



Precision Tactical Rifle Match Rules

Revised November 22nd 2014 – Courtesy of IMA-SMM3G



1 General Conduct & Dispute Resolution

- 1.1 Eye protection is mandatory for participants, spectators & officials at the event site. Ear protection is mandatory for participants, spectators & officials while on or near a stage.
- 1.2 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.
- 1.3 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.
- 1.4 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. A participant shall be disqualified for unsportsmanlike conduct.
- 1.5 All disqualifications and reshoots are subject to approval by the Match Director.
- 1.6 Participants must compete for score according to the published match and squadding schedule. A participant who is not present at the scheduled time and date for any stage may not attempt that stage without the prior approval of the Match Director.
- 1.7 Any aspect not expressly covered in this document will be resolved with a ruling by the Match Director.

2 Safety

- 2.1 All events will be run on cold ranges. Participants' rifles will remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
- 2.2 Rifles may only be handled and/or displayed in a designated safety area. Safety areas will be clearly marked with signs. No rifle may be loaded in a safety area. No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.
- 2.3 Rifles may be transported to, from and between stages only in the following condition: Cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried slung with the muzzle up. Actions must be open and detachable magazines removed. The use of high-visibility open bolt indicator devices is recommended as a courtesy to other event participants.
- 2.4 Carrying other firearms on the range is discouraged, particularly the carrying of handguns. Safety violations with any firearm (e.g. an unloaded handgun that falls out of the holster during a rifle stage) will be subject to the provisions of rule 1.3.
- 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 rifle, whether loaded or unloaded, at any time after the "Make Ready" command and before the "Range Is Clear" command.
 - 2.5.2 Possession of any prohibited ammunition as defined in Section 3.
 - 2.5.3 Allowing the muzzle of a rifle to break the 180 degree safety plane.
 - 2.5.4 Engaging steel targets with rifle ammunition at a range of less than 164 feet.
 - 2.5.5 Allowing the muzzle of a rifle to point at any part of the participant's body during a course of fire (i.e. sweeping).
 - 2.5.6 Pointing a rifle, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe.
 - 2.5.7 Firing a shot while not legitimately engaging a target.
 - 2.5.8 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.
 - 2.5.9 A shot which strikes the ground within 10 feet of the participant (except in the case of a "squib").
 - 2.5.10 A shot which occurs while loading, reloading or unloading.
 - 2.5.11 A shot which occurs during malfunction remediation.
 - 2.5.12 A shot which occurs while transferring a rifle between hands/shoulders.

3 Ammunition

- 3.1 Rifle ammunition shall be .223 Remington (5.56x45mmNATO) or larger, unless otherwise stipulated under equipment division rules.
- 3.2 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is prohibited. The presence of a steel jacket or penetrator core may be checked by Event Officials using a magnet.
- 3.3 Ammunition with muzzle energy exceeding 3000 ft.lbs. is prohibited. A chronograph may be used by Event Officials to verify compliance. Participants may be selected for testing on any basis approved by the Match Director. The chronograph procedure is as follows:
 - 3.3.1 An Event Official will collect two (2) rounds from the participant. One (1) bullet will be pulled and weighed to determine actual bullet weight in grains. One (1) round will be fired by an Event Official over the official chronograph to determine actual bullet velocity in feet per second. Muzzle energy will be calculated according to the equation: $ME = 0.5 \times BULLET_WEIGHT \times VELOCITY \times VELOCITY / 225141$.

4 Firearms

- 4.1 All rifles used by participants must be serviceable and safe. Event Officials may inspect a participant's rifle at any time to check it is functioning safely. If any rifle 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 Match Director.
- 4.2 Participants must use the same rifle for the entire event. If a participant's rifle becomes unserviceable, that participant may replace their rifle with another of a substantially similar model, caliber and sighting system only with the approval of the Match Director.
- 4.3 Participants generally may not reconfigure any rifle during the course of the event. Explicitly prohibited acts include changing caliber, barrel length, sighting systems, pistol grips and/or stock style. If a participant's rifle becomes unserviceable, that participant may repair their rifle with directly equivalent replacement parts. If replacement parts result in a significant change to the rifle configuration, then the repair must be approved by the Match Director.

5 Equipment Divisions

- 5.1 Participants will declare one equipment division at the beginning of the event.
 - 5.1.1 Equipment divisions are: Open, Tactical and Limited.
 - 5.1.2 Failure to meet all of the equipment requirements for the declared division shall result in the participant being placed into Open division. If the requirements of Open division are not met, the participant's scores will be excluded from the final event results.
 - 5.1.3 Ancillary equipment such as spotting scopes, rangefinders etc. may be used unless specifically prohibited by the stage briefing.
 - 5.1.4 A magazine attached at the magazine well is not considered to be a support device, and may be used for support without penalty.
- 5.2 Open division
 - 5.2.1 No restrictions on rifle, optics, support devices or slings.
 - 5.2.2 Participants may install, reconfigure or remove support devices and/or slings between stages without penalty.
- 5.3 Tactical division
 - 5.3.1 Only one (1) optic may be mounted on the rifle, and that optic may not be capable of magnification exceeding 10x power.
 - 5.3.2 A single bipod support device may be mounted under the barrel/handguard only, and must remain installed on the rifle throughout the event. All other support devices (e.g. rear monopod) are prohibited.
 - 5.3.3 A sling may be used, but must remain attached to the rifle throughout the event.
- 5.4 Limited division
 - 5.4.1 Iron sights and/or one (1) non-magnified optical sight are permitted.
 - 5.4.2 Support devices (bipods, etc.) are prohibited.
 - 5.4.3 A sling may be used, but must remain attached to the rifle throughout the event.

6 Scoring & Penalties

- 6.1 Stage score will be based on accumulated target points.
 - 6.1.1 For each stage, a briefing will clearly describe the start position, required target engagement sequence, exposure/shooting times, shooting positions, target types, and target point values.
 - 6.1.2 Targets may be paper, cardboard, synthetic, frangible, steel and/or any other target designated by the Match Director.
 - 6.1.3 When scoring paper or cardboard targets, only holes made by bullets 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.
 - 6.1.4 Knock-down targets must fall to score. Swinging/flashing targets must react in the manner prescribed in the stage briefing. Reactive targets are not subject to participant challenge, but may be adjusted or tested at the Match Director's discretion.
 - 6.1.5 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered "broken".
 - 6.1.6 Targets may be designated as "No Shoot" and, when hit, will incur penalties as stipulated in the stage briefing.
 - 6.1.7 Failure to follow procedures prescribed in the stage briefing will result in one or more 10-point penalties.
 - 6.1.7.1 Enhanced procedural penalties may be applied at the Match Director's discretion if a participant willfully and egregiously violates stage procedures.
 - 6.1.7.2 The rendering of any assistance or advice to a participant who is actively engaged in a stage ("coaching") by any person other than an Event Official is prohibited. Event Officials may penalize the "coach" and/or the participant with a procedural penalty for each occurrence. Persistent coaching may be subject to the provisions of rule 1.4.
 - 6.1.8 Additional penalties may be applied as stipulated in the stage briefing.
- 6.2 Match ranking
 - 6.2.1 Match ranking will be calculated separately for each equipment division.
 - 6.2.2 Total points accumulated for all stages will determine the event placement by division.
 - 6.2.3 Highest score wins.