



RIMFIRE CHALLENGE
Shooting Association®

RULEBOOK
2023

CONTENTS

1	OVERVIEW	4
2	GENERAL SAFETY	4
2.1	Cardinal Safety Rules of Firearms.....	4
2.2	RCSA Match Safety Rules	4
3	SAFETY AREA.....	5
3.1	Use of Safety Area.....	5
4	DIVISIONS, CATEGORIES, AND SANCTIONED MATCHES	5
4.1	Divisions.....	5
4.2	Competing in Multiple Divisions.....	5
4.3	Minimums and Requirements for Special Recognition Categories	6
4.4	Special Recognition Categories	6
4.5	Match Levels	7
5	COMPETITOR EQUIPMENT RULES	7
5.1	Equipment Changes During Competition	8
6	AMMUNITION RULES.....	8
7	COMPETITOR RESPONSIBILITY	8
8	SPECTATOR RESPONSIBILITY	9
9	COACHING, ASSISTANCE AND INTERFERENCE.....	9
9.1	RSO Assistance.....	9
9.2	Inadvertent Contact.....	9
9.3	Cheerleading and Verbal Encouragement.....	9
9.4	Unauthorized Assistance	9
10	TARGET, STAGE, AND COURSE DESIGN	10
10.1	Targets.....	10
10.2	Stage Description	10
10.3	Course Safety Design	10
11	STAGE PROCEDURES	11
11.1	Equipment Ready Conditions.....	11
12	RANGE COMMANDS	12
13	MALFUNCTIONS, LOADING, RELOADING, AND UNLOADING	13
13.1	Equipment Malfunctions	13

14	SCORING	13
14.1	Scoring and Penalties	13
14.2	Hits on the Plate and Final Scoring	14
14.3	Uncompleted Strings.....	15
15	DISQUALIFICATIONS.....	15
15.1	Disqualification in Multiple Divisions	15
15.2	Disqualifications	15
15.3	Accidental Discharges.....	16
15.4	Inappropriate & Unsportsmanlike Conduct.....	16
15.5	Intoxicants – Alcohol and Drugs.....	16
16	DISPUTES, RESHOOTS, RESTARTS, AND ARBITRATION	17
16.1	Disputes	17
16.2	Reshoots.....	17
16.3	Restarts	17
16.4	Arbitration.....	17
17	MATCH RESULTS	18
17.1	Preliminary Results	18
17.2	Protest Period – Challenge to Preliminary Results	18
17.3	Tie-Breaking.....	18
18	PRIZE ELIGIBILITY AND DISTRIBUTION	18
18.1	Eligibility	18
18.2	Distribution	18
19	APPENDIX A – STAGE DIAGRAM, SAMPLE.....	19
	GLOSSARY OF TERMS	20

1 OVERVIEW

RCSA events are designed to be fun and exciting for competitors of all levels from novice to expert. The main goal in this discipline is to hit all the steel targets during the Course of Fire (COF) as quickly as possible with a firearm chambered in .22 LR.

Level I Matches – Competitors may **EITHER** compete with a rifle and/or handgun chambered in .22 Long Rifle. Awards, if any are in discretion of the range holding the match.

Level II, III and IV Matches – Competitors are **REQUIRED** to complete with BOTH a rifle AND a handgun chambered in .22 Long Rifle to qualify for Match completion and prizes.

2 GENERAL SAFETY

Competitors should understand how to safely handle their firearms. If this is not the case the Match Director (MD) or Range Safety Officers (RSO) should be notified and the competitor should be evaluated before allowing participation in the event.

2.1 Cardinal Safety Rules of Firearms

1. **ALWAYS** treat all firearms as if they are always loaded.
2. **ALWAYS** keep the gun pointed in a safe direction; NEVER point a firearm at anything you do not intend to shoot.
3. **ALWAYS** keep your finger off the trigger until ready to use.
4. **ALWAYS** be sure of your target and what is behind it.

2.2 RCSA Match Safety Rules

1. All ranges hosting RCSA Matches will be “Cold Ranges.”
2. All firearms will remain unloaded except in the designated shooter area under the direct supervision of an RSO. [\(15.2.10\)](#)
3. During a match, participants will refrain from handling their firearm, unless instructed by a RSO or/and in a marked designated area. [\(15.2.1\)](#)
4. All handguns (pistols) must be unloaded, magazine well empty and stored in a closed case. It is at the discretion of the competitor if they wish to use an ECI (Empty Chamber Indicator/flag). [\(Section 5\)](#)
5. All rifles must be unloaded, magazine well empty with an ECI/flag holding the bolt action open. The rifle must be in a closed case or have a scabbard that covers the trigger guard and trigger. [\(Section 5\)](#)
6. A 3-gun style cart may be used for rifles while following rule [\(2.2.5\)](#).
7. All competitors, range workers, and spectators are required to wear appropriate ear and eye protection.

