

2018 Noveske Carbine Championship Match

Official Rules, Revision 5, May 10th, 2018 v.1

1.0 GENERAL CONDUCT & DISPUTE RESOLUTION:

It is the competitor's responsibility to read and understand the rules set forth by 2018 Noveske Carbine Championship and agree to be subject to these rules while participating in any Strategic Match Design (*SMD*) event.

1.1 WRITTEN STAGE BRIEFING: (WSB)

1.1.1 It is the competitor's responsibility to read and understand the WSB and obey any special conditions or requirements stipulated therein, any rule differences from the main rulebook shall be written in the WSB and will be the governing rules as stipulated for that particular Course of Fire (COF).

1.2 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site while any person is shooting and / or firearms have not been secured. Any participant found to be impaired as a result of legitimate prescription drugs may be directed to stop shooting and leave the event site.

1.3 Clothing with any offensive images or wording will not be worn or displayed while at the event site.

1.4 Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue nor be eligible for prizes.

1.5 Participants and spectators are expected to conduct themselves in a courteous and sportsmanlike manner at all times. Any person who violates this rule may be directed to leave the event site at the Range Master's discretion. A participant shall be disqualified for unsportsmanlike conduct, including (but not limited to) cheating, making threats, verbal or physical assault, disruptive or distracting behavior, and willful disregard of Event Official instructions.

1.6 Participants must compete for score according to the published match and squadding schedule.

1.6.1 The challenge of practical shooting includes adapting to prevailing conditions. Participants will not be permitted to defer due to lighting or weather conditions, except when the Rangemaster determines that a stage attempt would (i) start outside the published hours for sunrise to- sunset, or (ii) put participant or Event Official safety in immediate jeopardy. Modification of the ground surface, use of bags and or other steps undertaken by match staff due to weather issues may not be arbitrated.

1.7 Any aspect not expressly covered in this document will be resolved with a ruling by the Rangemaster. Any ruling by the Rangemaster not otherwise covered herein will be final, and will serve as a precedent for the duration of the event.

1.8 CRO of the stage makes final call on all scoring.

2.0 SAFETY:

2.1 ALL spectators, participants, staff and officials are subject to the safety rules. Failure to observe and or report safety violations will be grounds for immediate removal from the event site.

2.1.1 Eye protection is mandatory for participants, spectators & officials at the event site.

2.1.2 Ear protection is mandatory for participants, spectators & officials while on or near a stage.

2.1.3 All events will be run on cold ranges.

2.1.4 Safety areas will be clearly marked with signs.

2.2 A participant who commits a safety violation will be stopped by an Event Official as soon as possible, and shall be disqualified. Safety violations requiring disqualification are explained in greater detail below:

2.2.1 Participants' firearms must remain unloaded, magazines removed, at the event site except under the direction and immediate supervision of an Event Official.

2.2.2 No firearm may be loaded in a safety area.

2.2.3 No ammunition (including dummy ammunition, snap caps or ammunition feeding devices) may be handled in a safety area. Note: 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

2.2.4 Firearms may be transported to, from and between stages only in one of the following conditions:

1. Rifles must be cased.
2. Rifles must be secured muzzle up or down in a stable gun cart/caddy. Actions must be flagged.
3. Rifles must be slung with the muzzle up or down. Actions must be flagged.
4. Rifles may be carried between the designated staging area for a stage and the control of an RO ONLY when the shooter is on deck or has completed a stage. This shall be done with the action locked OPEN or flagged...NO EXCEPTIONS!

2.2.5 Handling a firearm at any time except when in a designated safety area, under the supervision of, and in response to a direct command issued by a Range Officer, or in compliance with 2.2.4.

2.2.6 If at any time during the course of fire, a competitor allows the muzzle of his firearm to point rearwards, that is further than 90 degrees from the median intercept of the backstop.

2.2.7 If at any time during a course of fire, or while loading, reloading or unloading, a competitor drops his firearm, or causes it to fall, loaded or not. Note: A competitor who, for any reason during a course of fire, safely and intentionally places the firearm on the ground or other stable object will not be disqualified provided the competitor maintains constant physical contact with the firearm, until it is placed firmly and in a safe direction, securely on the ground or another stable object, and remains within 1 yard of the firearm at all times.

