



**INTERNATIONAL  
PRACTICAL SHOOTING  
CONFEDERATION**

**PROVISIONAL ACTION AIR RULES**

**JANUARY 2009 EDITION**

International Practical Shooting Confederation  
PO Box 972, Oakville, Ontario,  
Canada L6J 9Z9

Tel: +1 905 849 6960 Fax: +1 905 842 4323  
Email: [rules@ipsc.org](mailto:rules@ipsc.org) Web: [www.ipsc.org](http://www.ipsc.org)

Copyright © 2008 International Practical Shooting Confederation

# TABLE OF CONTENTS

## CHAPTER 1 – Course Design

	Page No.
<b>1.1</b> General Principles.....	<b>1</b>
1.1.1 Safety.....	<b>1</b>
1.1.2 Quality.....	<b>1</b>
1.1.3 Balance.....	<b>1</b>
1.1.4 Diversity.....	<b>1</b>
1.1.5 Freestyle.....	<b>1</b>
1.1.6 Difficulty.....	<b>1</b>
1.1.7 Challenge.....	<b>1</b>
<b>1.2</b> Types of Courses.....	<b>1</b>
1.2.1 General Courses of Fire.....	<b>1</b>
1.2.2 Special Courses of Fire.....	<b>2</b>
1.2.3 Supplementary Courses of Fire.....	<b>2</b>
<b>1.3</b> Sanctioning.....	<b>2</b>

## CHAPTER 2 – Course Construction and Modification

<b>2.1</b> General Regulations.....	<b>3</b>
2.1.1 Physical Construction.....	<b>3</b>
2.1.2 Safe Angles of Fire.....	<b>3</b>
2.1.3 Minimum Distances.....	<b>3</b>
2.1.4 Target Locations.....	<b>3</b>
2.1.5 Range Surface.....	<b>3</b>
2.1.6 Obstacles.....	<b>3</b>
2.1.7 Common Firing Lines.....	<b>3</b>
2.1.8 Target Placement.....	<b>3</b>
2.1.9 Berms.....	<b>4</b>
<b>2.2</b> Course Construction Criteria.....	<b>4</b>
2.2.1 Charge Lines and Fault Lines.....	<b>4</b>
2.2.2 Obstacles.....	<b>4</b>
2.2.3 Barriers.....	<b>4</b>
2.2.4 Tunnels.....	<b>4</b>
2.2.5 “Cooper” Tunnels.....	<b>4</b>
2.2.6 Stage Props.....	<b>4</b>
<b>2.3</b> Modifications to Course Construction.....	<b>5</b>
<b>2.4</b> Safety Areas.....	<b>5</b>
<b>2.5</b> Vendor Areas.....	<b>6</b>
<b>2.6</b> Unloading/Loading Station.....	<b>6</b>

## CHAPTER 3 – Course Information

<b>3.1</b> General Regulations.....	<b>7</b>
3.1.1 Published Courses of Fire.....	<b>7</b>
3.1.2 Non-Published Courses of Fire.....	<b>7</b>
<b>3.2</b> Written Stage Briefings.....	<b>7</b>
<b>3.3</b> Local, Regional and National Rules.....	<b>7</b>

## CHAPTER 4 – Range Equipment

<b>4.1</b> Targets – General Principles.....	<b>8</b>
<b>4.2</b> Approved Targets – Paper.....	<b>8</b>
<b>4.3</b> Approved Targets – Metal.....	<b>9</b>
<b>4.4</b> Frangible and Synthetic Targets.....	<b>9</b>
<b>4.5</b> Rearrangement of Range Equipment or Surface.....	<b>9</b>
<b>4.6</b> Range Equipment Failure and Other Issues.....	<b>9</b>

## **CHAPTER 5 – Competitor Equipment**

<b>5.1</b>	Handguns .....	<b>11</b>
<b>5.2</b>	Holsters and Other Competitor Equipment.....	<b>11</b>
<b>5.3</b>	Appropriate Dress .....	<b>12</b>
<b>5.4</b>	Eye and Ear Protection.....	<b>13</b>
<b>5.5</b>	Ammunition and Related Equipment.....	<b>13</b>
<b>5.6</b>	Chronograph and Power Factors.....	<b>13</b>
<b>5.7</b>	Malfunctions – Competitor’s Equipment.....	<b>15</b>
<b>5.8</b>	Official Match Ammunition.....	<b>15</b>

## **CHAPTER 6 – Match Structure**

<b>6.1</b>	General Principles.....	<b>17</b>
6.1.1	String .....	<b>17</b>
6.1.2	Standard Exercises.....	<b>17</b>
6.1.3	Stage .....	<b>17</b>
6.1.4	Match.....	<b>17</b>
6.1.5	Tournament.....	<b>17</b>
6.1.6	League .....	<b>17</b>
6.1.7	Shoot-Off .....	<b>17</b>
<b>6.2</b>	Match Divisions .....	<b>17</b>
<b>6.3</b>	Match Categories .....	<b>18</b>
<b>6.4</b>	Regional Teams.....	<b>18</b>
<b>6.5</b>	Competitor Status and Credentials.....	<b>18</b>
<b>6.6</b>	Competitor Scheduling and Squadding .....	<b>19</b>
<b>6.7</b>	International Classification System (“ICS”) .....	<b>19</b>

## **CHAPTER 7 – Match Management**

<b>7.1</b>	Match Officials.....	<b>20</b>
7.1.1	Range Officer .....	<b>20</b>
7.1.2	Chief Range Officer.....	<b>20</b>
7.1.3	Stats Officer.....	<b>20</b>
7.1.4	Quartermaster .....	<b>20</b>
7.1.5	Range Master.....	<b>20</b>
7.1.6	Match Director.....	<b>20</b>
<b>7.2</b>	Discipline of Match Officials.....	<b>20</b>
<b>7.3</b>	Appointment of Officials.....	<b>20</b>

## **CHAPTER 8 – The Course of Fire**

<b>8.1</b>	Handgun Ready Conditions.....	<b>21</b>
<b>8.2</b>	Competitor Ready Condition .....	<b>21</b>
<b>8.3</b>	Range Communication .....	<b>22</b>
8.3.1	“Load And Make Ready”.....	<b>22</b>
8.3.2	“Are You Ready”.....	<b>22</b>
8.3.3	“Standby”.....	<b>22</b>
8.3.4	“Start Signal”.....	<b>22</b>
8.3.5	“Stop”.....	<b>22</b>
8.3.6	“If You Are Finished, Unload And Show Clear”.....	<b>22</b>
8.3.7	“If Clear, Hammer Down, Holster”.....	<b>22</b>
8.3.8	“Range is Clear”.....	<b>23</b>
<b>8.4</b>	Loading, Reloading or Unloading During a Course of Fire .....	<b>23</b>
<b>8.5</b>	Movement.....	<b>23</b>
<b>8.6</b>	Assistance or Interference .....	<b>23</b>
<b>8.7</b>	Sight Pictures and Range Inspection .....	<b>23</b>

## CHAPTER 9 – Scoring

<b>9.1</b>	General Regulations.....	<b>25</b>
9.1.1	Approaching Targets.....	25
9.1.2	Touching Targets.....	25
9.1.3	Prematurely Patched Targets.....	25
9.1.4	Unrestored Targets.....	25
9.1.5	Impenetrable.....	25
9.1.6	Hard Cover.....	25
9.1.7	Target Sticks.....	26
<b>9.2</b>	Scoring Methods.....	<b>26</b>
<b>9.3</b>	Scoring Ties.....	<b>26</b>
<b>9.4</b>	Scoring and Penalty Values.....	<b>27</b>
<b>9.5</b>	Scoring Policy.....	<b>27</b>
<b>9.6</b>	Score Verification and Challenge.....	<b>28</b>
<b>9.7</b>	Score Sheets.....	<b>28</b>
<b>9.8</b>	Scoring Responsibility.....	<b>29</b>
<b>9.9</b>	Scoring of Moving Targets.....	<b>29</b>
<b>9.10</b>	Official Time.....	<b>29</b>
<b>9.11</b>	Scoring Programs.....	<b>30</b>

## CHAPTER 10 – Penalties

<b>10.1</b>	Procedural Penalties – General Regulations.....	<b>31</b>
<b>10.2</b>	Procedural Penalties – Specific Examples.....	<b>31</b>
<b>10.3</b>	Match Disqualification – General Regulations.....	<b>32</b>
<b>10.4</b>	Match Disqualification – Accidental Discharge.....	<b>32</b>
<b>10.5</b>	Match Disqualification – Unsafe Gun Handling.....	<b>33</b>
<b>10.6</b>	Match Disqualification – Unsportsmanlike Conduct.....	<b>34</b>
<b>10.7</b>	Match Disqualification – Prohibited Substances.....	<b>34</b>

## CHAPTER 11 – Arbitrations and Interpretation of Rules

<b>11.1</b>	General Principles.....	<b>35</b>
11.1.1	Administration.....	35
11.1.2	Access.....	35
11.1.3	Appeals.....	35
11.1.4	Appeal to Committee.....	35
11.1.5	Retain Evidence.....	35
11.1.6	Preparing the Appeal.....	35
11.1.7	Match Official’s Duty.....	35
11.1.8	Match Director’s Duty.....	35
11.1.9	Arbitration Committee’s Duty.....	35
<b>11.2</b>	Composition of Committee.....	<b>35</b>
11.2.1	Level III and Higher Matches.....	35
11.2.2	Level I and Level II Matches.....	35
<b>11.3</b>	Time Limits and Sequences.....	<b>36</b>
11.3.1	Time Limit for Arbitration Request.....	36
11.3.2	Decision Time Limit.....	36
<b>11.4</b>	Fees.....	<b>36</b>
11.4.1	Amount.....	36
11.4.2	Disbursement.....	36
<b>11.5</b>	Rules of Procedure.....	<b>36</b>
11.5.1	Committee’s Duty and Procedure.....	36
11.5.2	Submissions.....	36
11.5.3	Hearing.....	36
11.5.4	Witnesses.....	36
11.5.5	Questions.....	36
11.5.6	Opinions.....	36
11.5.7	Inspect Area.....	36
11.5.8	Undue Influence.....	36

11.5.9	Deliberation .....	36
<b>11.6</b>	<b>Verdict and Subsequent Action.....</b>	<b>36</b>
11.6.1	Committee Decision.....	36
11.6.2	Implement Decision.....	36
11.6.3	Decision is Final.....	36
11.6.4	Minutes.....	37
<b>11.7</b>	<b>Third Party Appeals .....</b>	<b>37</b>
<b>11.8</b>	<b>Interpretation of Rules.....</b>	<b>37</b>

**CHAPTER 12 – Miscellaneous Matters**

<b>12.1</b>	<b>Appendices .....</b>	<b>38</b>
<b>12.2</b>	<b>Language .....</b>	<b>38</b>
<b>12.3</b>	<b>Disclaimers .....</b>	<b>38</b>
<b>12.4</b>	<b>Gender .....</b>	<b>38</b>
<b>12.5</b>	<b>Glossary .....</b>	<b>38</b>
<b>12.6</b>	<b>Measurements .....</b>	<b>39</b>

# CHAPTER 1: Course Design

The following general principles of course design list the criteria, responsibilities and restrictions governing course designers as the architects of the sport of Action Air shooting.