8. Offensive or objectionable garments are not allowed on the range. Anyone wearing items deemed to be offensive or objectionable will be asked to change or leave the range facility. The MD or RM will have final authority regarding garments deemed offensive or objectionable.

3 SAFETY AREA

The host organization is responsible for the placement of a sufficient number of Safety Areas for the match. These areas should be conveniently located and easily identified with signs. Safety Areas should include a table with the safe direction and boundaries clearly shown.

3.1 Use of Safety Area

Safety Areas may be used for the following activities only:

1. Casing and uncasing unloaded firearms
2. Dry fire practice with unloaded firearms
3. Practice insertion and removal of empty magazines or to cycle the action of a firearm.
4. Conduct inspections, field stripping, cleaning, maintenance, and repairs of firearms, components, and other accessories.
5. NO AMMO is allowed to be handled in the Safety Area. This includes inert rounds, loaded magazines, speed loading devices or live rounds. [\(15.2.8\)](#)

4 DIVISIONS, CATEGORIES, AND SANCTIONED MATCHES

4.1 Divisions

OPEN – Any firearm with scopes, optical sights, light gathering scopes, battery powered optics and reflex optics. Compensators are allowed.

LIMITED – Any firearm with iron sights. Adjustable sights, fiber optic sights, and compensators are allowed. No electronic sights or optics are allowed.

4.2 Competing in Multiple Divisions

1. Competitors may compete in both Open and Limited divisions.
2. If shooting both divisions, the competitor will complete the match with his/her Open division firearms first and then complete the match with the Limited division firearms. The competitor may complete a portion of the match with their Open division firearms and the same portion with his/her Limited division firearms; this may be the method in the case of a two-day match. The participant would then complete the match on the second day starting with his/her Open division firearms and finishing with his/her Limited division firearms.

3. If the competitor is competing in both Open and Limited division on the same day, their Open and Limited guns must be separated by a minimum of two (2) shooters.

4.3 Minimums and Requirements for Special Recognition Categories

1. There must be at least (3) competitors to be recognized in a category at a Match.
2. It may be that a competitor can compete in more than 1 category. For example: Senior and LEO.
3. Competitors must compete in the appropriate category based on age on the day of the match, not time of registration
4. Match Directors may elect to recognize divisions (Open and Limited) and categories with more than 3 entries at a match.
5. Match Directors have the discretion to add additional category awards such as High Junior Lady or Veteran, etc. provided the category recognition minimums are met.

4.4 Special Recognition Categories

1. Youth – Competitors ages 12 and under
2. Junior – Competitors ages 13-17
3. Lady – Female competitors ages 18 and older
4. Senior – Competitors ages 55 – 64
5. Super Senior – Competitors ages 65 and older
6. Active Law Enforcement – Full time with arrest powers
7. Military – Military personnel on current active-duty orders

4.5 Match Levels

	Level I	Level II	Level III	Level IV
	Local, Monthly, Series	State	Regional	World Championship
Requirements		Must complete Sanctioned Match Form at least 60 days in advance of Match date	Requires special approval from the RCSA Board of Directors; To be awarded to a Club	Awarded to a Club by the RCSA Board of Directors
Awards / Trophies	Not Required	Recommended	Required	Required
Prize Table	Not Required	Recommended	Recommended	Required
	<i>Random Draw</i>	<i>Random Draw</i>	<i>Random Draw or Order of Finish</i>	<i>Order of Finish</i>
		Must inform prior to registration if there will not be a prize table	Must inform prior to registration if there will not be a prize table	

5 COMPETITOR EQUIPMENT RULES

1. No suppressed or fully automatic firearms are allowed.
2. No holsters allowed.
3. Competitors are responsible for ensuring that all equipment they bring to the Match is in full compliance with all local laws in the jurisdiction in which the Match is held. Competitors are responsible for the safety of all equipment they bring to the Match.
4. All firearms to be chambered for .22LR.
5. Firearms by any manufacturer meeting the Division criteria are acceptable in RCSA events.
6. A long gun (rifle) is a firearm with a rifled bore, that was originally manufactured as a rifle and is legally a rifle and designed to be fired from the shoulder.
7. A handgun (pistol) is a firearm that was originally manufactured as a pistol and is legally a pistol and is to be fired without the aid or supports of a shoulder stock or arm brace.
8. All handguns (pistols) must be unloaded, magazine well empty and stored in a closed case. It is at the discretion of the competitor if they wish to use an ECI (Empty Chamber Indicator/flag).
9. All rifles must be unloaded, magazine well empty with an ECI/flag holding the bolt action open. The rifle must be in a closed case or have a scabbard that covers the trigger guard and trigger.

