction deemed by the event organizers as being unsafe.
 - 2.2.2 Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.
 - 2.2.3 A shot which strikes the ground within 10 feet of the participant.
 - (a) Exceptions:
 - (i) a bullet, slug, or shot which strikes the ground within 10 feet of the participant due to a “squib”; or
 - (ii) an otherwise legal shot at a target closer than 10 feet to the participant.
 - (b) In the case of a shot striking a prop where the bullet, slug, or shot is deflected or does not continue to strike the ground, if the Range Officer determines that the bullet, slug, or shot would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, then the shot shall be deemed and treated as a shot which strikes the ground within 10 feet of the participant.
 - 2.2.4 A shot which occurs while loading, reloading or unloading any firearm after the “Make Ready” Command and/or before the “Range is Clear” command.
 - (a) Exception: a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to an event disqualification, however, Rule 5.1 may apply.
 - (b) Detonation (definition): Ignition of the primer of a round, other than by action of a firing pin, where the bullet, slug or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped).
 - 2.2.5 A shot which occurs during remedial action in the case of a malfunction.
 - 2.2.6 A shot which occurs while transferring a firearm between hands.
 - 2.2.7 A shot which occurs during movement, except while actually shooting at targets.

2.3 Grounding a firearm in any condition not outlined in rule 1.9, including discharging a firearm while not engaging a target, will result in disqualification.

2.4 A participant may be disqualified for:

- 2.4.1 Retrieving a firearm dropped outside a course fire.
- 2.4.2 Dropping a firearm while loading/unloading.
- 2.4.3 Dropping a firearm before, during, or after transition, grounding, or anytime during the course of fire. This includes any firearm, loaded or unloaded, that falls after being grounded during the course of fire. If a competitor drops a handgun during the course of fire and the handgun is NOT part of the course of fire, the competitor will be stopped and the RO and the competitor will verify the weapon is unloaded, then re-holstered. If the handgun is unloaded, the stage will be scored as fired. If the handgun is loaded, the participant will be disqualified.
- 2.4.4 Use of any ammunition prohibited or otherwise not allowed by Section 4.

- 2.4.5 Engaging a steel target in an unsafe manner, such as by:
 - (a) Engaging steel targets with handgun ammunition at a range of less than 23 feet.
 - (b) Engaging steel targets with shotgun birdshot ammunition at a range of less than 16 feet.
 - (c) Engaging steel targets with shotgun slug ammunition at a range of less than 131 feet.
 - (d) Engaging steel targets with rifle ammunition at a range of less than 164 feet.

2.5 A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane.

- 2.5.1 In the case of a participant facing downrange, the muzzle of a loaded handgun may point slightly uprange while drawing or reholstering, so long as it does not point outside an imaginary circle of three (3) feet radius from the participant's feet.
- 2.5.2 NOTE: There is no exception for going prone with a holstered loaded handgun.

2.6 Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping).

- 2.6.1 Exception – sweeping of the lower extremities (below the belt) while drawing or reholstering of the handgun, provided that the Competitor's fingers are clearly outside of the trigger guard.

2.7 A participant shall be disqualified for unsportsmanlike conduct.

- 2.7.1 Cheating:
 - (a) Intentionally altering targets prior to the target being scored to gain advantage or avoid a penalty.
 - (b) Altering or falsifying score sheets.
 - (c) Altering the configuration of firearms or equipment to gain advantage (see rule 5.3 & 5.4).
 - (d) A course of fire must never require or allow a participant to touch or hold a firearm loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).
 - (e) Providing unauthorized assistance to a competitor during a course of fire will incur a procedural penalty for that stage or disqualification, at the Match Director's discretion based on facts and circumstances of the incident. The Participant receiving unauthorized assistance will be required to re-shoot the stage.
- 2.7.2 Threatening or assaulting other participants or staff personnel.
- 2.7.3 Disruptive behavior in an attempt to disturb other participants while they are shooting.
- 2.7.4 Willful or grossly negligent disregard of event official's instructions.

2.8 ALL disqualifications and re-shoots will be confirmed by the Range Master or the Match Director.

3. Sportsmanship & Conduct

3.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times.

3.2 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site/range.

3.3 A participant is expected to assist taping paper targets and resetting steel poppers and plates on a stage when her/his squad is shooting that stage. A shooter who just completed shooting or is on-deck is excused from the duty.

3.4 If inadvertent contact from the Range Officer or another external influence has interfered with the competitor during a course of fire, the Range Officer may offer the participant a re-shoot of the course of fire. The participant must accept or decline the offer prior to seeing either the time or penalties from the initial attempt. However, all safety provisions may still apply.