## 1.1 General Principles

- 1.1.1 Safety – Action Air matches must be designed, constructed and conducted with due consideration to safety.
- 1.1.2 Quality – The value of an Action Air match is determined by the quality of the challenge presented in the course design. Courses of fire must be designed primarily to test a competitor's Action Air shooting skills, not their physical abilities.
- 1.1.3 Balance – Accuracy, Power and Speed are equivalent elements of IPSC shooting, and are expressed in the Latin words "Diligentia, Vis, Celeritas" ("DVC"). A properly balanced course of fire will depend largely upon the nature of the challenges presented therein, however, courses must be designed, and Action Air matches must be conducted in such a way, as to evaluate these elements equally.
- 1.1.4 Diversity – Action Air shooting challenges are diverse. While it is not necessary to construct new courses for each match, no single course of fire must be repeated to allow its use to be considered a definitive measure of Action Air shooting skills.
- 1.1.5 Freestyle – Action Air matches are freestyle. Competitors must be permitted to solve the challenge presented in a freestyle manner, and to shoot targets on an "as and when visible" basis. After the start signal, courses of fire must not require mandatory reloads nor dictate a shooting position, location or stance, except as specified below. However, conditions may be created, and barriers or other physical limitations may be constructed, to compel a competitor into shooting positions, locations or stances.
  - 1.1.5.1 Level I and Level II matches are not required to comply strictly with the freestyle requirements or round count limitations (see Section 1.2).
  - 1.1.5.2 Standard Exercises and Classifiers may include mandatory reloads and may dictate a shooting position, location or stance, however, mandatory reloads must never be required in other Long Courses.
  - 1.1.5.3 Standard Exercises and Classifiers may specify shooting with the strong hand or weak hand unsupported. The specified hand must be used exclusively from the point stipulated for the remainder of the string or stage.
- 1.1.6 Difficulty – Action Air matches present varied degrees of difficulty. No shooting challenge or time limit may be appealed as being prohibitive. This does not apply to non-shooting challenges, which should reasonably allow for differences in competitor's height and physical build.

## 1.2 Types of Courses

Action Air matches may contain the following types of courses of fire:

- 1.2.1 General Courses of Fire:
  - 1.2.1.1 "Short Courses" must not require more than 9 rounds to complete and no more than 2 shooting locations.
  - 1.2.1.2 "Medium Courses" must not require more than 16 rounds to complete and no more than 3 shooting locations. Course design and construction must not require more than 9 scoring hits from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view.
  - 1.2.1.3 "Long Courses" must not require more than 32 rounds to complete. Course design and construction must not require more than 9 scoring hits from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view.

1.2.1.4 The recommended balance for an Action Air match is a ratio of 3 Short Courses to 2 Medium Courses to 1 Long Course. Where possible, it is further recommended that no single COF in a match represents more than 15% of the total match points available.

1.2.2 Special Courses of Fire:

1.2.2.1 "Standard Exercises" must not require more than 24 rounds to complete. Component strings must not require more than 6 rounds (12 rounds if a mandatory reload is specified).

1.2.2.2 Not applicable.

1.2.2.3 "Classifiers" – Courses of fire published by a Regional Directorate and/or Action Air, which are available to competitors seeking a regional and/or international classification. Classifiers must be set-up in accordance with these rules and be conducted strictly in accordance with the notes and diagrams accompanying them. Results must be submitted to the publishing entity in the format required (with the applicable fees, if any), in order for them to be recognized.

1.2.3 Supplementary Courses of Fire:

1.2.3.1 "Shoot-Off" must not require more than 9 rounds to complete and must require 1 mandatory reload.

### **1.3 Action Air Sanctioning**

1.3.1 Match organizers wishing to receive IPSC sanctioning must comply with the general principles of course design and course construction as well as all other current Action Air Rules and regulations relevant to the discipline. Courses of fire that do not comply with these requirements will not be sanctioned, and must not be publicized or announced as Action Air sanctioned matches.

1.3.2 The IPSC President, his delegate, or an officer of the Confederation (in that order) may withdraw sanctioning from a match. Such action may be taken at any time where, in his or their opinion, a match contravenes the purpose or spirit of the principles of course design or is in breach of any of the current Action Air Rules or is likely to bring the sport of Action Air shooting into disrepute.

## CHAPTER 2: Course Construction and Modification

The following general regulations of course construction list the criteria, responsibilities and restrictions applicable to courses of fire in Action Air matches. Course designers, host organizations and officials are governed by these regulations.

### 2.1 General Regulations

- 2.1.1 Physical Construction – Safety considerations in the design, physical construction, and stated requirements for any course of fire are the responsibility of the host organization subject to the approval of the Range Master. Reasonable effort must be made to prevent injury to competitors, officials and spectators during the match. Course design should prevent inadvertent unsafe actions wherever possible. Consideration must be given to the operation of any course of fire to provide suitable access for officials supervising the competitors.
- 2.1.2 Safe Angles of Fire – Courses of fire must always be constructed taking into account safe angles of fire. Consideration must be given to safe target and frame construction and the angle of any possible ricochets. Where appropriate the physical dimensions and suitability of backstops and side berms must be determined as part of the construction process.
- 2.1.4 Target Locations – When a course is constructed to include target locations other than immediately downrange, organizers and officials must protect or restrict surrounding areas to which competitors, officials or spectators have access. Each competitor must be allowed to solve the competitive problem in his own way and must not be hindered by being forced to act in any manner which might cause unsafe action. Targets must be arranged so that shooting at them on an “as and when visible” basis will not cause competitors to breach safe angles of fire.
- 2.1.5 Range Surface – Where possible, the range surface must be prepared prior to the match, and be kept moderately clear of debris during the match, to provide reasonable safety for competitors and officials. Consideration should be given to the possibility of inclement weather and competitor actions. Range Officials may add gravel, sand or other materials to a deteriorated range surface at any time, and such range maintenance actions may not be appealed by competitors.
- 2.1.6 Obstacles – Natural or created obstacles in a course of fire should reasonably allow for variations in competitors' height and physical build and should be constructed to provide reasonable safety for all competitors, Match Officials and spectators.
- 2.1.7 Common Firing Lines – Courses of fire where multiple competitors are required to fire simultaneously from a common firing line (e.g. Standard Exercises, Shoot-Off), must provide a minimum of 1.5 meters (4.92 feet) of free space between each competitor.
- 2.1.8 Target Placement – Care must be taken with the physical placement of a paper target to prevent a “shoot through”.
- 2.1.8.1 Target placement should be clearly marked on the target stands for target replacement and target stands should be securely fixed or their locations should be clearly marked on the range surface to ensure consistency throughout the entire match. Furthermore, target types should be specified and identified on the target frames or stands prior to the start of the match to ensure that a scoring target is not interchanged with a no-shoot after the match has commenced.
- 2.1.8.2 When paper and metal targets are used in close proximity in a course of fire, care must be taken to minimize the risk of splatter from metal targets.
- 2.1.8.3 When Action Air Poppers are used in a course of fire, care should be taken to ensure that the location or foundation area is prepared to provide consistent operation throughout the match.
- 2.1.8.4 Static targets (i.e. those which are not activated) must not be presented at an angle greater than 90 degrees from the vertical.
- 2.1.9 All berms are “off limits” to all persons at all times, except when access to them is specifically permitted by a Range Officer (see Rule 10.6.1).

### 2.2 Course Construction Criteria



During the construction of a course of fire, a variety of physical barriers may be used to restrict competitor movement and to provide additional competitive challenges as follows:

- 2.2.1 Charge Lines and Fault Lines – Competitor movement should preferably be restricted through the use of physical barriers, however, the use of Charge and Fault Lines is permitted. Charge Lines and Fault Lines should be constructed of wooden boards or other suitable material and should rise at least 2 centimeters (0.79 inches) above ground level. This will provide both physical and visible references to competitors to prevent inadvertent faulting. Fault Lines and Charge Lines must be fixed firmly in place to ensure they remain consistent throughout the match.
  - 2.2.1.1 Charge Lines are used to restrict unreasonable movement by competitors toward or away from targets.
  - 2.2.1.2 Fault Lines are used to force the competitor to shoot at targets from behind physical barriers. They may be positioned at any angle extending to the rear of these barriers. Fault Lines should be a minimum of 1 meter (3.28 feet) in length and unless otherwise stated in the written stage briefing, they are deemed to extend rearwards to infinity.
- 2.2.2 Obstacles – Courses of fire may include the use of barriers or major obstacles to be surmounted by competitors. Obstacles used in this way must not exceed a height of 2 meters (6.56 feet). Obstacles over 1 meter (3.28 feet) in height must be supplied with scaling aids to assist competitors and must be constructed to provide for the competitor’s safety in the following ways:
  - 2.2.2.1 Obstacles must be firmly anchored and braced to provide adequate support when in use. Wherever possible, unduly sharp or rough surfaces must be removed to reduce the possibility of injury to competitors and/or Match Officials.
  - 2.2.2.2 The descending side of any obstacle must be clear of obstructions or natural hazards.
  - 2.2.2.3 Competitors must be allowed to test such obstacles before the course of fire and should be given a short period to do so.
  - 2.2.2.4 Competitors must not be required to holster their handgun before ascending these obstacles.
- 2.2.3 Barriers – Must be constructed in the following manner:
  - 2.2.3.1 They must be high enough and strong enough to serve the intended purpose.
  - 2.2.3.2 They should include Fault Lines projecting rearward at ground level from the side edges.
- 2.2.4 Tunnels – A tunnel that a competitor is required to enter or pass through must be constructed of suitable material and to any length. However, sufficient ports must be provided to allow Match Officials to safely monitor competitor action. Tunnel mouth edges must be prepared to minimize the possibility of injury to competitors and Match Officials. Course designers must clearly designate the entrance and exit portions of the tunnel as well as the parameters for shooting at any targets from within the tunnel (e.g. Fault Lines and Charge Lines).
- 2.2.5 “Cooper” Tunnels – Are tunnels comprised of braced uprights supporting loose overhead materials (e.g. wooden slats), which may be inadvertently dislodged by competitors (see Rule 10.2.5). These tunnels may be constructed to any height, but overhead materials must not be heavy enough to cause injury if they fall.
- 2.2.6 Stage Props – Where these items are intended to support a competitor in motion or while shooting targets, they must be constructed with the safety of the competitor and Match Officials as a priority. Provisions must be made to allow Match Officials to safely monitor and control competitor action at all times. Props must be strong enough to withstand use by all competitors.