10. A 3-gun style cart may be used for rifles while following rule [\(2.2.5\)](#).
11. Competitors are encouraged to have at least five (5) ten-round magazines for each gun. Higher capacity magazines may be used, if allowed by local/state law.

5.1 Equipment Changes During Competition

1. The same firearm specified in a division must be used throughout a match.
2. If a mechanical problem occurs during a string of fire, the competitor will be given an opportunity to repair the firearm and the maximum time allowed will be recorded for that string. The remaining members of the squad continue shooting the stage.
3. The competitor has until the competition is complete (scores are posted) to attempt any stages or strings not shot, if it can be accomplished in a safe and timely manner.
4. If a change of equipment is needed, the replacement equipment must meet the same Division guidelines and restrictions as the original equipment.
5. No change in firearm is permitted without the approval of the MD or RM. If a competitor makes such a change without prior approval, they will be disqualified from the match. [\(15.2.9\)](#)
 - a. The MD or RM will verify the reason for the change with the competitor.
 - b. If the equipment guidelines cannot be met with the replacement firearm, the MD or RM will determine the appropriate division the competitor will be moved into.

6 AMMUNITION RULES

.22 LR is the only permitted ammunition.

7 COMPETITOR RESPONSIBILITY

1. The competitor must be responsible for understanding the COF and range commands prior to starting the stage. If they are unsure of the COF, direct questions to the RSO before unbagging your firearm.
2. The competitor must be responsible for the equipment they intend to shoot. A firearm deemed to be unsafe can be grounds for removal from the Match. The decision for removal of an unsafe firearm is the responsibility of the MD or RM.
3. The competitor must be expected to approach the firing line prepared and ready to shoot, with an appropriate amount of ammunition, a minimum of 5 magazines (speed loaders or high-capacity magazines are acceptable).
4. The competitor can have other competitors or spectators reload magazines on their behalf to complete the COF.
5. The competitor may be moved down the shooting order, if they are not prepared and ready to shoot.

6. The competitor must have fingers visibly outside of the trigger guard and the firearm must be pointed safely down range when loading, reloading, or unloading during a course of fire. (15.2.7)
7. If the competitor is removing a rifle from a cart, it must be bagged until the competitor is inside the shooting box.
8. Before the competitor returns a rifle to an approved cart, the rifle must be unloaded, ECI/flag inserted and cased while in the shooting box.
9. The Competitor is responsible to ensure their score is correct either with Paper Scoring or Electronic Scoring. If Electronic Scoring method is used, they should verify the score is correct before submitting through the APPROVAL button.
10. All Competitors with disabilities need to notify the MD before the Match begins. If for any reason a competitor feels they cannot complete the COF due to disability or physical limitations, then they can withdraw from the match. The decision of the MD regarding the safety and suitability of the disability will be final.

8 SPECTATOR RESPONSIBILITY

Spectators and non-competitors may be expelled from the range for conduct that a MO deems to be unacceptable. Examples of unacceptable conduct include, but are not limited to, failing to comply with the reasonable directions of a MO, interference with the operation of a COF or a competitors attempt thereof, or any other behavior impacting the safe management of the Match. The MD and RM must be notified of any such conduct immediately.

9 COACHING, ASSISTANCE AND INTERFERENCE

9.1 RSO Assistance

A competitor may receive basic assistance from the RSO on the stage with firearm manipulation such as loading, unloading, or inputting and removing a flag.

9.2 Inadvertent Contact

In the event inadvertent contact from the RSO or another external influence has interfered with the competitor during a string, the RSO may offer the competitor reshoot the string. The competitor must accept or decline the offer prior to seeing either the time or the score from the initial attempt.

9.3 Cheerleading and Verbal Encouragement

Cheerleading and verbal encouragement is appropriate and welcomed BETWEEN strings of fire only.

9.4 Unauthorized Assistance

Spectators and competitors not currently in the shooting box should NOT:

1. Cheer or provide direction to a competitor while in the shooting box that could result in distractions or lead to a competitive advantage. Examples of this are discussing what order to shoot the stage, etc.
2. Engage with a competitor while actively shooting a stage.
3. Assistance in a Level II, III, IV match will result in a warning for first offense, a second warning will result in a 3 second penalty, per string for each occurrence for the competitor and the person providing the coaching if that individual is also competing in the match.