4. Ammunition

4.1 All types of tracer, incendiary, armor piercing, or steel/Tungsten core ammunition is prohibited. Steel shot and slugs are prohibited. A magnet may be used to inspect ammunition. Steel or other bi-metal-jacketed ammo is allowed. However, at the discretion of the Match Director, any ammo which attracts a magnet may have a sample destructively tested to ensure it does not have a hardened core or penetrator.

4.2 Pistol/revolver ammunition shall be 9×19 or larger.

4.3 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.

4.4 Shotgun ammunition shall be 20 gauge or larger, #4 LEAD SHOT or smaller & SLUGS ONLY.

- 4.4.1 Buckshot is prohibited unless the Course of Fire specifically allows it, and a 5 second procedural is charged.
- 4.4.2 Where allowed buckshot, minimum will be 00 buck for 12 gauge and 3 buck for 20 gauge.

5. Firearms

5.1 All firearms used by participants must be serviceable and safe. Range Officers may demand examination of a participant's firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the event until the item is repaired to the satisfaction of the Match Director or Range Master.

5.2 If a participant's firearm becomes unserviceable during competition, that participant may replace his/her firearm with another of the same model, caliber and sighting system approved by the Match Director or his designee.

5.3 For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock and sighting system combination.

5.4 The same firearm system, for each gun, per Rule 5.3, shall be used during the entire event.

5.5 Participants will not reconfigure any firearm during the course of the entire event. (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.) This will be considered Unsportsmanlike Conduct.

5.6 Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:

- 5.6.1 Handgun: Loaded to division start capacity and holstered. In the case of single-action autos or double-action autos with manual override safeties, the safety catch must be in the "safe" position. In the case of double-action autos & revolvers, the hammer must be down/forward.
- 5.6.2 Rifle: Loaded to division start capacity and held in the low ready position. Safety catch must be in the "safe" position.

- 5.6.3 Shotgun: Loaded to division start capacity and held in the low ready position. Safety catch must be in the “safe” position.
- 5.6.4 Participants may not touch or hold any firearm loading device or ammunition after the “Standby” Command and before the “Start Signal” (except for unavoidable touching with the lower arms).

6. Firearm Divisions—Tac Optics and Limited

6.1 Tac Optics

- 6.1.1 Tac Optics Handgun
 - (a) Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.
 - (b) Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines
- 6.1.2 Tac Ops Rifle
 - (a) Not more than one (1) electronic or optical sight is permitted
 - (b) A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, cannot be used as an aiming device by itself, and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction
 - (c) Supporting devices (bipods, etc.) are prohibited.
 - (d) Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

6.2 Limited

- 6.2.1 Limited Handgun
 - (a) Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.
 - (b) Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines
- 6.2.2 Limited Rifle
 - (a) Not more than one (1) non-magnified electronic or optical sight is permitted. Electronic or optical sights originally designed to be capable of any magnification (whether used or not) are prohibited.
 - (b) Supporting devices (bipods, etc.) are prohibited.
 - (c) Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured

6.3 Handgun holsters and equipment – Tac Optics and Limited

- 6.3.1 Holsters must be a practical/tactical carry style and must be able to safely retain the handgun during vigorous movement.
- 6.3.2 The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder.
- 6.3.3 The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.
- 6.3.4 Due to safety concerns shoulder holsters and cross draw holsters are disallowed.

7. Scoring

7.1 Time and Penalties for Time – Plus Stages

- 7.1.1 Cardboard Targets:

- (a) Any IPSC cardboard target, designated as a “shoot” target must have either one (1) “A” hit OR one (1) “B” hit OR two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 “D” hits) to avoid a penalty. Examples of targets not incurring a penalty include:
 - (i) One hit in upper A/B zone
 - (ii) One “A” hit on lower A zone
 - (iii) Two hits anywhere in scoring area (i.e. minimum of two “D” hits) to avoid penalty
- (b) Example of scoring and penalties on paper targets:
 - (i) One “A” zone hit = no penalty
 - (ii) Two hits in any combination “C or D” = no penalty
 - (iii) One C or D hit only = 5 second penalty
 - (iv) No hits on target but target was engaged = 10 second penalty
- (c) Target Not Engaged (TNE)= 10 second penalty for not making the minimum two hits anywhere on the target plus 5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 15 seconds per target added to time.
- 7.1.2 Only holes made by bullets will count for score/penalty. Evidence of the actual bullet must be present on the target, i.e. crown or grease ring (mark) on the hole. Holes made by shrapnel, fragments or flying debris will not count for score/penalty.
- 7.1.3 Designated “No Shoot” targets that are hit will incur a 5 second penalty for each hit.
- 7.1.4 Knock down style targets (i.e. poppers) must fall to score.
 - (a) Knock down pistol targets will be calibrated with a 9mm pistol using factory ammunition.
 - (b) Knock down shotgun targets will be calibrated with a 12 gauge shotgun. Any action type. Maximum barrel length 26 inches.
 - (c) Knock down shotgun targets will be calibrated with a 12 gauge shotgun using factory 2½ dram, 7/8 ounce load, #7 1/2 or #8 birdshot.
 - (d) The Range Master must designate specific supplies of 9mm and 12 gauge ammunition and one or more handguns and shotguns to be used as official calibration tools to be used only by the Range Master or designated testing personnel.
 - (e) Designated pistol(s), shotgun(s) and the test/calibration ammunition are not subject to challenge by competitors.
 - (f) If a knock-down target fails to fall when hit by a calibration shot, a re-shoot is required.
- 7.1.5 Failure to engage a frangible, knock down or swinging style target will result in a 15-second penalty. (10 seconds for not making the hit and 5 seconds TNE.)
- 7.1.6 Engaging a frangible, knock-down, swinging style, or other reactive target but not breaking it (one BB hole is a break), knocking it down, or causing the target to react will result in a 10 second penalty per target. The written stage description may specify additional penalties for a miss on knock down or swinging style targets at distances over 100 yards. A Range Officer may call hits as required or allowed by the written stage description, provided that such calls are provided to all competitors.
- 7.1.7 Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.
- 7.1.8 Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.
- 7.1.9 Stage Not Fired (SNF) penalty, 500 seconds per stage not fired.
- 7.1.10 Maximum time for any stage (including target penalties) is 500 seconds.
- 7.1.11 The Match Director may specify a time limit for completing any stage by stating it clearly in the stage briefing. A participant exceeding the time limit will be stopped by an Event Official and the stage will be scored as shot with all applicable miss penalties. No hits will be scored on shots fired past the time limit. Time will be recorded on the last shot fired with no time recorded greater than the time limit.
- 7.1.12 Unless otherwise specified in the written stage description, a competitor’s raw time begins with the audible start signal and ends with the last shot fired.

7.2 Stage Points.

- 7.2.1 Time-plus stages.

- (a) The written stage description of each time-plus stage will designate the maximum number of points that may be awarded to a competitor for that stage.
- (b) The points awarded to a competitor for a stage will be based on that competitor's total raw time and penalties imposed for the stage (the "adjusted time"), in accordance with Section 7.1. The competitor(s) with the lowest adjusted time for the stage will be awarded 100% of the maximum points for that stage. Stage points will be awarded to other competitors according to their adjusted time relative to the lowest adjusted time for that stage, as follows: Competitor's stage points = (maximum stage points) x (fastest adjusted time / competitor's adjusted time).

7.3 A competitor's match score will be the sum of the points the competitor earns for each of the stages per Section

7.2. The highest match score wins, and the remaining competitors shall be ranked according to decreasing match scores

7.4 Teams

- 7.4.1 Teams will consist of four (4) competitors and must be declared before the match begins.
- 7.4.2 Team scores will consist of the sum of each team member's total match points.

8. Prizes

8.1 Tac Optics and Limited Divisions will each have a separate prize table.

8.2 Prizes will be awarded in order of finish with each competitor choosing a single prize from his respective prize table.

8.3 Plate carrier prize – a separate prize will be designated as a prize for the top competitor based on the total match points in either division who competes wearing a plate carrier containing at least front and back rifle rated armor plates during each course of fire.

- 8.3.1 The top plate carrier competitor may choose the designated plate carrier prize OR a prize from his regular division prize table.
- 8.3.2 If the top plate carrier competitor chooses a prize from his regular division prize table then the designated plate carrier prize will be offered to the next highest plate carrier competitor until the prize has been awarded.

9. Eligibility

9.1 Law Enforcement – Full-time, certified, sworn Peace Officer (or out-of-state/federal equivalent) of a municipal, county, state, or federal government agency.

9.2 Military – Active duty military, or reserve that has deployed or is scheduled to deploy into any active war zone.

9.3 Invitational – Does not meet the Law Enforcement or Military eligibility but may participate at the discretion of the Match Director.

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