## **2.3 Modifications to Course Construction**

- 2.3.1 Match Officials may, for any reason, modify the physical construction or stage procedure for a course of fire, provided that such changes are approved in advance by the Range Master. Any such physical changes or additions to a published course of fire should be completed before the stage begins.

- 2.3.2 All competitors must be notified of any such changes as soon as possible. As a minimum, they must be notified by the official in charge of the course of fire during the squad briefing.
- 2.3.3 If the Range Master approves any such action after the match begins he must either:
- 2.3.3.1 Allow the course of fire to continue with the modification affecting only those competitors who have not already completed the stage. If a competitor's actions caused the change, that competitor must be required to reshoot the altered course of fire; or
  - 2.3.3.2 If possible, require all competitors to complete the course of fire as revised with all previous attempts removed from the match scores.
  - 2.3.3.3 A competitor who refuses to reshoot a course of fire, under this or any other Section, when so ordered by a Range Official, will receive a zero score for that stage, irrespective of any previous attempt.
- 2.3.4 If the Range Master (in consultation with the Match Director) determines that the physical or procedural change results in a loss of competitive equity and it is impossible for all competitors to attempt the revised stage, or if the stage has been rendered unsuitable or unworkable for any reason, that stage and all associated competitor scores must be deleted from the match.
- 2.3.5 During inclement weather, the Range Master may order that paper targets be fitted with transparent protective covers and/or overhead shelters, and this order is not subject to appeal by competitors (see Rule 6.6.1). Such items must be applied and remain fitted to all affected targets for the same period of time, until the order is rescinded by the Range Master.
- 2.3.6 If the Range Master (in consultation with the Match Director) deems that climatic or other conditions have, or are likely to, seriously affect the safety and/or conduct of a match, he may order that all shooting activities be suspended, until he issues a "resume shooting" directive.

## **2.4 Safety Areas**

The host organization is responsible for the construction and placement of a sufficient number of Safety Areas for the match. They should be conveniently placed and easily identified with signs. Safety Areas should include a table with the safe direction and boundaries clearly shown. Safety Areas should include a suitable gun rack or racks, as they are intended for use by all Action Air disciplines, particularly during Tournaments.

- 2.4.1 Competitors are permitted to use the Safety Areas for the activities stated below provided they remain within the boundaries of the Safety Area and the firearm is pointed in a safe direction. Violations may be subject to match disqualification (see Rules 10.5.1 & 10.5.12).
- 2.4.1.1 Casing, uncasing, and holstering unloaded firearms.
  - 2.4.1.2 Practice the mounting, drawing, "dry-firing" and re-holstering of unloaded firearms.
  - 2.4.1.3 Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.
  - 2.4.1.4 Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.
- 2.4.2 Dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines, loaded speed loading devices and live rounds must not be handled in a Safety Area under any circumstances (see Rule 10.5.12).

## **2.5 Vendor Areas**

- 2.5.1 Vendors (i.e. individuals, corporations and other entities displaying or selling merchandise at an Action Air match) are solely responsible for the safe handling and security of their products, and ensuring they are displayed in a condition that must not endanger any person. It is recommended that assembled firearms be deactivated prior to being displayed.
- 2.5.2 The Range Master (in consultation with the Match Director) must clearly delineate the vendor area, and he may issue "Acceptable Practice Guidelines" to all vendors, who are responsible for their implementation in respect of their own merchandise.

- 2.5.3 Competitors may handle unloaded vendor's firearms while remaining wholly within the vendor areas, provided reasonable care is taken to ensure that the muzzle is not pointed at any person while being handled.
- 2.5.4 Competitors must not draw or re-holster their competition firearms in the vendor area (see Rule 10.5.1). Competitors seeking gunsmithing services for their competition firearms must firstly place them in a gun bag or gun case, in a designated safety area, before passing them to a vendor in the vendor area.

## **CHAPTER 3: Course Information**

### **3.1 General Regulations**

The competitor is always responsible to safely fulfil the requirements of a course of fire but can only reasonably be expected to do so after verbally or physically receiving the written stage briefing, which must adequately explain the requirements to the competitors. Course information can be broadly divided into the following types:

- 3.1.1 Published Courses of Fire – Registered competitors and/or their Regional Directorates must be provided with the same course of fire information, within the same notice period, in advance of the match. The information may be provided by physical or electronic means, or by reference to a website (also see Section 2.3).
- 3.1.2 Non-Published Course of Fire – Same as Rule 3.1.1 except that the details for the course of fire are not published beforehand. The stage instructions are provided in the written stage briefing.

### **3.2 Written Stage Briefings:**

3.2.1 A written stage briefing approved by the Range Master must be posted at each course of fire prior to commencement of the match. This briefing will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match, and it must provide the following minimum information:

- Scoring Method:
- Targets (type & number):
- Minimum number of rounds:
- The handgun ready condition:
- Start position:
- Time starts: audible or visual signal:
- Stop Plate identification
- Procedure:

3.2.2 The Range Official in charge of a course of fire must read out the written stage briefing verbatim to each squad.

3.2.3 The Range Master may modify a written stage briefing at any time for reasons of clarity, consistency or safety (see Section 2.3).

3.2.4 After the written stage briefing has been read to competitors, and questions arising therefrom have been answered, competitors should be permitted to conduct an orderly inspection ("walkthrough") of the course of fire. The duration of time for the inspection must be stipulated by the Range Officer, and it should be the same for all competitors. If the course of fire includes moving targets or similar items, these should be demonstrated to all competitors for the same duration and frequency.

### **3.3 Local, Regional and National Rules:**

3.3.1 Action Air matches are governed by the rules applicable to the discipline. Host organizations may not enforce local rules except to comply with legislation or legal precedent in the applicable jurisdiction. Any voluntarily adopted rules that are not in compliance with these rules must not be applied to Action Air matches without the express consent of the Regional Directorate and the IPSC Executive Council.

## CHAPTER 4: Range Equipment

### 4.1 Targets – General Principles

- 4.1.1 Only targets approved by the IPSC General Assembly and which fully comply with the specifications in Appendices B and C are to be used for Action Air matches (see Section 9.4).
- 4.1.2 Scoring targets used in all Action Air matches must be of a single color, as follows:
  - 4.1.2.1 The scoring area of scoring paper targets must be of a typical cardboard color.
  - 4.1.2.2 The entire front of scoring metal targets must be painted a single color, preferably white.
- 4.1.3 No-shoots must be clearly marked or be of a single color different from scoring targets. Metal no-shoots in the general size and shape of authorized paper targets may be used. Metal no-shoots do not have a non scoring border.
- 4.1.4 Targets used in a course of fire may be partially or wholly hidden through the use of hard or soft cover, as follows:
  - 4.1.4.1 Cover provided to hide all or a portion of a target will be considered hard cover. When possible hard cover should not be simulated but constructed using impenetrable materials (see Rule 2.1.3). Whole paper targets must not be used solely as hard cover.
- 4.1.5 Declaring a single, intact target to represent two or more targets by use of tape, paint or any other means is prohibited.

### 4.2 Action Air Approved Handgun Targets – Paper

- 4.2.1 There are two types of paper targets approved for use in Action Air matches (see Appendix B). These types must not be included together in any stage.
- 4.2.2 Paper targets must have scoring lines and non-scoring borders clearly marked on the face of the target, however, scoring lines and non-scoring borders should not be visible beyond a distance of 10 meters (32.81 feet).
  - 4.2.2.1 The face of paper no-shoots must include a sufficiently distinguishable non-scoring border. In the absence of perforations or other suitable markings, the Range Master must order that all affected targets have a replacement non-scoring border drawn or fitted thereon.
- 4.2.3 Paper targets must never be required to receive more than 12 hits before being scored and patched.
- 4.2.4 When the scoring area of a paper target is to be partially hidden, course designers must simulate hard cover in one of the following ways:
  - 4.2.4.1 By actually hiding a portion of the target (see Rule 4.1.4.1).
  - 4.2.4.2 By physically cutting targets to remove the portion deemed to be hidden by hard cover. Such targets must be fitted with a replacement non-scoring border, which must extend the full width of the cut scoring area (see Rule 4.2.2).
  - 4.2.4.3 By painting or taping the portion of the target deemed to be hidden by hard cover a single and visibly contrasting color.
  - 4.2.4.4 Hard cover (and overlapping no-shoots) must not completely hide the highest scoring zone on a partially hidden paper target.

### **4.3 Action Air Approved Handgun Targets – Metal**

4.3.1 Approved metal targets for use in Action Air matches are as follows:

4.3.1.1 Action Air Poppers.

4.3.1.2 Action Air Mini Poppers are approved metal targets intended to simulate regular sized Poppers placed at greater distances.

4.3.1.3 Pepper Poppers and Classic Poppers may be included in the same course of fire..

4.3.1.4 Various sizes of metal plates may be used (see Appendix C3), however, metal plates must not be used exclusively in a course of fire. At least one authorized paper target or Action Air Popper must be included in each course of fire.

4.3.1.5

4.3.1.6 Unlike Action Air Poppers, metal plates are not subject to calibration or calibration challenges.

4.3.1.7 Metal no-shoots designed to fall or overturn when hit, but which accidentally turn edge-on or sideways, will be treated as range equipment failure.

