

DISQUALIFICATIONS

- 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 immediately to RO
 - 5.2.1.2 [H-2-AH] Handgun in holster w/ magazine or hammer cocked – warning, DQ
- 5.2.2 [H-2-AH] Mistakenly unholstering while waiting LAMR – warning, DQ
- 5.5.7 [S] Mixing ammo on start – **may** be DQd
- 5.6.3.1 [H-R-C] 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 procedural penalty possible**
- 8.6.3 Interference with competitor – **may** be DQd
- 8.6.5 Person appears downrange – **also reshoot possible**
- 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-C-M-AR-AC] 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-2-AH] Drawing or holstering in a tunnel
 - 10.5.5-6 Sweeping
 - 10.5.7 [H-2-AH] Pointing > 1 m uprange on draw or holstering
 - 10.5.8 More than one firearm during CoF
 - 10.5.9 Trigger finger, clearing malfunction
 - 10.5.10 Trigger finger, loading, reloading or unloading
 - 10.5.11 Trigger finger, moving
 - 10.5.12 [H-2-AH] Unsafe holstering
 - 10.5.13 Ammo in Safety Area
 - 10.5.14 Unauthorized loaded firearm
 - 10.5.15 Retrieving a dropped firearm
 - 10.5.16 Prohibited/unsafe ammo/firearm
- 10.6.1 Unsportsmanlike conduct
- 10.6.2 Intentionally removing eye/hearing protection
- 10.7.3 Drugs/alcohol

PROCEDURAL PENALTIES AND RESHOOTS

PROCEDURAL PENALTIES

- 1.1.5.2 Mandatory reload - 1
- 2.2.1.5 Shortcut – 1 per shot after beginning
- 4.6.1 Rearrangement of Range Equipment or Surface – 1
- 8.1.3 [AH] Chambering 1st projectile with trigger action (start w/ unloaded chamber) – 1
- 8.6.2 Assistance to competitor – 1 or **DQ**
- 8.7.1 [H-S-2-AH] Sight picture / dry firing – warning, 1
- 8.7.1 [R-C-M-AR-AC] Sight picture w/ loaded firearm – warning, 1
- 8.7.1.1 [R-C-M-AR-AC] Sight picture when prohibited – warning, 1
- 8.7.1.2 [R-C-M-AR-AC] Targeting sequence / shooting position w/ sight picture - 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
- 10.2.4 Failure to reload – 1 per shot until reload
- 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-2-AH] Wrong hand/shoulder – 1 per touch [H-2-AH], 1 per shot [H-S-2-AH]
- 10.2.9 Going back when prohibited – 1 per shot
- 10.2.10 Inability to execute due to incapacity or injury – minus 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,D4a 17. [H] D 18. [AH] Cocking hammer of a Prod handgun before first shot (loaded chamber) - 1

RESHOOTS

- 2.3.3 Modification to Course Construction
- 4.3.3.2 [R-C-M-AR-AC] Metal/rigid plate not falling when properly hit
- 4.7.2 Range Equipment Failure or target not reset
- 4.7.2.2 Targets faulty or presented differently – **RM decides**
- 5.4.3 Losing eye/ear protection
- 5.7.6.2 Competitor wrongly stopped on suspicion of unsafe firearm/ammunition “squib”
- 8.2.2 [H-2-AH], 8.2.2.2 [R-C-M-AR-AC], 8.2.2.5 [S] Incorrect starting position
- 8.3.4.1 False start
- 8.6.3 Interference during CoF - **RM decides**
- 8.6.4 Contact between RO and competitor
- 8.6.5 Person appearing downrange – **also DQ possible**
- 9.1.3 Prematurely Patched Targets
- 9.1.4 Unrestored Targets
- 9.1.4.1 Patches blown away
- 9.1.5.2 Metal/rigid target shot thru paper target
- 9.1.6.2 Metal/rigid target shot thru Hard Cover
- 9.5.9 [S] Extra hole by wad in paper target
- 9.7.5 Insufficient or excess entries in score sheet - **RM decides**
- 9.7.7 Lost score sheet - **RM decides**
- 9.10.1 Faulty timer
- 9.10.2 Unrealistic time - **Arbitration Committee decides**
- B10 7. (b) [R-C-M] Electronic scoring target test, Match Official interference
- B10 8. (b) [R-C-M] Electronic scoring target test, failed target
- C1 6. (c) [H-R-C-2-M-AH-AR-AC] Popper challenge, Match Official interference
- C1 6. (d) [H-R-C-2-M-AH-AR-AC] Popper challenge, other reason
- C1 7. (b) [H-R-C-2-M-AH-AR-AC] 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