2.2.8 Allowing the muzzle to point at any part of the competitor's body during a course of fire.

2.2.9 Failure to keep the finger outside the trigger guard while loading, reloading, unloading or clearing a malfunction where the competitor clearly moves the firearm away from aiming at targets during the course of fire.

2.2.10 Failure to keep the finger outside the trigger guard except when actively engaging targets.

2.2.11 Possession of any prohibited ammunition as defined in Section 3.

2.2.12 Firing a shot while not legitimately engaging a target.

2.2.13 Pointing a loaded firearm in any direction deemed by Event Officials to be unsafe.

2.2.14 Having a loaded firearm other than when specifically ordered to by the Range Officer. A loaded firearm is defined as having a live or dummy round in the chamber or cylinder, or having a live or dummy round in a magazine inserted in the firearm.

2.2.15 A competitor that allows the muzzle of a firearm to break the 180-Degree Safety Plane will be issued a match DQ.

Definition: The 180-Degree safety plane is defined by an arc both horizontal and vertical that is created when the competitor is standing facing squarely downrange and parallel to, the designated backstop used on the bay to define the 180-Degree safety line on that particular stage.

Note: Any position where the muzzle points back towards the mouth of the bay past the designated 180-Degree safety line is a violation of this rule and considered an unsafe action.

3.0 AMMUNITION:

3.1 Ammunition shall be 9mm Parabellum (9x19mm NATO), .357 SIG, .38 Super, .40 S&W, 10mm Auto, or .45 ACP. NO ammunition with a bullet caliber under .35" or a muzzle velocity faster than 1600 fps will be allowed or approved.

3.2 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.

3.3 Any ammunition which has been deemed unsafe by a Range Official is prohibited.

4.0 FIREARMS:

4.1 All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.

4.2 Firearms capable of fully automatic or burst-fire ("machine guns") may be used only in semi-auto mode (i.e. not more than one (1) round fired with each pull of the trigger). Violation of this rule will incur a zero score for the stage at each occurrence.

4.3 Competitors must comply with all Federal and State laws and ordinances in regards to firearms and their configurations.

4.4 Firearms MUST have a manually operated safety or passive safeties.

4.5 Participants must use the same rifle for the entire event.

4.5.1 If a participant's firearm becomes unserviceable, that participant may replace their firearm with another of a substantially similar model, caliber and sighting system only with the approval of the Range Master.

4.5.2 Participants may not reconfigure or modify any firearm during the course of the event.

4.5.3 If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Range Master.

4.5.4 Installing or removing minor accessories (e.g. slings, scope covers) is generally permissible; the Range Master will be the final arbiter of whether a particular accessory is "minor".

4.6 Unless otherwise stipulated in the written stage briefing, the participant's

equipment will start the stage in one of the following conditions:

4.6.1 Rifle loaded and held in the low ready position (i.e. oriented with sights uppermost, buttstock in strong-side shoulder, hands in normal firing hold with finger outside trigger guard, muzzle at belt level), safety catch set to the “safe” position and aimed at a designated marker or point.

4.6.2 Rifle loaded and safety catch set to the “safe” position. Staged on table as specified.

4.7 The participant 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).

4.8 All magazines must start the stage secured on the participant’s person or as designated in the written stage brief.

4.9 Belts, pouches, and ammunition carriers and other equipment worn or carried by the participant may be changed, repositioned or reconfigured between stages.

5.0 DIVISIONS:

5.1 Participants will declare their division at registration. There are three (3) divisions available.

5.1.1 Rimfire Caliber Carbine = Minor Scoring (5,3,1)

5.1.2 Pistol Caliber Carbine = Major Scoring (5,4,2)

5.1.3 Rifle Caliber Carbine = MAJOR + Scoring (5,5,3)

5.2 Both divisions are considered Open/Unlimited and without any capacity, magazine or optic restrictions.

5.3 Muzzle devices are acceptable provided they are not capable of suppressing the noise of the firearm as defined by Federal law.