### **4.4 Frangible and Synthetic Targets**

4.4.1 Frangible targets, such as clay pigeons or tiles, are not authorized targets for Action Air matches.

### **4.5 Rearrangement of Range Equipment or Surface**

4.5.1 The competitor must not interfere with the range surface, natural foliage, constructions, props or other range equipment (including targets, target stands and target activators) at anytime. Violations may incur one procedural penalty per occurrence at the discretion of the Range Officer.

4.5.2 The competitor may request that Match Officials take corrective actions to ensure consistency in respect of the range surface, the presentation of targets and/or any other matter. The Range Master will have final authority concerning all such requests.

### **4.6 Range Equipment Failure and Other Issues**

4.6.1 Range equipment must present the challenge fairly and equitably to all competitors. Range equipment failure includes, but is not limited to, the displacement of paper targets, the premature activation of metal or moving targets, the malfunction of mechanically or electrically operated equipment, and the failure of props such as openings, ports, and barriers. The declaration and/or use of any loaded (see Rule 10.5.13) or unloaded firearm as "range equipment" is prohibited.

4.6.2 A competitor who is unable to complete a course of fire due to range equipment failure, or if a metal or moving target was not reset prior to his attempt at a course of fire, must be required to reshoot the course of fire after corrective actions have been taken.

4.6.3 Chronic malfunction of equipment in a course of fire may result in the removal of that stage from the match results (see Rule 2.3.4).

## CHAPTER 5: Competitor Equipment

### 5.1 Handguns

- 5.1.1 Handguns are separated and defined by Divisions (see Appendix D), however, courses of fire must remain consistent for all Divisions.
- 5.1.2 The only projectiles for handguns to be used in Action Air matches are 6mm plastic pellets weighing not more than 0.25 grams each.
- 5.1.3 Sights – Types of sights identified by Action Air are:
- 5.1.3.1 "Open sights" are aiming devices fitted to a firearm which do not use electronic circuitry and/or lenses.
  - 5.1.3.2 "Optical/electronic sights" are aiming devices (including flashlights) fitted to a firearm which use electronic circuitry and/or lenses.
  - 5.1.3.3 The Range Master is the final authority in respect of the classification of any sights used in an Action Air match and/or their compliance with these rules, including the Divisions in Appendix D.
- 5.1.4 Unless required by a Division (see Appendices), there is no restriction on the trigger pull weight of a firearm, however, the trigger mechanism must, at all times, function safely.
- 5.1.5 Triggers and/or trigger shoes that extend beyond the width of the trigger guard are expressly prohibited.
- 5.1.6 Firearms must be serviceable and safe. Range Officers may demand examination of a competitor's firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the match until the item is repaired to the satisfaction of the Range Master.
- 5.1.7 Competitors must use the same handgun and type of sights for all courses of fire in a match. However, in the event that a competitor's original handgun and/or sights become unserviceable or unsafe during a match, the competitor must, before using a substitute handgun and/or sights, seek permission from the Range Master who may approve the substitution provided he is satisfied:
- 5.1.7.1 The substitute handgun satisfies the requirements of the relevant Division.
  - 5.1.7.2 In using the substitute handgun the competitor will not gain a competitive advantage.
- 5.1.8 A competitor who substitutes or significantly modifies a handgun during a match without the prior approval of the Range Master will be subject to the provisions of Section 10.6.
- 5.1.9 A competitor must never use or wear on his person more than one firearm during a course of fire (see Rule 10.5.7).
- 5.1.10 Handguns with shoulder stocks and/or foregrips of any kind are prohibited.
- 5.1.11 Handguns offering "burst" and/or fully automatic operation (i.e. whereby more than one round can be discharged on a single pull or activation of the trigger) are prohibited.

### 5.2 Holsters and Other Competitor Equipment

- 5.2.1 Carry and Storage – Except when within the boundaries of a safety area, or when under the supervision and direct command of a Range Officer, competitors must carry their handguns unloaded in a gun case, gun bag or in a holster securely attached to a belt on their person (see Rule 10.5.1).

- 5.2.2 Competitors carrying their handgun in a holster must have an empty magazine well, and the hammer or striker must be de-cocked. Violation will incur a warning for the first occurrence but will be subject to Section 10.6 for subsequent occurrences in the same match.
- 5.2.3 Unless otherwise specified in the written stage briefing, the belt carrying the holster and all allied equipment must be worn at waist level. The belt or the inner belt or both must be either permanently fixed at the waist, or secured with a minimum of three belt loops.
- 5.2.3.1 Female competitors may be permitted to wear a belt, holster and allied equipment at hip level, however, the top of the belt must not be positioned below the furthest lateral point of the top of the femur (tuberosity major). If another belt is worn at waist level, the holster and allied equipment must be placed on the lower belt (see Appendix D).
- 5.2.4 Spare ammunition, magazines and speed loading devices should be carried in retention devices specifically designed for that purpose, to reduce the risk of loss during a course of fire.
- 5.2.5 Where a Division specifies a maximum distance that a competitor's handgun and equipment may extend away from a competitor's body, a Range Officer may check compliance by measuring the closest distance between the competitor's torso and the center of the longest dimension of the handgun grip and/or any reloading devices.
- 5.2.5.1 These measurements will be done while the competitor is standing naturally upright.
- 5.2.5.2 Any competitor who fails the foregoing test will be required to immediately adjust his holster or equipment to comply with the requirements of the relevant Division. The Range Master may make allowances for variations in these requirements due to anatomical considerations. Some competitors may not be able to fully comply.
- 5.2.5.3 Unless specified in the written stage briefing, or unless required by a Range Officer, the position of holsters and allied equipment must not be moved or changed by a competitor during a match. If a retaining strap is attached to a holster, it must be applied or closed prior to issuance of the "Standby" command (see Rule 8.3.3).
- 5.2.6 Action Air matches will not require the use of a particular type or brand of holster. However, the Range Master may deem that a competitor's holster is unsafe and order that it be improved to his satisfaction, failing which it must be withdrawn from the match.
- 5.2.7 Competitors must not be permitted to commence a course of fire wearing:
- 5.2.7.1 A shoulder holster or "tie-down" rig (visible or otherwise), except as specified in Rule 5.2.8,
- 5.2.7.2 A holster with the heel of the butt of the handgun below the top of the belt, except as specified in Rule 5.2.8,
- 5.2.7.3 A holster with the muzzle of the handgun pointing further than 1 meter (3.28 feet) from the competitor's feet while standing relaxed,
- 5.2.7.4 A holster which does not completely prevent access to, or activation of, the trigger of the handgun while holstered.
- 5.2.8 Competitors deemed by the Match Director to be active law enforcement officers or military personnel may be entitled to use their duty holsters and related equipment however, the Range Master will remain the final authority in respect of the safety and suitability of using such equipment at Action Air matches.
- 5.2.8.1 Competitors deemed by the Range Master to be permanently and significantly disabled may be given special dispensation in relation to the type and/or placement of their holster and related equipment, and the Range Master will remain the final authority in respect of the safety and suitability of using such equipment at Action Air matches.



### **5.3 Appropriate Dress**

- 5.3.1 The use of camouflage or other similar types of military or police garments is discouraged. The exception is competitors who are law enforcement or military personnel. The Match Director will be the final authority in respect of what garments competitors are allowed to wear.

### **5.4 Eye Protection**

- 5.4.1 All persons are warned that the correct use of adequate eye protection is in their own interest and of paramount importance to prevent injury to vision. It is strongly recommended that eye protection be worn at all times by all persons while on the range premises.
- 5.4.2 Host organizations may require the use of such protection by all persons, as a condition of attendance and while present on the range premises. If so, Range Officials must make every reasonable effort to ensure that all persons wear adequate protection.
- 5.4.3 If a Range Official notices that a competitor has lost or displaced their protection during a course of fire, or has commenced a course of fire without them, the Range Official must immediately stop the competitor who will be required to reshoot the course of fire after the protective devices have been restored.
- 5.4.4 A competitor who inadvertently loses eye protection during a course of fire, or commences a course of fire without them, is entitled to stop, point their firearm in a safe direction and indicate the problem to the Range Official, in which case the provisions of the previous rule will apply.
- 5.4.5 Any attempt to gain a competitive advantage by removing eye protection during a course of fire will be considered unsportsmanlike conduct (see Rule 10.6.2).
- 5.4.6 If a Range Officer deems that a competitor about to make an attempt at a course of fire is wearing inadequate eye protection, the Range Officer may order the competitor to rectify the situation before allowing the competitor to continue. The Range Master is the final authority on this matter.

### **5.5 Ammunition and Related Equipment**

- 5.5.1 Competitors at an Action Air match are solely and personally responsible for the safety of all and any ammunition, which they bring to the match. Neither Action Air nor any IPSC Officers, nor any organization affiliated to IPSC, nor the officers of any organization affiliated to IPSC accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such ammunition.
- 5.5.2 Magazines and speed loading devices must comply with the provisions of the relevant Division.
- 5.5.3 Spare magazines, speed loading devices or ammunition dropped or discarded by a competitor after the start signal may be retrieved, however, their retrieval is, at all times, subject to all safety rules.
- 5.5.4 Not applicable.
- 5.5.5 All ammunition used by a competitor must satisfy all the requirements of the relevant Division as defined in Appendix D.
- 5.5.6 Any ammunition deemed unsafe by a Range Officer must be immediately withdrawn from the match (See Rule 10.5.15).
- 5.5.7 Ammunition must not discharge more than one bullet or other scoring projectile from a single round.

### **5.6 Chronograph and Power Factors**

The power of Action Air guns must not exceed 2 joules, or the maximum power permitted by the laws of the Region where the match is being held, whichever is lower.