10 TARGET, STAGE, AND COURSE DESIGN

10.1 Targets

1. All targets will be:
 - a. Static steel plates
 - b. No less than 8 inches diameter in size
 - c. May be in any shape (i.e., cowboy steel) as long as the target body size is no less than 8 inches.
 - d. Shall not be dented, cupped, pocked, or otherwise damaged.
 - e. Shall be painted white and will be repainted prior to each competitor's first attempt on each stage. In regions where there may be visibility issues with white targets (e.g., outdoor Matches in snowy climates), the MD or RM can request a Match exception from RCSA to use an alternate color. Exemptions, when granted, will be for yellow, blue, or tan which must be communicated to competitors.
2. Stop plate can be designated by a red post above or below the target. If a post is not available, a stop plate will be designated in the COF briefing.
3. There should be no less than five (5) and no more than seven (7) steel plates set in a COF.
4. Minimum distance for any target is 7 yards (21 feet).
5. Maximum distance for any target is 20 yards (60 feet) for a pistol or 35 yards (105 feet) for a rifle. Targets placed at or near maximum distances should be larger and easy to hit.

10.2 Stage Description

A stage description should provide the following minimum information:

1. Starting Position
2. Identification of targets (number and designated stop plate)
3. Scoring method

10.3 Course Safety Design

Matches must be designed, constructed, and conducted with due consideration to safety.

1. Each stage design or layout must have safe angles of fire.
2. Competitors will engage targets from a single shooter's box. NO MOVING, RUNNING, or WALKING can be required of the competitor during the COF.
3. RCSA Staff reserves the right to modify COFs deemed unsafe. COF modifications, by RCSA, will be made during the submission process prior to the Match.

11 STAGE PROCEDURES

Competitors are prohibited from using any live ammo, firearms or firearm replicas as sighting aids while conducting their walk-through inspection of the COF stage.

No person is permitted to enter or move through a COF stage without the prior approval of the MD, RM or RSO assigned to that specific COF stage.

11.1 Equipment Ready Conditions

1. Starting Position
 - a. Prior to the start signal, competitors will start in low ready position with designated firearm in hand(s), with the safety disengaged, aiming at the designated object (e.g., orange cone, start sign) 1-2 feet from the ground and approximately 10 feet down range.
 - b. Competitors must keep their fingers visible outside of the trigger guard until the start signal.
 - c. Competitors are permitted to take an unloaded or loaded sight picture of the entire stage prior to the start signal and on all subsequent strings thereafter.
2. Revolvers:
 - a. The only revolvers permitted are Double Action Revolvers and capable of handling up to 10 rounds in the cylinder.
3. Semi-automatic Pistol:
 - a. Single action semi-automatic pistols – chamber loaded; hammer cocked.
 - b. Double action semi-automatic pistol – chamber loaded; hammer fully down or de-cocked.
4. Rifles:

Magazine filled, semi-automatic and chamber loaded with hammer / sear cocked.

5. Magazines:
 - a. Competitors are encouraged to have at least five (5) 10-round magazines for each firearm.
 - b. Higher capacity magazines, where allowed according to local and state regulations, may be loaded to their maximum.

12 RANGE COMMANDS

The approved range commands and their sequence are as follows:

1. **“Make Ready”** – This command signifies the start of the course of fire. Under the direct supervision of the RSO, the competitor must face down range and prepare the firearm.
 - a. Once the “Make Ready” command has been given, the competitor must not move away from the start location prior to issuance of the “Start Signal” without the prior approval, and under the direct supervision, of the RSO.
 - b. Sight pictures: The Competitor will have a maximum of 1 minute after the Make Ready command to prepare for the string. Sight pictures can be taken during the Make Ready process and while preparing for the next string. If the competitor should experience an AD while taking a sight picture they will be disqualified.
2. **“Are You Ready?”** – The lack of any negative response from the competitor indicates that they are ready.
 - a. If the competitor is not ready at the “Are You Ready?” command, he/she must state “Not Ready.”
 - b. The RSO will proceed with this command for each subsequent string once the competitor has assumed the start position.
3. **“Standby”** – This command should be followed by the start signal within 1 to 4 seconds.
4. **“Start Signal”** – The audio signal for the competitor to begin their attempt at the string.
 - a. If a competitor fails to react to a start signal, for any reason, the RSO will confirm the competitor is ready to attempt the string, and will resume the range commands from “Are You Ready?”
 - b. If a competitor begins his attempt at the string prematurely (“false start” prior to the issuance of the start signal), the competitor will incur a penalty. If the competitor can return to the designated start position prior to the start signal, no penalty will be assessed.
5. **“Stop”** Any RSO assigned to a stage or the MD or RM may issue this command at any time during the course of fire.
 - a. The competitor must immediately cease firing, stop moving and wait for further instructions from the RSO.
 - b. RSOs may issue other interim commands on completion of the first string in order to prepare the competitor for the second and subsequent strings (e.g., “Reload for the Next String”).
6. **“If You Are Finished, Unload and Show Clear”** – If the competitor has finished shooting, he/she must lower the firearm and present it for inspection by the RSO with the muzzle pointed down range, magazine removed, slide or bolt locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty.
7. **“If Clear, Hammer Down or Flag and Bag Firearm”** – After issuance of this command, the competitor is prohibited from firing. While continuing to point the firearm safely downrange, the competitor will:

- a. Revolvers – close the empty cylinder (without touching the hammer, if any)
 - b. Pistol – show clear by pulling slide back and inspect no ammunition is in the chamber and firearm is unloaded. RSO will double check with competitor to verify the firearm is clear and ready to be stored in a case. (Trigger need not be pulled.) RSO may say “If clear, bag.” It is at the discretion of the competitor to use an ECI/flag.
 - c. Rifle – show clear, pulling back the bolt, insert ECI/flag and store in case or scabbard. (Trigger need not be pulled). Note: The bolt must be closed on an ECI/flag. RSO may say “If clear, flag and bag.”
 - d. If the gun does not prove to be clear, the RSO will resume the command, “Stop” followed by “Unload and show clear.” Once the firearm has proven to be clear, the competitor will be disqualified.
 - e. If the cartridge fails to extract/eject, the competitor may fire the last cartridge into the berm or down range with the approval of the RSO. Then the RSO will resume the commands of “If Clear, hammer down...”
8. **“Range Is Clear”** - This declaration signifies the end of the course of fire. Once the declaration is made, officials and competitors may move forward to score, paint, reset targets, etc.

13 MALFUNCTIONS, LOADING, RELOADING, AND UNLOADING

13.1 Equipment Malfunctions

1. Should a participant’s equipment malfunction, the string of fire will be scored, the range will be cleared and the competitor will be allowed to repair or replace the equipment. The RSO will proceed with the next participant.
2. The RSO will retain the participant’s score sheet until the competitor returns to resume his/her attempts at the stage.
3. In the event a firearm cannot be unloaded due to a broken or failed mechanism, the shooter will notify the RSO. Under no circumstances will a competitor leave the firing line with a loaded firearm. If necessary, the RSO will contact the MD or RM for assistance with a firearm that cannot be unloaded.

14 SCORING

14.1 Scoring and Penalties

The lowest time recorded is the competitor’s score.

1. Each stage consists of five (5) to seven (7) targets, also referred to as plates, that are shot five (5) times, each of the five times is referred to as a String of Fire or String. One (1) plate will be designated the Stop Plate.
2. Each of the standard targets must be engaged “hit” once before hitting the stop plate.

3. Each target not hit will incur a 2-second penalty.
4. A false or early start will incur a 2-second penalty.
5. Foot faults (shooter engaging targets while his/her foot is in contact with the ground outside the designated shooting area) will incur a 2-second penalty per shot fired while in fault condition.
6. String stops when the Stop Plate is hit and time stops with the last shot fired.
7. There are no make-up shots on missed plates after you hit the Stop Plate.
8. The maximum time allowed for an individual string is 30 seconds. Any hits made after the maximum time allowed will not count.
9. Failure to hit the stop plate will result in a 30 second score for the string.
10. Competitors may fire as many rounds as they deem necessary for each string.
11. The Competitor MAY change the magazine if necessary.
12. If the Competitor has an AD while reloading it is a disqualification.
13. The worst string time plus those penalties will be thrown out. The total of the four (4) remaining times plus if any penalties of those 4 strings will be the competitor's score for that stage
14. Failure to keep the finger outside of the trigger guard prior to the start signal will result in a procedural on the first offense and a match disqualification on the second offense for safety violation. (15.2.7)
15. Failure to comply with any RSO range command will result in a warning. Two (2) warnings of any kind on a single stage will result in a match disqualification.

14.2 Hits on the Plate and Final Scoring

1. A steel plate will be considered "hit" if the bullet has left a clear mark on the edge or face of the plate. If there is no discernible mark it will be scored as a miss.
2. If a RSO scores a miss, it is the shooter's responsibility to appeal the decision at the end of that string. The RSO and the shooter will make the range safe and go downrange to inspect the target.
3. If the competitor still believes the call is in error, they may appeal to the MD or RM. The MD/ RM's decision will be final, and no further appeals will be allowed with respect to that scoring decision.
4. Once the next string of fire has begun, there will be no further opportunity to appeal the RSO's decision.
5. It is the shooter's responsibility to verify his/her scores as written on the score sheet or logged in electronic scoring, when finished shooting each stage.

6. Any questions regarding the scores entered should be directed to the RSO on the stage before signing the score sheet or approving the electronic score. If questions remain, the MD or RM should be summoned.
7. When the score sheet has been signed by (paper or electronically) the competitor the score cannot be changed without mutual consent of the MD or RM and the competitor
8. Audio, video, or photographic evidence will not be used or considered to reach a decision.

14.3 Uncompleted Strings

Due to factors outside of a competitor's control, a competitor may request, of the MD, the uncompleted strings be scored at 30 seconds per string versus receiving a Did Not Finish (DNF).