5.4 Suppressors and Silencers are not allowed due to discrepancies and inconsistencies with shot timer pick up and final shot recording.

6.0 SCORING & PENALTIES:

6.1 Stage score will be based on total points scored (minus penalties) divided by total stage time (Hit Factor). The highest hit factor number generated on each stage will receive all stage points allowed and all other competitors will receive a percentage of stage points based off their hit factor against the stage winner.

6.2 All designated Paper Shoot targets will be scored as best two (2) hits on paper and must have a minimum of (2) scoring hits or penalties will apply.

6.2.1 All designated Paper Shoot targets have a total value of ten (10) points with the highest value of each scoring hit at five (5) points.

6.2.2 All designated Steel Shoot targets have a total value of five (5) points.

6.2.2.1 A double or triple point value may be assigned to high value targets based on the difficulty or distance as per the WSB.

6.2.3 All designated Paper Shoot targets will be scored with MAJOR or Minor scoring based on the competitor's declared division.

6.2.4 All designated Paper Shoot targets have three (3) distinct scoring zones designated as: Alpha-A, Charlie-C or Delta-D and the value is as follows:

Scoring Hit: MAJOR+ / Major / Minor:

Alpha-A: 5 points / 5 points / 5 points

Charlie-C: 5 points / 4 points / 3 points

Delta-D: 4 points / 3 points / 1 point

6.3 Any designated Paper Shoot targets that has less than the minimum best two (2) hits on paper and any steel target left standing or unhit will incur penalties as follows:

6.3.1 Any Miss (M) on target = -10 points (Paper targets can have up to two (2) misses Maximum)

6.3.2 Any Failure To Engage (FTE) target = -10 points per target (Any FTE target will incur all applicable Miss penalties and FTE penalty in addition)

Example: If a paper shoot target is not engaged it will incur two (2) Misses and one (1) Failure To Engage penalty for a total of -30 points.

6.3.3 Any Paper No-Shoot target hit within the perforated border will incur a penalty of -10 points per hit.

6.3.4 All bullets/hits must break the perforated No-Shoot target border to score on Shoot targets.

Example: A single bullet breaks the border perforation of a No-Shoot target and continues on to hit a Shoot target in a scoring zone. The Competitor will receive a No-Shoot penalty and any points scored on the Shoot target.

REMAINDER OF SECTION 6.0 is applicable to both 6.1 scoring:

6.3 Only holes made by bullets in cardboard targets will count for score/penalty. Evidence that the bullet made the hole must be present on the target (i.e. crown or grease ring/mark). Holes made by shrapnel, fragments, or flying debris will not count for score/penalty. Cardboard targets will be scored as is normal in the action shooting sports with bullets strikes on lathe, perforations, etc., for scoring and no-shoot targets both.

6.4 Indicating targets (such as poppers, Texas stars, spinners, flashers and plates) must indicate to score and all KD steel targets must fall to score.

6.4.1 Indicating targets must react as described in the written stage briefing (WSB) to score.

6.4.1.1 In the event that a competitor strikes a supporting stand on a plate causing it to fall, such shall be scored as a hit and there will not be a reshoot.

6.5 Indicating targets will be calibrated before the event begins each day. KD steel targets are not subject to calibration.

6.5.1 Targets will be calibrated with the designated 9mm Carbine and ammunition. For initial calibration, each steel popper must be set to fall when hit within the calibration zone (the circular plate portion of the popper) with a single shot fired from a designated carbine using the calibration ammunition.

6.5.1.1 The Range Master will designate a specific Carbine to be used as the official calibration firearm only by the Range Master or designated testing personnel.

6.5.1.2 The Range Master will designate a specific supply of 9mm ammunition to be used as the official calibration ammunition. The ammunition will be 124 or 125 grains at a PF between 120 and 128.

6.5.1.3 If during a COF, a popper does not fall when hit, a competitor has three options:

Option 1: Shoot the popper again until it falls. In this case, no further action is required and the COF is scored "As Shot".

Option 2: The popper is left standing but the competitor does not challenge the calibration. No further action is required and the COF is scored "As Shot" with the popper scored as a miss.

