



# Trijicon Shooting Challenge MATCH RULES

## 1. General Conduct & Dispute Resolution

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

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

1.3 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 as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range with no refund.

1.4 Participants and spectators are expected to conduct themselves in a courteous and sportsman-like manner at all times. Any person who violates this rule may be ejected from the event site at the Match Director's discretion with no refund.

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

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

1.7 A participant shall be disqualified from the event for unsportsmanlike conduct. Examples of unsportsmanlike conduct include:

1.7.1 Cheating, such as:

1.7.1.1 Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty.

1.7.1.2 Altering or falsifying score sheets.

1.7.1.3 Altering the configuration of firearms or equipment without permission of a Range Master.

1.7.2 Abusive behavior, such as:

1.7.2 Threatening or assaulting other participants or Event Officials.

1.7.2.1 Disruptive behavior likely to disturb, distract or coach other participants while they are shooting.

1.7.3 Willful disregard of an event official:

1.7.3 Willfully disregarding the instructions of any official as it pertains to the safe conduct or peaceful atmosphere of the event.

1.8 Range Officers tasked with running the participant shall make the initial call on scoring, penalties or a disqualification. The Chief Range Officer for that stage/section or area shall be the final step in the appeals process.

1.9 The final decision on all disqualifications, scoring challenges and reshoots will be made by the Match Director.

1.10 Changes or differences in a shooting environment as a result of nature shall not be grounds for the reshooting of a string, stage or any part thereof.

1.11 In the event a situation is not covered in this set of match rules, the Match Director shall refer to the following rule books for information to make a decision. Once a decision is made, it shall set the precedence for the remainder of the event.

USPSA Rule Book, IDPA Rule Book, NRA Action Pistol Rule Book, NRA Pistol Rules, NRA Small Bore Rifle Rule Book, FNH USA 3 Gun Championship Rules, National Sporting Clays Association, National Trap Shooting Association and National Skeet Shooting Association

1.12 The courses of fire in this event are designed to be similar in nature to many disciplines; however this match in its uniqueness shall develop courses fire that may not follow any one set discipline's course of fire times or targets as prescribed in that disciplines rules.

## 2. Safety

Any violation of a safety rule as found in Section 2 of these rules shall be grounds for a match disqualification.

2.1 All events will be run on cold ranges.

2.1.1 Participants firearms will remain unloaded at the event site except under the direction and immediate supervision of an event official.

2.2 Firearms may only be handled and/or displayed in a designated safety area.

2.2.1 Safety areas will be clearly marked with signs or designated by event officials.

2.2.2 **No firearm** may be loaded in a designated safe area.

2.2.3 No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.

2.2.4 No firearm may contain or have attached any ammo or simulated ammo of any kind in the safe area.

2.3 Firearms may be transported on the stages only in the following conditions:

2.3.1 Handguns slide locked open with the magazine removed.

2.3.2 Rifles and shotguns carried bolt open, magazine removed muzzle up or muzzle down. In the event of a preloaded shotgun, then the bolt will be forward on an empty chamber, safety engaged and the muzzle pointed up or down.

2.4 A participant who causes an accidental discharge will be stopped by an Event Official as soon as possible, and shall be disqualified. Examples of accidental discharge include:

2.4.1 A shot, which travels over a backstop, a berm or in any other direction deemed by Event Officials to be unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

2.4.2 A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant.

2.4.2.1 Exception - a shot which strikes the ground within 10 feet of the participant due to a "squib".

2.4.2.2 In the case of a shot striking a prop where the projectile is deflected or does not continue to strike the ground, if an Event Official determines that the projectile would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 2.4.2 shall apply.

2.4.3 A shot which occurs while loading, reloading or unloading any firearm.

2.4.3.1 Exception - a detonation which occurs while unloading a firearm is not considered an accidental discharge. A "detonation" is defined as the ignition of the primer of a round, other than by action of a firing pin, where the projectile or shot does not pass through the barrel (e.g. when a slide is being manually retracted or when a round is dropped etc.).

