DISQUALIFICATIONS (DQ)

5.1.8 Unauthorized substituting/modifying firearm
5.2.1 Carry and storage, safety flag
5.2.1.1 Competitor arriving w/ loaded firearm not reporting to RO
5.2.1.2 [H-A] Handgun in holster w/ mag or hammer cocked – warning, DQ
5.5.7 [S] Mixing ammo on start – **may be** DQd
5.6.3.1 [H-R] Modifying firearm for the chrono
8.3.1.1 Moving from start location after LAMR – warning, **may be** DQd
8.3.7 Shooting after "If Clear, Hammer Down, ..."
8.6.2 Assistance to competitor – **may be** DQd – **also proc possible**
8.6.3 Interference with competitor – **may be** DQd
8.7.3 Entering course of fire w/o approval – warning, **may be** DQd
9.7.8 Unauthorized handling of score sheet – warning, **may be** DQd
10.2.12 [R-M] Full auto – warning, DQ
10.4.1 Shot over backstop or to unsafe direction
10.4.2 Shot to ground within 3 m of the shooter
10.4.3 Shot while loading, reloading, unloading
10.4.4 Shot while remedying malfunction
10.4.5 Shot while switching hand/shoulder
10.4.6 Shot while moving
10.4.7 Shot too close to metal/hard target
10.5 Unsafe Gun Handling, other
10.5.1 Handling a gun w/o authorization
10.5.2 Pointing outside safe angles
10.5.3 Dropping a firearm
10.5.4 [H-A] Drawing or holstering in a tunnel
10.5.5 Sweeping
10.5.6 [H-A] Pointing > 1 m uprange on draw or holstering
10.5.7 More than one firearm during CoF
10.5.8 Trigger finger, clearing malfunction
10.5.9 Trigger finger, loading, reloading or unloading
10.5.10 Trigger finger, moving
10.5.11 [H-A] Unsafe holstering
10.5.12 Ammo in Safety Area
10.5.13 Unauthorized loaded firearm
10.5.14 Retrieving a dropped firearm
10.5.15 Prohibited/unsafe ammo/firearm
10.5.16 [S] Slug on non-slug CoF
10.5.17 [S] Buckshot on birdshot-only (safety reasons) CoF
10.6.1 Unsportsmanlike conduct
10.6.2 Intentionally removing eye/hearing protection
10.7.3 Drugs/alcohol

[H] – Handgun, [R] – Rifle, [S] – Shotgun, [A] – Action Air, [M] – Mini Rifle
Compiled by Riku Kalinen 2017-01-05, available in http://ipsc.d-q.fi

PROCEDURAL PENALTIES

1.1.5.2, 10.2.4 Mandatory reload – 1 or 1 per shot until reload
2.2.1.5 Shortcut – 1 per shot after beginning
4.5.1 Rearrangement of Range Equipment or Surface – 1
8.6.2 Assistance to competitor – 1 **or DQ**
8.7.1, 8.7.1.1 [R-M], 8.7.1.2 [R-M] Sight picture / dry firing – warning, 1
8.7.2 Sighting aid on walkthrough - 1
9.1.1 Approaching targets – warning, 1
10.2.1, 10.2.1.1 Breaking Fault Line – 1 or 1 per shot
10.2.2 Failure to comply with WSB – 1 or 1 per shot
10.2.5 Cooper tunnel – 1 per piece
10.2.6 Creeping – 1 or warning, 1
10.2.7 Failure to engage – 1 per target
10.2.8 [H-S-A] Wrong hand/shoulder – 1 per touch [H-A], 1 per shot [H-S-A]
10.2.9 Going back when prohibited – 1 per shot
10.2.10 Inability due to incapacity or injury –1-20% of **points** – **RM decides**
10.2.11 Firing over barrier > 1.8 m – 1 per shot
10.2.12 [S] Wrong ammo – 1 per fallen target
D4 15. [H-A] Cocking hammer of a Production handgun before first shot – 1

RESHOOTS

2.3.3 Modification to Course Construction
4.3.3.2 [R-M] Metal plate not falling when properly hit
4.6.2 Range Equipment Failure or target not reset
4.6.2.2 Targets faulty or presented differently – **RM decides**
5.4.3 Losing eye/ear protection
5.7.6.2 Competitor wrongly stopped on suspicion of "squib"
8.2.2 [H-A], 8.2.2.2 [R-M], 8.2.2.5 [S] Incorrect starting position
8.6.3 Interference during CoF - **RM decides**
8.6.4 Contact between RO and competitor
9.1.3, 9.1.4 Prematurely Patched / Unrestored Targets
9.1.4.1 Patches blown away
9.1.5.2, 9.1.6.2 Metal/hard target shot thru paper target / HC
9.5.9 [S] Extra hole by wad in paper target
9.7.5, 9.7.7 Incomplete / Lost score sheet - **RM decides**
9.10.1 Faulty timer
9.10.2 Unrealistic time - **Arbitration Committee decides**
C1 6. (c), (d) [H-R-A-M] Popper challenge, Match Official interference / other
C1 7. (b) [H-R-A-M] Popper failure
C1 8. (c) [S] Metal challenge, Match Official interference
C1 8. (d) [S] Metal challenge, external reason
C1 9. (b) [S] Target failure
C1 9. (c) [S] Calibration test failure