## **5.7 Malfunctions – Competitor’s Equipment**

- 5.7.1 In the event that a competitor's firearm malfunctions after the start signal, the competitor may safely attempt to correct the problem and continue the course of fire. During such corrective action, the competitor must keep the muzzle of the firearm pointing safely downrange at all times. The competitor may not use rods, or other tools to correct the malfunction. Violations will result in a zero score for the stage.
- 5.7.1.1 A competitor who experiences a firearm malfunction while responding to the "Load And Make Ready" or "Make Ready" command, but prior to issuance of the "Start Signal", is entitled to retire, under the authority and supervision of the officiating Range Officer, to repair his firearm, without penalty, subject to the provisions of Rule 5.7.4, Rule 8.3.1.1 and all other safety rules. Once the repairs have been completed (and the provisions of Rule 5.1.7 have been satisfied, if applicable), the competitor may return to attempt the course of fire, subject to scheduling as determined by the officiating Range Officer or Range Master.
- 5.7.2 While rectifying a malfunction that requires the competitor to clearly move the firearm away from aiming at a target, the competitor's fingers must be clearly visible outside the trigger guard (see Rule 10.5.8).
- 5.7.3 In the event that a firearm malfunction cannot be corrected by the competitor within 2 minutes, he must point the firearm safely downrange and advise the Range Officer, who will terminate the course of fire (excluding any unattempted component strings in a Standard Exercise) in the normal manner. The course of fire (excluding any unattempted component strings in a Standard Exercise) will be scored as shot including all applicable misses and penalties.
- 5.7.4 Under no circumstances is a competitor permitted to leave a course of fire in the possession of a loaded firearm (see Rule 10.5.13).
- 5.7.5 Where the firearm has failed as above, the competitor must not be permitted to reshoot the course of fire or string. This includes the instance where a firearm is declared unserviceable or unsafe during a course of fire or string. However, any unattempted component strings in a Standard Exercise may still be attempted by the affected competitor after the firearm has been repaired, and prior to when match results are declared final by the Match Director.
- 5.7.6 In the event that a Range Officer terminates a course of fire due to a suspicion that a competitor has an unsafe firearm or unsafe ammunition (e.g. faulty gas cylinder, inadvertent burst shoots etc.), the Range Officer will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the firearm or ammunition and proceed as follows:
- 5.7.6.1 If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a reshoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded up to the last shot fired, and the course of fire will be scored "as shot", including all applicable misses and penalties (see Rule 9.5.6).
- 5.7.6.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to reshoot the stage.

## CHAPTER 6: Match Structure

### 6.1 General Principles

The following definitions are used for clarity:

- 6.1.1 String – A separately timed and scored component of a Standard Exercise. Scores and penalties are recorded following completion of each string, and results achieved in each string are then tallied to produce a final stage result (also see Rule 9.5.5).
- 6.1.2 Standard Exercise – A course of fire consisting of one or more separately timed component strings. Scores, with any penalties deducted, are accumulated on completion of the course of fire to produce the final stage results. The course of fire for each component string may require a specific shooting position, procedure and/or one or more mandatory reloads. Only one Standard Exercise of a maximum of 24 rounds is allowed in Action Air sanctioned Level IV or higher matches.
- 6.1.3 Stage – A separately timed and scored component of a match.
- 6.1.4 Match – Consists of a minimum of 2 stages. The total sum of individual stage results will be accumulated to declare a match winner. A match must include only one type of firearm (e.g. handgun, shotgun or rifle).
- 6.1.5 Tournament – Consists of two or more firearm specific matches (e.g. a handgun match and a shotgun match, or a handgun match, a rifle match and a shotgun match). The individual match results achieved by a competitor in each component match will be used to declare an overall tournament winner, in accordance with the Action Air Tournament Rules.
- 6.1.6 League – Consists of two or more Action Air matches of a single firearm type held at different locations and on different dates. The total sum of match results attained by each competitor at component matches specified by the league organizers will be accumulated to determine a league winner.
- 6.1.7 Shoot-Off – An event conducted separately from a match. Eligible competitors compete directly against each other by simultaneously shooting at separate but equal target arrays in a process of elimination (see Appendix E).

### 6.2 Match Divisions

- 6.2.1 Action Air Divisions recognize different firearms and equipment (see Appendix D). Each match must recognize at least one Division. When multiple Divisions are available in a match, each Division must be scored separately and independently, and match results must recognize a winner in each Division.
- 6.2.2 In Action Air sanctioned matches, the minimum number of competitors stipulated in Appendix A2 must compete in each Division for it to be recognized. If there are insufficient competitors in a Division, the Match Director may allow that Division to stand without official Action Air recognition.
- 6.2.3 Prior to the commencement of a match, each competitor must declare one Division for score, and Match Officials should check competitor equipment compliance with the declared Division, prior to the competitor making an attempt at any of the courses of fire.
- 6.2.4 Subject to the prior approval of the Match Director, a competitor may enter a match in more than one Division. However, the competitor may compete for match score in only one Division, and that must be the first attempt in all cases. Any subsequent attempts in another Division will not count for match recognition.
- 6.2.5 Where a Division is unavailable or deleted, or where a competitor fails to declare a specific Division prior to the commencement of a match, the competitor will be placed in the Division which, in the opinion of the Range Master, most closely identifies with the competitor's equipment. If, in the opinion of the Range Master, no suitable Division is available, the competitor will shoot the match for no score.
  - 6.2.5.1 However, if a competitor fails to satisfy the equipment or other requirements of a declared Division during a course of fire, the competitor will be placed in Open Division, if available, otherwise the competitor will shoot the match for no score.
  - 6.2.5.2 A competitor who is classified or reclassified as above must be notified as soon as possible. The Range Master's decision on these matters is final.

- 6.2.6 A match disqualification incurred by a competitor, at any time during a match, will prevent the competitor from further participation in the match including any subsequent attempts in another Division. However, this is not retroactive. Any previous and complete match scores from another Division will be included for recognition and awards in that Division.
- 6.2.7 Recognition of a competitor in a specific Division will not preclude further recognition in a Category or from inclusion as member of a Regional or other team.

### **6.3 Match Categories**

- 6.3.1 Action Air matches may include different Categories within each Division to recognize different groups of competitors. A competitor may declare only one Category for a match or tournament.
- 6.3.2 Failure to meet the requirements of the declared Category or failure to declare a Category prior to the start of the match will result in exclusion from that Category. Details of currently approved Categories and related requirements are listed in Appendix A2.

### **6.4 Regional Teams**

- 6.4.1 Subject to the availability of allocated slots, one Regional team in each Division may be selected on merit by each Region for Action Air Level IV or higher matches. At the discretion of the Match Organizers, other teams may be fielded but will not be eligible for team recognition or awards. Approved Category teams are specified by a vote in the General Assembly (see Appendix A2).
- 6.4.2 An individual competitor's scores will be used exclusively for a single team in a match.
- 6.4.3 Teams must consist of a maximum of 4 members, however, only the final scores of the 3 highest scoring team members will be used to calculate team results.
- 6.4.4 If a member of a team retires from the match for any reason before completing all of the stages, scores attained by that competitor will continue to stand towards the team score, however, the affected team is not entitled to replace the retired team member.
- 6.4.5 A team member who is unable to commence a match, may be replaced prior to commencement by another competitor, subject to the approval of the Match Director.
- 6.4.6 If a member of a team is disqualified from a match, the disqualified member's scores will revert to zero for all courses of fire. Teams will not be entitled to replace a disqualified team member.

### **6.5 Competitor Status and Credentials**

- 6.5.1 All competitors must be individual members of the IPSC Region in which they normally reside. Residency is defined as the Region where the individual is ordinarily domiciled for a minimum of 183 days of the twelve months immediately preceding the month in which the match begins. Ordinarily domiciled condition is a physical presence test and does not relate to citizenship or to any address of convenience. The 183 days need not be consecutive or the most recent 183 days of the twelve month period. In any case, match organizers must not accept any competitor from a foreign Region unless the Regional Director of that Region has confirmed the competitor's eligibility to participate in the subject match.
- 6.5.1.1 Competitors who ordinarily reside in a country or geographical area which is not affiliated to IPSC may join an IPSC affiliated Region and may compete under the auspices of that Region, subject to the approval of the IPSC Executive Council and the Regional Directorate of that Region. If a competitor's country or geographical area of residence subsequently applies for affiliation to IPSC, the competitor must become a member of that Region during the affiliation process.
- 6.5.2 A competitor and/or team member may represent only the IPSC Region in which they reside, except as follows:
- 6.5.2.1 In respect of a competitor who resides in one Region, but who wishes to represent the Region of which they are a citizen, the Regional Directors for the Region of residence and the Region of citizenship must agree in writing prior to the commencement of the match.
- 6.5.2.2 A competitor who falls under the conditions of Rule 6.5.1.1 may represent the Region of which they are a member, subject to the prior written approval of the Regional Director.

- 6.5.3 At Regional and Continental Championships, only competitors who satisfy the residency requirements stated in Rule 6.5.1 are entitled to be recognized as the Regional or Continental Champion, by Division and/or by Division/Category, as the case may be. However when determining Regional or Continental Champions, match results of competitors from outside the applicable Region or Continent must not be deleted from the match results, which must remain wholly intact. For example:

Region 1 Open Division Championships

100% Competitor A - Region 2 (declared as Overall Match and Division Champion)

99% Competitor B - Region 6

95% Competitor C - Region 1 (declared as Region 1 Champion)

## **6.6 Competitor Scheduling and Squadding**

- 6.6.1 Competitors must compete for score according to the published match and squadding schedule. A competitor 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, failing which the competitor's score for that stage will be zero.
- 6.6.2 Range Officials, match sponsors, IPSC Officers (as defined in Section 6.1 of the IPSC Constitution) and other persons may compete for score in a "pre-match", subject to the prior approval of the Match Director. Competitors in the main match must not be restricted from viewing the pre-match. All members of official Regional Teams must compete in the main match. Scores attained in the "pre-match" may, at the discretion of the Match Director, be included in the overall match results provided the dates of the "pre-match" are published in the official match schedule. (also see Section 2.3).
- 6.6.3 A match, tournament or league will be deemed to have started on the first day that competitors (including those specified above) shoot for score and will be deemed to have ended when the results have been declared final by the Match Director.

## **6.7 International Classification System ("ICS")**

- 6.7.1 The IPSC Executive Council may coordinate and publish dedicated regulations and procedures in order to manage and administer an International Classification System.
- 6.7.2 Competitors seeking an international classification must use the approved courses of fire available from the IPSC website.