15 DISQUALIFICATIONS

Any disqualification (DQ), for any reason, is a Match disqualification and the competitor will not be allowed to continue the match.

15.1 Disqualification in Multiple Divisions

1. If a competitor has totally completed match scores in 1 division and is DQ'd in another division, the competitor is NOT allowed to continue the match. The scores for only the completed division match will stand.
2. If a competitor is shooting both divisions in parallel (same squad) and DQ'd in one division, the competitor is NOT allowed to continue the match. The scores for NEITHER division in the match will stand.
3. EXCEPTION: Disqualification due to changing a firearm without MD or RM approval in one division is a DQ only in that division and the competitor will be allowed to continue in the other division.

15.2 Disqualifications:

A competitor will be disqualified for the following:

1. Handling a firearm at any time except when in a designated safety area or when under the direct supervision of, and in response to a direct command issued by an RSO.
2. Sweeping is pointing the muzzle of a firearm at any part of any person's body during the COF. If the firearm is in a case and not in the competitor's hands, sweeping does NOT apply. Reaching in front of the muzzle of a cased firearm to open and close the case is NOT a sweeping infraction, provided the competitor's hands are completely clear of the firearm.
3. If at any time during the COF, a competitor allows the muzzle of his firearm to point rearwards or up range and breaking the 180-degree line.
4. Dropping a firearm whether loaded or unloaded during the COF.
5. Retrieving a dropped firearm. Dropped firearms must always be retrieved by a RSO who will check/clear the firearm and return it to competitor for clearing or casing. Dropping an

unloaded firearm outside a COF is not an infraction, but retrieving it while unsupervised will result in a DQ.

6. Leaving the firing line with a loaded firearm for any reason.
7. Failure to keep the finger outside the trigger guard during loading, reloading or unloading or at any time prior to the start signal (14.1.14)
8. Handling live or dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines or loaded speed loading devices in a Safety Area. The word “handling” does not preclude competitors from entering a Safety Area with ammunition in magazines or speed loading devices on their belt, in their pockets or in their range bag, provided the competitor does not physically remove the loaded magazines or loaded speed loading devices from their retaining or storage device while within the Safety Area.
9. If a competitor changes firearms without MD or RM approval.
10. Having a loaded firearm other than when specifically ordered to by the RSO.

15.3 Accidental discharges:

1. Any shot fired while loading, unloading and reloading or lowering the hammer. This includes any shot fired after the “If clear, hammer down” command has been issued. Exception: Where a shot is deliberately fired to clear the gun under RSO supervision
2. Any shot fired outside of a timed string without the permission of an RSO.
3. Any shot fired when clearing a malfunction.
4. A shot, which travels over a backstop, berm, or in any other direction.
5. A shot which strikes the ground within 10 feet of the participant.

15.4 Inappropriate & Unsportsmanlike Conduct

A competitor shall be disqualified from a match for conduct that a match official deems to be inappropriate or unsportsmanlike. Examples of inappropriate/unsportsmanlike can conduct include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a match official, failure to comply (after appropriate warning) with any of the competitor conduct requirements, or any behavior likely to negatively impact the image of the sport. The MD or RM must be notified of any such conduct immediately.

15.5 Intoxicants – Alcohol and Drugs

All competitors, spectators, and MOs are required to be in complete control both mentally and physically during Match events. Safe performance by competitors and MOs at Match events must not be affected by any foreign substance (alcohol or drugs) of any sort during Match events. Any person who, in the opinion of the MD or RM, appears to be under the influence of any substance and not able to function safely will be disqualified from the Match and may be required to leave the range.

16 DISPUTES, RESHOOTS, RESTARTS, AND ARBITRATION

16.1 Disputes

All disputes are to be addressed by the RSO on the stage where the issue becomes evident and before the squad moves on. If necessary, the MD may be consulted. The decision is final unless overruled by the Arbitration Committee.

16.2 Reshoots

1. Any competitor who experiences a target malfunction or a range problem during a COF is entitled to reshoot the uncompleted string and any other subsequent strings not shot once the problem is resolved. (This is not a firearm/ammo malfunction).
2. A firearm/ammunition-related malfunction will not result in a reshoot.

16.3 Restarts

1. A restart of a string is allowed when the competitor fails to load, disengage safety, and no round has been fired. However, if the competitor fires a round, a restart cannot be granted.

16.4 Arbitration

In the event of a protest in need of arbitration, the MD or RM will convene an Arbitration Board consisting of three (3) experienced competitors, at least 18 years of age, and who are not material to the protest.