2.4.4 A shot which occurs during remedial action in the case of a malfunction. Remedial action is defined as an action to clear a firearm malfunction or ammunition feeding device malfunction after it fails to fire.

2.4.4.1 A remedial action is complete once the firearm is capable of discharging a round.

2.4.5 A shot which occurs while transferring a firearm between hands.

2.4.6 A shot which occurs during movement, except while actually engaging targets.

2.5 A participant who performs an act of unsafe gun handling will be stopped by an Event Official as soon as possible, and shall be disqualified. Examples of unsafe gun handling include:

2.5.1 Dropping a firearm, whether loaded or unloaded, at any time after the "Load" or "Make Ready" command and before the "Range Is Clear" command. A dropped firearm is defined as a firearm that hits the ground and the competitor no longer has a hand grasping and exercising control of the firearm. Accessories attached to the firearm at the time of the dropped firearm are considered part of the firearm.

2.5.1.1 Dropping an unloaded firearm before the "Load" or "Make Ready" command or after the "Range Is Clear" command will not result in disqualification, provided the firearm is retrieved by an Event Official.

2.5.2 Use of any unsafe ammunition as defined in Section 3.

2.5.3 Firearms may only be abandoned in one of the following conditions:

2.5.3.1 Loaded, safety fully engaged, muzzle pointed in the designated safe direction (muzzle pointed down toward the bottom of the grounding container).

2.5.3.2 Completely unloaded (no ammunition in the firearm), muzzle pointed in the designated safe direction. (muzzle pointed down toward the bottom of the grounding container), safety does not have to be engaged.

2.5.4 Abandoning two firearms whether loaded or unloaded in the same location, ie: putting a shotgun and rifle in the same abandonment container.

2.5.5 Unloading any firearm in an unsafe manner or discharging a firearm while not legitimately engaging a target or in the direction of a target.

2.5.6 Allowing the muzzle of a firearm to break the 180 degree safety plane.

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

2.5.8 Pointing a firearm, whether loaded or unloaded, in any direction deemed by event officials to be unsafe.

### 3. Firearms

3.1 Participants **MAY NOT** reconfigure any firearm during the course of the event.

3.1.1 If a competitor is found altering or to have altered a firearm during any course of fire, the competitor shall receive a zero score on the course of fire that they were found altering the firearm.

3.1.2 If a firearm becomes unserviceable, that competitor will be provided another firearm and will be required to reshoot the course of fire for score.

3.1.3 If an event official determines the malfunction was induced by a competitor, no reshoot will be granted.

3.1.4 Once a competitor selects a firearm prior to the commencement of a string or stage, that firearm shall be utilized for the duration of that event unless that firearm becomes unserviceable and 3.1.2 applies.

3.1.5 Optics shall have all dials set to zero and shall remain at zero during the duration of the match. No competitor shall alter the optics elevation or windage dial. If a competitor is found altering the dials on an optic that competitor will receive a zero score for the stage in which they were found altering the optic.

3.1.6 The only dials a competitor may utilize and set to their requirements is the focus dial or ring on the optic if that optic is equipped with one as well as the magnification and/or illumination if the optic is so equipped.

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

3.2.1 Handgun: Loaded to division start capacity staged or held in the designated starting position. In the case of single-action autos with manual override safeties, the safety catch must be in the "safe" position. In the case of double-action only autos & revolvers, the hammer must be down/forward.

3.2.2 Rifle: Loaded to division or designated capacity and held in the low ready, port arms position or staged. Safety catch must be in the "safe" position.

3.2.3 Shotgun: Loaded to division or designated capacity and held in the low ready, port arms position or staged. Safety catch must be in the "safe" position.

3.2.4 Participants may not touch or hold any firearm loading device or ammunition after the "Standby" command and before the "Start Signal".

## 4. Scoring

4.1 Stage score will be based on the following scoring methods:

### TIME PLUS SCORING

Unless otherwise stipulated in the stage briefing, the participant must have one of the following:

IPSC cardboard "shoot" or 3 Gun Nation targets

One (1) hit in the upper A-zone or B-zone.