## **CHAPTER 7: Match Management**

### **7.1 Match Officials**

The duties and terms of reference of Match Officials are defined as follows:

- 7.1.1 Range Officer (“RO”) – issues range commands, oversees competitor compliance with the written stage briefing and closely monitors safe competitor action. He also declares the time, scores and penalties achieved by each competitor and verifies that these are correctly recorded on the competitor's score sheet (under the authority of a Chief Range Officer and Range Master).
- 7.1.2 Chief Range Officer (“CRO”) – is the primary authority over all persons and activities in the courses of fire under his control, and oversees the fair, correct and consistent application of these rules (under the authority of the Range Master).
- 7.1.3 Stats Officer (“SO”) – collects, sorts, verifies, tabulates and retains all score sheets and ultimately produces provisional and final results. Any incomplete or inaccurate score sheets must be promptly referred to the Range Master (under direct authority of the Range Master).
- 7.1.4 Quartermaster (“QM”) – distributes, repairs and maintains all range equipment (e.g. targets, patches, paint, props etc.), Range Officer appliances (e.g. timers, batteries, staplers, staples, clipboards etc.) and Range Officer rations (under direct authority of the Range Master).
- 7.1.5 Range Master (“RM”) – has overall authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire and the application of these rules. All match disqualifications and appeals to arbitration must be brought to his attention. The Range Master is usually appointed by and works with the Match Director, however, in respect of Action Air sanctioned Level IV or higher matches, the appointment of the Range Master is subject to the prior written approval of the IPSC Executive Council.
- 7.1.6 Match Director (“MD”) – handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff and the provision of services. His authority and decisions will prevail with regard to all matters except in respect of matters in these rules which are the domain of the Range Master. The Match Director is appointed by the host organization and works with the Range Master.

### **7.2 Discipline of Match Officials**

- 7.2.1 The Range Master has authority over all Match Officials other than the Match Director (except when the Match Director is actually participating as a competitor at the match), and is responsible for decisions in matters concerning conduct and discipline.
- 7.2.2 In the event that a Match Official is disciplined, the Range Master must send a report of the incident and details of the disciplinary action to the Match Official's Regional Director, the Regional Director of the Region hosting the match, and to the President of the International Range Officers Association (IROA).
- 7.2.3 A Match Official who is disqualified from a match for a safety infraction while competing will continue to be eligible to serve as a Match Official for the match. The Range Master will make any decision related to an official's participation.

### **7.3 Appointment of Officials**

- 7.3.1 Match organizers must, prior to commencement of a match, appoint a Match Director and a Range Master to carry out the duties detailed in these rules. The nominated Range Master should preferably be the most competent and experienced certified Range Official present (also see Rule 7.1.5). For Level I and II matches a single person may be appointed to be both the Match Director and the Range Master.
- 7.3.2 References in these rules to Range Officials (e.g. "Range Officer", "Range Master" etc.), mean personnel who have been officially appointed by match organizers to actually serve in an official capacity at the match. Persons who are certified Range Officials, but who are actually participating in the match as regular competitors, have no standing or authority as Range Officials for that match. Such persons should therefore not participate in the match wearing garments bearing Range Official insignia.

## CHAPTER 8: The Course of Fire

### 8.1 Handgun Ready Conditions

The ready condition for handguns will normally be as stated below. However, in the event that a competitor fails to load the chamber when permitted by the written stage briefing, whether inadvertently or intentionally, the Range Officer must not take any action, as the competitor is always responsible for the handling of the handgun.

8.1.1

8.1.2 Self-loading Pistols:

8.1.2.1 "Single action" – chamber loaded, hammer cocked, and the safety engaged.

8.1.2.2 "Double action" – chamber loaded, hammer fully down or de-cocked.

8.1.2.3 "Selective action" – chamber loaded with hammer fully down, or chamber loaded and hammer cocked with external safety engaged (see Divisions in Appendix D). For both this Rule and Rule 8.1.2.1, the term "safety" means the primary visible safety lever on the handgun (e.g. the thumb safety on a "1911" genre handgun). In the event of doubt, the Range Master is the final authority on this matter.

8.1.3 Courses of fire may require ready conditions which are different to those stated above. In such cases, the required ready condition must be clearly stated in the written stage briefing.

8.1.4 Unless complying with a Division requirement (see Appendices), a competitor must not be restricted on the number of rounds to be loaded or reloaded in a handgun. Written stage briefings may only stipulate when the firearm is to be loaded or when mandatory reloads are required, when permitted under Rule 1.1.5.2.

8.1.5 In respect of handguns used at Action Air matches, the following definitions apply:

8.1.5.1 "Single Action" means activation of the trigger causes a single action to occur (i.e. the hammer or striker falls).

8.1.5.2 "Double Action" means activation of the trigger causes more than a single action to occur (i.e. the hammer or striker rises or retracts, then falls).

8.1.5.3 "Selective Action" means that the handgun can be operated in either "Single Action" or "Double Action" modes.

### 8.2 Competitor Ready Condition

This designates when, under the direct command of a Range Officer:

8.2.1 The handgun is prepared as specified in the written stage briefing, and is in compliance with the requirements of the relevant Division.

8.2.2 The competitor assumes the start position as specified in the written stage briefing. Unless otherwise specified, the competitor must stand erect, facing downrange, with arms hanging naturally by the sides. A competitor who attempts or completes a course of fire where an incorrect start position was used may be required by a Range Official to reshoot the course of fire.

8.2.3 A course of fire must never require or allow a competitor to touch or hold a handgun, loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).

8.2.4 A course of fire must never require the competitor to draw a handgun from the holster with the weak hand.

8.2.5 A course of fire must never require the competitor to re-holster a handgun after the start signal. However, a competitor may re-holster provided this is accomplished safely, and the handgun is either unloaded or in a ready condition stated in Section 8.1.

## 8.3 Range Communication

The approved range commands and their sequence are as follows:

- 8.3.1 "Load And Make Ready" (or "Make Ready" for starts with an unloaded firearm) – This command signifies the start of "the Course of Fire". Under the direct supervision of the Range Officer the competitor must face down range, or in a safe direction as specified by the Range Officer, fit eye and ear protection, and prepare the firearm in accordance with the written stage briefing. The competitor must then assume the required start position. At this point, the Range Officer will proceed.
- 8.3.1.1 Once the "Load and Make Ready" (or "Make Ready" for starts with an unloaded firearm) command has been given, the competitor must not move away from the start location prior to issuance of the "Start Signal" without the prior approval, and under the direct supervision, of the Range Officer. Violation will result in a warning for the first offense and may result in the application of Rule 10.6.1 for a subsequent offense in the same match.
- 8.3.2 "Are You Ready?" – The lack of any negative response from the competitor indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the "Are You Ready?" command, he must state "Not Ready". It is suggested that when the competitor is ready he should assume the required start position to indicate his readiness to the Range Officer.
- 8.3.3 "Standby" – This command should be followed by the start signal within 1 to 4 seconds (also see Rule 10.2.6).
- 8.3.4 "Start Signal" – The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to a start signal, for any reason, the Range Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from "Are You Ready?".
- 8.3.4.1 In the event that a competitor inadvertently begins shooting prematurely ("false start"), the Range Officer will, as soon as possible, stop and restart the competitor once the course of fire has been restored.
- 8.3.5 "Stop" – Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Officer.
- 8.3.5.1 When conducting Standard Exercises, Range Officials may issue other interim commands on completion of the first string, in order to prepare the competitor for the second and subsequent strings (e.g. "Reload if required and holster"). Any such interim commands to be used must be clearly stated in the written stage briefing.
- 8.3.6 "If You Are Finished, Unload And Show Clear" – If the competitor has finished shooting, he must lower his handgun and present it for inspection by the Range Officer with the muzzle pointed down range, magazine removed, slide locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty.
- 8.3.7 "If Clear, Hammer Down, Holster" – After issuance of this command, the competitor must not resume shooting (see Rule 10.6.1). While continuing to point the handgun safely downrange, the competitor must perform a final safety check of the handgun as follows:
- 8.3.7.1 Self-loaders – release the slide and pull the trigger (without touching the hammer or decocker, if any).
- 8.3.7.2 Revolvers – close the empty cylinder (without touching the hammer, if any).
- 8.3.7.3 If the gun proves to be clear, the competitor must holster his handgun. Once the competitor's hands are clear of the holstered handgun, the course of fire is deemed to have ended.
- 8.3.7.4 If the gun does not prove to be clear, the Range Officer will resume the commands from Rule 8.3.6 (also see Rule 10.4.3).
- 8.3.8 "Range Is Clear" – Competitors or Range Officials must not move forward of, or away from, the firing line or final shooting location until this declaration is given by the Range Officer. Once the declaration is made, officials and competitors may move forward to score, patch, reset targets etc.



## **8.4 Loading, Reloading or Unloading During a Course of Fire**

- 8.4.1 When loading, reloading or unloading during a course of fire, the competitor's fingers must be visibly outside the trigger guard and the firearm must be pointed safely down range or in another safe direction authorized by a Range Officer (see Section 10.5).

## **8.5. Movement**

- 8.5.1 Except when the competitor is actually aiming or shooting at targets, all movement must be accomplished with the fingers visibly outside the trigger guard and the safety should be engaged. The firearm must be pointed in a safe direction. "Movement" is defined as any of the actions below:

8.5.1.1 Taking more than one step in any direction.

8.5.1.2 Changing shooting position (e.g. from standing to kneeling, from seated to standing etc.).

- 8.5.2 If a competitor holsters a loaded handgun at any time during a course of fire, it must be placed in the applicable handgun ready conditions (see Section 8.1). Violations will be subject to match disqualification (see Rule 10.5.11).

8.5.2.1 For a single action self-loader the safety must be applied.

8.5.2.2 For double action self-loaders and revolvers the hammer must be down (see Rules 10.5.11.2 & 10.5.11.3).

## **8.6 Assistance or Interference**

- 8.6.1 No assistance of any kind can be given to a competitor during a course of fire, except that any Range Officer assigned to a stage may issue safety warnings to a competitor at any time. Such warnings will not be grounds for the competitor to be awarded a reshoot.

8.6.1.1 Competitors confined to wheelchairs or similar devices may be given special dispensation by the Range Master in respect of mobility assistance, however, the provisions of Rule 10.2.11 may still apply, at the Range Master's discretion.

- 8.6.2 Any person providing assistance or interference to a competitor during a course of fire (and the competitor receiving such assistance) may, at the discretion of a Range Officer, incur a procedural penalty for that stage and/or be subject to Section 10.6.

- 8.6.3 In the event that inadvertent contact from the Range Officer or another external influence has interfered with the competitor during a course of fire, the Range Officer may offer the competitor a reshoot of the course of fire. The competitor must accept or decline the offer prior to seeing either the time or the score from the initial attempt. However, in the event that the competitor commits a safety infraction during any such interference, the provisions of Section 10.3 may still apply.