1. Any competitor has a Right of Arbitration (protest).
2. A competitor who wishes an official review of a competitive matter may file a protest.
 - a. The protest must be prepared in writing and submitted to the MD or RM within one hour of the "violation" and before the close of competition on the day of the occurrence.
 - b. The protest must be accompanied by a \$100 cash fee. If the protest is decided in favor of the participant, the fee will be returned to the participant, if the protest is denied (the original competitive decision is upheld), the fee will be forfeited to the match.
3. The competitor is responsible for the preparation and delivery of the written appeal, together with the appropriate fee. Both must be submitted to the MD or RM within the specified period.
4. The RSO's ruling on whether an observed action occurred shall be considered factual (e.g., foot faults, accidental discharges, breaking the 180, hit/miss on a target).
5. The Arbitration Committee must reach a decision within 24 hours of the request for arbitration or before the match results have been declared final by the MD.
6. Audio, video, or photographic evidence will not be used or considered to reach a decision for Arbitration.

7. The decision of the Arbitration Committee is final and may not be appealed.

17 MATCH RESULTS

Match scores (times) will be calculated to two (2) decimal points.

17.1 Preliminary Results

Preliminary Match results must be made available to all competitors.

17.2 Protest Period – Challenge to Preliminary Results

A protest period of no less than 30 minutes will be allowed for competitors to review and challenge preliminary results. Competitors who fail to challenge preliminary results with the MD within 30 minutes of the scores being made available and prior to match results being declared final by the MD shall have no further recourse.

17.3 Tie-Breaking

A tie score in a match will be decided by the winning score that the tied competitors shot on the first stage (Stage 1) of the match. If the tie persists, the winner will be decided by the winning score of the tied competitors shot on the second stage (Stage 2) of the match and so on until the tie is broken.

18 PRIZE ELIGIBILITY AND DISTRIBUTION

18.1 Eligibility

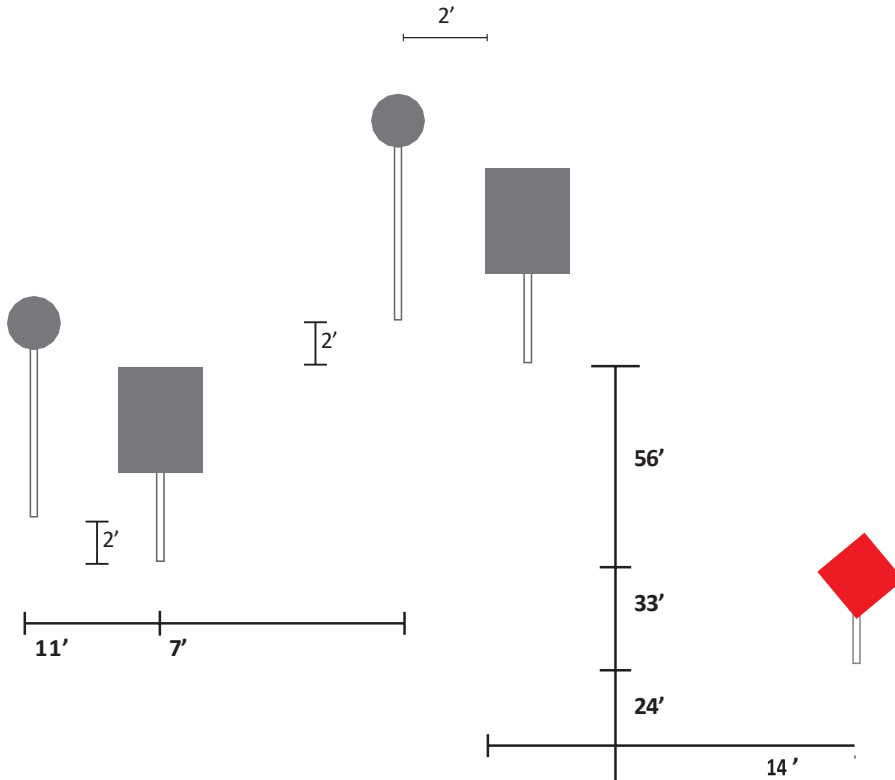
1. In Level II, III and IV, competitors must compete with both a handgun and a rifle to be eligible for prizes. An exception will be granted to Youth competitors prohibited from shooting handguns based on age restrictions in the residing area.
2. Any competitor who completes the Match in multiple divisions is eligible for prizes for each division completed.
3. A competitor must be present at the time of prize distribution or have signed paperwork from the MD or RM which contains the competitors name and signature along with the Proxies name.
4. Competitors must complete the whole match. Any competitor who receives a DNF, DQ, or otherwise does not complete the Match will be ineligible.

18.2 Distribution

1. All Industry or sponsor donated firearms are to be given by lottery draw, except if the match prize eligibility is in Order of Finish. (4.5)
2. A competitor is only eligible to win one (1) firearm per Match.