One (1) hit in the lower A-zone or 1 hit in the center 8" ring of the 3GN targets.

Two (2) hits anywhere in the scoring area, in any combination of the C-zone and/or D-zone, two anywhere in the 17" scoring area of the 3 GN colored target or two hits anywhere in the 3 Gun Nation cardboard target outside the 8" circle.

IPSC cardboard "shoot" or 3 Gun Nation targets that are not neutralized will incur time penalties as follows:

One (1) hit in the C-zone, D-zone or the outer scoring area only = 5 second penalty (Failure To Neutralize).

No hits on target, but target was engaged = 10 second penalty (Un-hit Target).

No hits on target and target was not engaged = 15 second penalty (Target Not Hit and Not Engaged).

### USPSA SCORING

Comstock – Unlimited time stops on the last shot, unlimited number of shots to be fired, stipulated number of hits per target to count for score.

A competitor's score is calculated by adding the highest value of the best two (2) hits per target, minus penalties, divided by the total time (recorded to two decimal places) taken by the competitor to complete the course of fire, to arrive at a hit factor. The overall stage results are factored by awarding the competitor with the highest hit factor the maximum points available for the course of fire, with all other competitors ranked relatively below the stage winner.

Scoring of the USPSA targets is as follows:

A Hit = 5 points

B Hit = 4 points

C Hit = 4 points

D Hit = 3 points

### IDPA SCORING

IDPA scoring converts everything to a time score and the lowest time wins.

Vickers Count scoring allows the shooter to shoot at each target as much as deemed necessary, as long as this does not violate other IDPA rules. The best two (2) hits on a paper target are used for score. This gives the shooter the option to make up misses or hits that they are not satisfied with, to improve their score. When the shooter does not fire enough rounds, the unfired rounds are counted as misses.

Scoring of the IDPA targets is as follows:

Down zero  
Down 1.5 seconds  
Down 3 seconds

#### **BIANCHI CUP SCORING**

Targets are scored at completion of each stage or match as indicated by the match director.

Targets shall not accumulate more than twelve hits before being scored and taped, except for those matches in which a single stage exceeds 12 rounds.

A shot hole which comes in contact with the outside of the bull's-eye or scoring rings of a target, is given the higher value.

X Ring = 10 points  
A Ring = 10 points  
B Ring = 8 points  
C Ring = 5 points

#### **NRA CONVENTIONAL PISTOL SCORING**

Targets are scored at completion of each stage or match as indicated by the match director.

Targets shall not accumulate more than ten hits before being scored and taped, except for those matches in which a single stage exceeds 10 rounds.

A shot hole which comes in contact with the outside of the bull's-eye or scoring rings of a target, is given the higher value.

X Ring = 10 points  
10 Ring = 10 points  
9 Ring = 9 points  
8 Ring = 8 points  
7 Ring = 7 points  
6 Ring = 6 points  
5 Ring = 5 points

#### **NRA SMALL BORE SCORING**

Targets are scored at completion of each stage or match as indicated by the match director.

Targets shall not accumulate more than ten hits before being scored and taped, except for those matches in which a single stage exceeds 10 rounds.

A shot hole which comes in contact with the outside of the bull's-eye or scoring rings of a target, is given the higher value.

X Ring = 10 points  
10 Ring = 10 points  
9 Ring = 9 points  
8 Ring = 8 points  
7 Ring = 7 points  
6 Ring = 6 points  
5 Ring = 5 points

4.1.2 Only holes made by bullets/slugs/pellets 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, wads or flying debris will not count for score/penalty.

4.1.3 Knock-down targets (e.g. Pepper Poppers and Plates) must fall to score. Swinging/flashing targets must react in the manner prescribed in the stage briefing. An event official may call hits.

4.1.4 Knock-down/swinging/flashing targets that do not fall/react will incur time penalties as follows:

4.1.4.1 Target did not fall/react, but target was engaged = 10 second penalty (Un-hit Target).

4.1.4.2 Target did not fall/react and target was not engaged = 15 second penalty (Target Not Hit and Not Engaged).

4.1.4.3 Long range steel target (designated as any reactive steel target that is greater than 125 yards from the farthest forward shooting position) that does not react = 20 second penalty (un-hit long range target).