## **8.7 Sight Pictures and Range Inspection**

- 8.7.1 Competitors are always prohibited from taking a sight picture with a loaded firearm prior to the start signal. Violation will result in a warning for the first occurrence and one procedural penalty for each subsequent occurrence in the same match.

- 8.7.2 If match organizers also prohibit taking a sight picture with an unloaded firearm prior to the start signal, competitors must be advised in the written stage briefing. Violation will result in a warning for the first occurrence and one procedural penalty for each subsequent occurrence in the same match.

- 8.7.3 When permitted, competitors taking a sight picture with an unloaded firearm prior to the start signal must only do so on a single target, to verify that their sights are prepared as required. Competitors who test a targeting sequence or a shooting position while taking a sight picture will incur one procedural penalty per occurrence.

- 8.7.4 Competitors are prohibited from using any sighting aid (e.g. the whole or part of an imitation or replica firearm, any part of a real firearm including any accessories thereof etc.), except for their own hands, while conducting their inspection ("walkthrough") of a course of fire. Violations will incur one procedural penalty per occurrence (also see Rule 10.5.1).
- 8.7.5 No person is permitted to enter or move through a course of fire without the prior approval of a Range Officer assigned to that course of fire or the Range Master. Violators will incur a warning for the first offense but may be subject to the provisions of Section 10.6 for subsequent offenses.

## CHAPTER 9: Scoring

### 9.1 General Regulations

- 9.1.1 Approaching Targets – While scoring is in progress, competitors or their delegate must not approach any target closer than 1 meter (3.28 feet) without the authorization of the Range Officer. Violation will result in a warning for the first offense, but the competitor or his delegate may, at the discretion of the Range Officer, incur a procedural penalty for subsequent occurrences in the same match.
- 9.1.2 Touching Targets – While scoring is in progress competitors or their delegate must not touch, gauge or otherwise interfere with any target without the authorization of the Range Officer. Should a Range Officer deem that a competitor or their delegate has influenced or affected the scoring process due to such interference, the Range Officer may:
- 9.1.2.1 Score the affected target as a missed target; or
  - 9.1.2.2 Impose penalties for any affected no-shoots.
- 9.1.3 Prematurely Patched Targets – If a target is prematurely patched or taped, preventing the determination of the actual score, the Range Officer must order the competitor to reshoot the course of fire.
- 9.1.4 Unrestored Targets – If, following completion of a course of fire by a previous competitor, one or more targets have not been properly patched or taped for the competitor being scored, the Range Officer must judge whether or not an accurate score can be determined. If there are extra scoring hits or questionable penalty hits thereon, and it is not obvious which hits were made by the competitor being scored, the affected competitor must be ordered to reshoot the course of fire.
- 9.1.4.1 In the event that patches or tape applied to a restored paper target are accidentally blown off by wind, muzzle blast or another reason, and it is not obvious to the Range Officer which hits were made by the competitor being scored, the competitor will be required to reshoot the course of fire.
- 9.1.5 Impenetrable – The scoring area of all Action Air scoring targets and no-shoots is deemed to be impenetrable. If a:
- 9.1.5.1 Bullet strikes wholly within the scoring area of a paper target, and continues on to strike the scoring area of another paper target, the hit on the subsequent paper target will not count for score or penalty, as the case may be.
  - 9.1.5.2 Bullet strikes wholly within the scoring area of a paper target, and continues on to hit or strike down a metal target, this will be treated as range equipment failure. The competitor will be required to reshoot the course of fire, after it has been restored.
  - 9.1.5.3 Bullet strikes partially within the scoring area of a paper or metal target, and continues on to strike the scoring area of another paper target, the hit on the subsequent paper target will also count for score or penalty, as the case may be.
  - 9.1.5.4 Bullet strikes partially within the scoring area of a paper or metal target, and continues on to strike down (or hit the scoring area of) another metal target, the fallen (or hit on the) subsequent metal target will also count for score or penalty, as the case may be.
- 9.1.6 Unless specifically described as "soft cover" (see Rule 4.1.4.2) in the written stage briefing, all props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable "hard cover". If a:
- 9.1.6.1 Bullet strikes wholly within hard cover, and continues on to strike any scoring paper target or no-shoot, that shot will not count for score or penalty, as the case may be.
  - 9.1.6.2 Bullet strikes wholly within hard cover, and continues on to hit or strike down a metal target, this will be treated as range equipment failure (see Section.4.6). The competitor will be required to reshoot the course of fire, after it has been restored.
  - 9.1.6.3 Bullet strikes partially within hard cover, and continues on to strike the scoring area of a paper target, the hit on that paper target will count for score or penalty, as the case may be.

9.1.6.4 Bullet strikes partially within hard cover, and continues on to strike down a scoring metal target, the fallen target will count for score. If a bullet strikes partially within hard cover, and continues on to strike down or hit a metal no-shoot, the fallen no-shoot or hit thereon will count for penalty.

9.1.7 Target sticks are neither Hard Cover nor Soft Cover. Shots which have passed wholly or partially through target sticks and which hit a paper or metal target will count for score or penalty, as the case may be.

## **9.2 Scoring Methods**

9.2.1 The written stage briefing for each course of fire must specify one of the following scoring methods:

9.2.2 "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.

9.2.2.1 A competitor's score is calculated by adding the highest value stipulated number of 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.

9.2.3 "Virginia Count" – Unlimited time stops on the last shot, limited number of shots to be fired, stipulated number of hits per target to count for score.

9.2.3.1 A competitor's score is calculated by adding the highest value stipulated number of 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.

9.2.3.2 Virginia Count must use paper targets exclusively, and must only be used for Standard Exercises, Classifiers or Short Courses.

9.2.3.3 Virginia Count must not be used in Level IV or higher matches except in respect of a Standard Exercise (see Rule 6.1.2).

9.2.4 "Fixed Time" – Limited time, limited number of shots to be fired, stipulated number of overall hits to count for score.

9.2.4.1 A competitor's score is calculated by adding the highest value stipulated number of required hits, minus penalties. The overall stage results are not factored, and competitors are ranked by the actual net points achieved by them.

9.2.4.2 Fixed Time must use paper targets exclusively and they should, where possible, be disappearing targets.

9.2.4.3 Fixed Time must only be used for Standard Exercises, Classifiers or Short Courses.

9.2.4.4 Fixed Time must not be used in Level IV or higher matches except in respect of a Standard Exercise (see Rule 6.1.2).

9.2.4.5 Fixed Time courses of fire do not incur failure to shoot at or miss penalties.

9.2.5 Stage results must rank competitors within the relevant Division in descending order of individual stage points achieved, calculated to 4 decimal places.

9.2.6 Match results must rank competitors within the relevant Division in descending order of the combined total of individual stage points achieved, calculated to 4 decimal places.

### **9.3 Scoring Ties**

- 9.3.1 If, in the opinion of the Match Director, a tie in match results must be broken, the affected competitors must shoot one or more courses of fire, nominated or created by the Match Director, until the tie is broken. The result of a tiebreaker will only be used to determine the final placing of the affected competitors, and their original match points will remain unchanged. Ties must never be broken by chance.

### **9.4 Scoring and Penalty Values**

- 9.4.1 Scoring hits on Action Air targets will be scored in accordance with the values approved by the IPSC General Assembly. (See Appendices B and C).
- 9.4.2 Each hit visible on the scoring area of a paper no-shoot will be penalized the equivalent of twice the point value of a maximum scoring hit, up to a maximum of 2 hits per no-shoot.
- 9.4.3 Each hit visible on the scoring area of a metal no-shoot will be penalized the equivalent of twice the point value of a maximum scoring hit, up to a maximum of 2 hits per no-shoot, regardless of whether or not it is designed to fall (see Rules 4.3.1.7 and 4.3.1.8).
- 9.4.4 Each miss will be penalized twice the value of the maximum scoring hit available on that target, except in the case of disappearing targets (see Rules 9.2.4.5 and 9.9.2).
- 9.4.5 In a Virginia Count Course of Fire or a Fixed Time Course of Fire:
- 9.4.5.1 Extra shots (i.e. shots fired in excess of the number specified in a component string or stage), will each incur one procedural penalty. Additionally, during scoring, no more than the specified number and highest scoring hits will be awarded.
  - 9.4.5.2 Extra hits (i.e. hits on the scoring area of scoring paper targets in excess of the total number specified in the stage), will each incur one procedural penalty. Note that hits on hard cover and/or no-shoots are not treated as Extra Hits.
  - 9.4.5.3 Stacked shots (i.e. firing the correct number of rounds in a string, but shooting at fewer targets than specified in the string), will incur one procedural penalty per occurrence. This penalty will not be applied if the written stage briefing specifically authorizes stacked shots.
- 9.4.6 In a Fixed Time Course of Fire:
- 9.4.6.1 Overtime shots are shots fired at the targets after the signal to cease fire has been given. Overtime shots will not count for score.
  - 9.4.6.2 Where static scoring paper targets are used, it is assumed that overtime shots result in the highest value hits visible on the targets, so these are ignored for scoring purposes. For example, on a stage with 1xA, 6xC and 1xD hits, where 2 overtime shots have been fired, the 2 highest hits (i.e. 1xA and 1xC) are ignored, with the final score being 5xC and 1xD hits.
  - 9.4.6.3 Where static paper no-shoots are used, it is assumed that all hits occurred within the specified time, and will count in the scoring process, subject to Rule 9.4.2.

### **9.5 Scoring Policy**

- 9.5.1 Unless otherwise specified in the written stage briefing, scoring paper targets must be shot with a minimum of one round each, with the best two hits to score. Scoring metal targets must be shot with a minimum of one round each and must fall to score.
- 9.5.2 If the bullet diameter of a hit on a scoring target touches the scoring line between two scoring areas, or the line between the non-scoring border and a scoring area, or if it crosses multiple scoring areas, it will be scored the higher value.

- 9.5.3 If a bullet diameter touches the scoring area of both a scoring target and a no-shoot, it will earn the score and incur the penalty.
- 9.5.4 Radial tears radiating outwards from the diameter of a bullet hole will not count for score or penalty.
- 9.5.4.1 Not applicable.
- 9.5.5 The minimum score for a course of fire or string will be zero.
- 9.5.6 A competitor who fails to shoot at the face of each scoring target in a course of fire with at least one round will incur one procedural penalty per target for failure to shoot at the target, as well as appropriate penalties for misses (see Rule 10.2.7).
- 9.5.7 Hits visible on a scoring paper target or no-shoot, which are the result of shots fired through the rear of the target or no-shoot, will not count for score or penalty, as the case may be.