Option 3: The popper is left standing and the competitor challenges the calibration. In this case, the popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Range Official violates this rule, the target will be scored as a Hit with no additional penalties assessed. If the competitor or any other person violates this rule, the target will be scored as a Miss and all appropriate penalties assessed. The COF will be scored "As Shot".

Note: If the popper falls for any non-interference reason (i.e. wind action) before it can be calibrated a re-shoot will be required.

6.5.1.4 In the case that a calibration challenge is won by the competitor, the Miss for the target will be scored as a Hit, however it will not be grounds for a reshoot.

6.5.1.5 In that case that a calibration challenge is lost by the competitor, the target in question will be scored as a MISS.

6.5.1.6 A Miss by the Range Master has no impact on the challenge.

6.5.2 Designated calibration firearms and ammunition are not subject to challenge.

6.6 Static targets must be visibly struck on their face or edge to count for score.

6.6.1 Static targets are considered a steel targets and will score the same as a knock down steel target.

6.6.1.1 Static steel targets MUST be painted and restored between all competitors to clearly indicate scoring hits on target.

6.7 Failure to follow procedures prescribed in the written stage brief (WSB) will result in a -10 point penalty.

6.7.1 If while faulting or circumventing the WSB and competitive advantage is deemed to have been gained, procedural penalties may be applied on a “per shot” basis.

6.7.2 A twenty (-20) point unsportsmanlike procedural penalties, may be applied at the Range Master’s discretion if a participant willfully and egregiously violates stage procedures.

6.7.3 The rendering of any assistance or advice to a participant who is actively engaged in a stage (“coaching”) by any person is prohibited. Event Officials may penalize the “coach” and/or the participant with a -10 point procedural penalty for each occurrence. Persistent coaching may be subject to the provisions of rules 1.3 and/or 1.4.

6.7.4 Additional penalties may be applied as stipulated in the written stage brief.

6.7.5 A Did Not Finish (DNF) penalty for any stage not shot will result on a zero (0) for the stage.

6.7.6 A time limit/ timeout for completing any stage may be imposed by stating it clearly in the written stage briefing (WSB). If a participant exceeds the time limit, they will be stopped by an Event Official and the stage will be scored as shot with the time to the last shot and all applicable misses and FTE penalties.

6.7.7 A -10 point penalty per occurrence will be assessed for any shot(s) fired while any part of a competitor’s body touches the ground beyond a Shooting Box or a Fault Line.

6.7.8 A -10 point Per Shot may be assessed if while faulting if it is determined the competitor has gained significant advantage.

6.7.9 The Range Master may waive one or more procedural penalties if a competitor has a demonstrable impairment. If any advantage is gained, a minimum of one procedural CAN be applied to the competitor's score.

7.0 MISCELLANEOUS:

7.1 PROTOCOLS FOR CHALLENGES, APPEALS AND ARBITRATION:

7.1.1 Penalty calls and enforcement are made by the ROs’ assigned to the stage.

7.1.2 If the competitor disagrees and challenges the RO’s decision, a three (3) panel board consisting of both RMs and the Chief Range officer will be called to make the final

ruling in the matter.

Note: Safety violations will NOT be subject to arbitration or appeal.

7.1.3 In the event a competitor calls for arbitration, the competitor will be the only person permitted to be present during the arbitration. If the competitor is a junior, one other person may be present as an advisor.

Note: Arbitrations will not be conducted in public or in the presence of non-involved competitors.

7.1.4.4 A safety rule violation is NOT negated because the RO did not immediately stop the competitor during the COF.

7.1.5 DQs will be finalized by the RM only.

7.1.6 Courses of fire are not subject to arbitration as being too hard or otherwise disagreeable to a competitor.

7.2 Courses of fire at the match may be altered from the previously published information. If such occurs, the course description and diagram presented by the stage RO will be official and not subject to arbitration.

7.4 In the event that any portion of a stage is inadvertently re-set improperly, a reshoot will occur. Reshoots may only be approved by the Range Master.

7.5 Walls go from the ground to infinity unless otherwise specified in the written stage brief.