4.1.4.4 Long range steel target (designated as any reactive steel target that is greater than 125 yards from the farthest forward shooting position) that does not react and target was not engaged = 30 second penalty (un-hit long range target and was not engaged).

4.1.5 Knock-down targets will be calibrated before the event begins.

4.1.5.1 Handgun targets will be calibrated with a 9mm handgun using factory ammunition.

4.1.5.2 Shotgun targets will be calibrated with a 20 gauge shotgun, barrel length not to exceed 26", using a factory 2 dram, 7/8 ounce load of #7.5 or #8 birdshot.

4.1.5.3 The Range Master(s) will designate specific supplies of 9mm and 20 gauge ammunition and one or more handguns and shotguns to be used as official calibration tools only by the Range Master(s) or designated testing personnel. Designated calibration firearms and ammunition are not subject to challenge.

4.1.6 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered "broken".

4.1.7 Frangible targets that do not break will incur time penalties as follows:

4.1.7.1 Target did not break, but target was engaged = 10 second penalty (Un-hit Target).

4.1.7.2 Target did not break and target was not engaged = 15 second penalty (Target Not Hit and Not Engaged).

4.1.8 Scoring hits on designated "No Shoot" targets will incur a 10 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel "No Shoot" targets must fall to receive a penalty. Frangible "No Shoot" targets must break to receive a penalty.

4.1.9 Failure to follow the procedure in the stage briefing will result in a 10 second or 10 point penalty. If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a "per shot" basis.

4.1.9.1 Failure to ground a firearm in the designated grounding container shall result in a 20 second procedural penalty per occurrence.

4.1.9.2 If it is determined by the Match Director that a participant started a stage in a position other than that as stated in the stage description, a procedural penalty shall be applied and if the opinion of the range master a competitive advantage was gained a 60 second or 60 point procedural penalty shall be applied. Either penalty shall be applied without consideration of the competitor being given a reshoot.

4.1.10 Stage Not Fired (SNF) penalty is a DNF per stage not fired and will not be counted in the overall match results.

4.1.11 Unless clearly stated as being otherwise in the official stage briefing the maximum time for completing any stage will be 180 seconds. If a participant exceeds the stage time limit, they will be stopped by an event official and the stage will be scored as shot with all applicable miss and FTE penalties".

4.1.12 The time limit established for this match per stage is 180 seconds.

4.1.13 The signing of a competitors score sheet by either the Range Officer or the competitor shall not be a final act. The signing of a score sheet will not be relief from further penalties or disqualification should Match Officials deem it necessary.

6.1.14.1 In the event of electronic scoring (ie: tablets), once the competitor hits the next shooter and save button, the scores are not subject to any other actions with the exception of 6.1.14 above.

4.1.14 No competitor shall touch his/her own target after it has been fired until final score determination on the target has been made. If a competitor is observed touching his/her target prior to scoring, and if the scorer feels the target has been altered, the entire target, regardless of the number of hits on it, shall be scored zero or applicable misses applied.

#### 4.2 Overall stage and match placement

4.2.1 The order of finish on each stage from top to bottom will be determined by calculations of overall stage time/hit factor divided by the fastest overall stage time/hit factor to determine stage points.

4.2.2 Each stage is worth a maximum of 100 stage points.

4.2.3 Overall match placement will be determined by adding all stage points together from the highest to the lowest to determine order of finish.

4.2.4 Tie breakers for stage winner for the sole purpose for payouts shall be the following:

4.2.4.1 Any stage in Segment A shall be determined by stages in the following order stage 5, stage 6, stage 7, and stage 8. If a tie remains then the prize money shall be split.

4.2.4.2 Any stage in Segment B shall be determined by stages in the following order stage 9, stage 10, stage 11, and stage 12. If a tie remains then the prize money shall be split.

4.2.4.3 Any stage in Segment C shall be determined by stages in the following order stage 1, stage 2, stage 3, and stage 4. If a tie remains then the prize money shall be split.