19 APPENDIX A – STAGE DIAGRAM, SAMPLE

Stage Name
2 x 3



Procedure:
 Shooter standing in Box.
 At signal, shooter engages plates in any order from anywhere in the box.
 The designated Stop Plate must be engaged last.

Penalties:
 2 seconds for each missed plate
 30 seconds for missed stop plate
 A maximum time of 30 seconds for each string

Pistol Box

Rifle Box

Targets:
 5 targets total for both pistol and rifle: 2-8" targets and 2-9x18" targets and one 8" stop plate.

Scoring:
 5 strings per gun/stage

Start Signal: Audible
Stop Signal: Last shot fired
Scored: Time + penalties

GLOSSARY OF TERMS

180 RULE

A participant allows the muzzle of his firearm to point rearwards, that is further than 90 degrees (breaking the 180) from straight ahead of the participant, or allows the muzzle to point up range, whether the handgun is loaded or not.

.22 LONG RIFLE (.22 LR)

Self-contained rimfire cartridge .22 inches in diameter

AD: ACCIDENTAL DISCHARGE

Occurs when the trigger of the firearm is deliberately pulled for a purpose other than shooting.

BARREL

The metal tube of a firearm made from iron or steel, through which the bullet or shot charge passes when the firearm is fired.

CATEGORY

Used to identify a specific group of competitors.

CHAMBER

The enlarged portion of the barrel at the breech in which the cartridge is placed ready for firing.

CHAMBERED FLAG

A flag that is inserted to the chamber or magwell of a firearm to indicate it is safe.

COF

Course of Fire: An expression used interchangeably with "Stage." An arrangement of targets that the participant must shoot for score.

COMPENSATOR

Device that is either fitted to, or designed as a permanent part of, the muzzle of a firearm to redirect propellant gases with the effect of countering both recoil of the gun and unwanted rising of the barrel during rapid fire.

DIVISION

Used to identify the type of firearms that will be used by a participant in competition.

DQ

Disqualification

ECI: (EMPTY CHAMBER INDICATOR)

Any device that indicates the chamber is empty and the bolt is not against the breech face.

FALSE START

Beginning an attempt at a COF prior to the "Start signal."

FOOT FAULT

Firing a shot while the participant's foot touches the ground outside the shooting box.

HAMMER

The part of the action that drives the firing pin forward.

MD (MATCH DIRECTOR)

A person who handles the overall match including squadding, scheduling, range construction and coordination of support staff.

MO (MATCH OFFICIAL)

A person who has an official duty or function at a match, but who is not necessarily qualified as, or acting in the capacity of an RSO.

MAGAZINE

The part of a repeating firearm which holds the cartridges or shells in position ready to be loaded one at a time into the chamber.

MUZZLE

The forward end of a barrel.

PLATE

Plates are made of steel, typically A500 3/8 to 1/2 inch thick.

RM (RANGE MASTER)

The person who has overall authority over all the persons and activities on the entire range, including safety and courses of fire rules.

RSO (RANGE SAFETY OFFICER)

The person oversees all activities on the firing line including range commands, competitors time/scores, penalties and insures these are recorded correctly.

RCSA

Rimfire Challenge Shooting Association

READY CONDITION

The state in which the shooter and firearm are ready to engage the COF.

RESHOOT

A participant's further attempt at a course of fire, authorized in advance by a RSO or an Arbitration Committee.

RIMFIRE

A cartridge in which the priming compound is contained in the rim at the base of the cartridge.

ROUND

A cartridge of ammunition used in a handgun or rifle.

SAFETY AREA

An area designated for the safe handling of unloaded firearms.

SCORING

Total time plus penalties.

SEAR

Links the trigger and the firing pin which releases when the trigger is pulled.

SHOOTING BOX

A small shooting area (generally square) formed of four connected fault lines.

SIGHT PICTURE

Aiming at a target without shooting at it.

SQUIB

A malfunctioned cartridge that lacks sufficient power to fire its bullet from the muzzle resulting in the bullet being lodged in the bore.

STAGE

An arrangement of targets that the participant must shoot for score.

STAGE DESCRIPTION

A full description of the stage and all information regarding how it is to be shot.

START POSITION

The shooting position described by a COF prior to issuance of the "Start signal."

STATIC STEEL PLATE

A steel plate that does not fall or move when hit.

STRING

The shots fired when a participant engages a COF once.

STOP PLATE

The plate designated to be shot last in the COF.

SWEEPING

Allowing the muzzle of a firearm to point at any part of the shooter's body.

TARGET

Steel plates that are engaged in a Course of Fire.

TRIGGER

The part of a firearm mechanism which releases the firing pin.

TRIGGER GUARD

A metal loop around the trigger designed to protect it.

UNLOAD/UNLOADING

The removal of ammunition from a firearm.