## **9.6 Score Verification and Challenge**

- 9.6.1 After the Range Officer has declared "Range is Clear", the competitor or their delegate will be allowed to accompany the official responsible for scoring to verify the scoring.
- 9.6.2 The Range Official responsible for a course of fire may stipulate that the scoring process will begin while a competitor is actually completing a course of fire. In such cases, the competitor's delegate must be entitled to accompany the official responsible for scoring in order to verify the scoring. Competitors must be advised of this procedure during the squad briefing.
- 9.6.3 A competitor (or his delegate) who fails to verify a target during the scoring process loses all right of appeal in respect of scoring that target.
- 9.6.4 Any challenge to a score or penalty must be appealed to the Range Officer by the competitor (or his delegate) prior to the subject target being painted, patched, or reset, failing which such challenges will not be accepted.
- 9.6.5 In the event that the Range Officer upholds the original score or penalty and the competitor is dissatisfied, he may appeal to the Chief Range Officer and then to the Range Master for a ruling.
- 9.6.6 The Range Master's ruling will be final. No further appeals are allowed with respect to the scoring decision.
- 9.6.7 During a scoring challenge, the subject target(s) must not be patched, taped or otherwise interfered with until the matter has been settled. The Range Officer may remove a disputed paper target from the course of fire for further examination to prevent any delay in the match. Both the competitor and the Range Officer must sign the target and clearly indicate which hit(s) is (are) subject to challenge.
- 9.6.8 Scoring overlays approved by the Range Master must be used exclusively, as and when required, to verify and/or determine the applicable scoring zone of hits on paper targets.

## **9.7 Score Sheets**

- 9.7.1 The Range Officer must enter all information (including any warnings given) on each competitor's score sheet prior to signing it. After the Range Officer has signed the score sheet, the competitor must add his own signature in the appropriate place. Electronic score sheet signatures will be acceptable if approved by the Regional Directorate. Whole numbers should be used to record all scores or penalties. The elapsed time taken by the competitor to complete the course of fire must be recorded to 2 decimal places in the appropriate place.
- 9.7.2 If corrections to the score sheet are required, these will be clearly entered onto the original and other copies of the competitor's score sheets. The competitor and the Range Officer should initial any corrections.
- 9.7.3 Should a competitor refuse to sign or initial a score sheet, for any reason, the matter must be referred to the Range Master. If the Range Master is satisfied that the course of fire has been conducted and scored correctly the unsigned score sheet will be submitted as normal for inclusion in the match scores.

- 9.7.4 A score sheet signed by both a competitor and a Range Officer is conclusive evidence that the course of fire has been completed, and that the time, scores and penalties recorded on the score sheet, are accurate and uncontested. The signed score sheet is deemed to be a definitive document and, with the exception of the mutual consent of the competitor and the signatory Range Officer, or due to an arbitration decision, the score sheet will only be changed to correct arithmetical errors or to add procedural penalties under Rule 8.6.2.
- 9.7.5 If a score sheet is found to have insufficient or excess entries, or if the time has not been recorded on the score sheet, the competitor will be required to reshoot the course of fire.
- 9.7.6 In the event that a reshoot is not possible or permissible for any reason, the following actions will prevail:
- 9.7.6.1 If the time is missing, the competitor will receive a zero score for the course of fire.
  - 9.7.6.2 If insufficient hits or misses have been recorded on the score sheet, those which have been recorded will be deemed complete and conclusive.
  - 9.7.6.3 If excessive hits or misses have been recorded on the score sheet, the highest value scoring hits recorded will be used.
  - 9.7.6.4 Procedural penalties recorded on the score sheet will be deemed complete and conclusive, except where Rule 8.6.2 applies.
  - 9.7.6.5 If the identity of the competitor is missing from a score sheet, it must be referred to the Range Master, who must take whatever action he deems necessary to rectify the situation.
- 9.7.7 In the event that an original score sheet is lost or otherwise unavailable, the competitor's duplicate copy, or any other written or electronic record acceptable to the Range Master, will be used. If the competitor's copy, or any other written or electronic record, is unavailable, or is deemed by the Range Master to be insufficiently legible the competitor will be required to reshoot the course of fire. If the Range Master deems that a reshoot is not possible for any reason, the competitor will incur a zero time and score for the affected course of fire.

## **9.8. Scoring Responsibility**

- 9.8.1 Each competitor is responsible to maintain an accurate record of their scores to verify the lists posted by the Stats Officer.
- 9.8.2 After all competitors have completed a match, the provisional stage results should be published and posted in a conspicuous place at the shooting range by the Stats Officer for the purpose of verification by competitors.
- 9.8.3 If a competitor detects an error in the provisional results at the end of the match, they must file an appeal with the Stats Officer not later than 1 hour after the results are posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.
- 9.8.4 Competitors who are scheduled (or otherwise authorized by a Match Director) to complete all courses of fire in a match in a period of time less than the full duration of the match (e.g. 1 day format in a 3 day match etc.), are required to check their provisional match results in accordance with the special procedures and time limits specified by the Match Director (e.g. via a website), failing which scoring appeals will not be accepted. The relevant procedure must be published in advance in match literature and/or by way of a notice posted in a conspicuous place at the shooting range prior to commencement of the match (also see Section 6.6).

## **9.9 Scoring of Moving Targets**

Moving targets will be scored in accordance with the following:

- 9.9.1 Moving targets which present at least a portion of the highest scoring area when at rest (either before or after activation), or which continuously appear and disappear, will always incur failure to shoot at and/or miss penalties (exception see Rule 9.2.4.5).
- 9.9.2 Moving targets, which do not comply with the above criteria, will not incur failure to shoot at or miss penalties except where Rule 9.9.3 applies.

- 9.9.3 Moving targets will always incur failure to shoot at and miss penalties if a competitor fails to activate the mechanism, which initiates the target movement.

## **9.10 Official Time**

- 9.10.1 Only the timing device operated by a Range Officer must be used to record the official elapsed time of a competitor's attempt at a course of fire. If a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to reshoot the stage.
- 9.10.2 If, in the opinion of an Arbitration Committee, the time credited to a competitor for a course of fire is deemed to be unrealistic, the competitor will be required to reshoot the course of fire (see Rule 9.7.4).
- 9.10.3 A competitor who reacts to a start signal but, for any reason, does not continue their attempt at the course of fire and fails to have an official time recorded on the timing device operated by the Range Officer, will be given a zero time and zero score for that course of fire.

## **9.11 Scoring Programs**

- 9.11.1 The scoring programs approved by Action Air are the Match Scoring System (MSS) and Windows® Match Scoring System (WinMSS). No other scoring program must be used for any Action Air sanctioned match without the prior written approval of the Regional Director of the host Region. In the case of MSS and WinMSS the most recent versions of the scoring programs available from the IPSC website are to be used.



## CHAPTER 10: Penalties

### 10.1 Procedural Penalties – General Regulations

- 10.1.1 Procedural penalties are imposed when a competitor fails to comply with procedures specified in a written stage briefing. The Range Officer imposing the procedural penalties must clearly record the number of penalties, and the reason why they were imposed, on the competitor's score sheet.
- 10.1.2 Procedural penalties are assessed at twice the value of a single maximum available scoring hit on an IPSC paper target as stated in Appendix B. If the maximum available scoring hit on an IPSC paper target is 5 points, each procedural penalty will be minus 10 points.
- 10.1.3 A competitor disputing the application or number of procedural penalties may appeal to the Chief Range Officer and/or Range Master. A competitor who continues to be aggrieved may then lodge an appeal for arbitration.
- 10.1.4 Procedural penalties cannot be nullified by further competitor action. For example, a competitor who fires a shot at a target while faulting a line will still incur the applicable penalties even though he subsequently shoots at the same target while not faulting the line.

### 10.2 Procedural Penalties – Specific Examples

- 10.2.1 A competitor who fires shots while any part of their body is touching the ground beyond a Fault or Charge Line will receive 1 procedural penalty for each occurrence. However, if the competitor has gained a significant advantage on any target(s) while faulting, the competitor may instead be assessed 1 procedural penalty for each shot fired at the subject target(s) while faulting. No penalty is assessed if a competitor does not fire any shots while faulting a line.
- 10.2.2 A competitor who fails to comply with a procedure specified in the written stage briefing will incur 1 procedural penalty for each occurrence. However, if a competitor has gained a significant advantage during non-compliance, the competitor may be assessed 1 procedural penalty for each shot fired, instead of a single penalty (e.g. firing multiple shots contrary to the required position or stance).
- 10.2.3 Where multiple penalties are assessed in the above cases, they must not exceed the maximum number of scoring hits that can be attained by the competitor. For example, a competitor who gains an advantage while faulting a Fault or Charge Line where only 4 metal targets are visible will receive 1 procedural penalty for each shot fired while faulting, up to a maximum of 4 procedural penalties, regardless of the number of shots actually fired.
- 10.2.4. A competitor who fails to comply with a mandatory reload will incur 1 procedural penalty for each shot fired after the point where the reload was required until a reload is performed.
- 10.2.5 In a Cooper Tunnel, a competitor who disturbs one or more pieces of the overhead material will receive 1 procedural penalty for each piece of overhead material which falls. Overhead material which falls as a result of the competitor bumping or striking the uprights, or as a result of muzzle gases or recoil, will not be penalized.
- 10.2.6 A competitor who is creeping (e.g. moving hands towards the firearm, a reloading device or ammunition) or physically moving to a more advantageous shooting position, posture or stance after the "Standby" command and prior to issuance of the start signal, will incur 1 procedural penalty. If the Range Officer can stop the competitor in time, a warning will be issued for the first offense and the competitor will be restarted.
- 10.2.7 A competitor who fails to shoot at any scoring target with at least one round will incur 1 procedural penalty per target, plus the applicable number of misses, except where the provisions of Rules 9.2.4.5 or 9.9.2 apply.
- 10.2.8 If a course of fire stipulates shooting strong or weak hand only, a competitor will not be penalized for using the other hand (i.e. the other arm from the shoulder to the hand) to disengage an external safety, to reload or to safely correct a malfunction. However, the competitor will be issued 1 procedural penalty per shot fired while:
  - 10.2.8.1 Touching the handgun with the other hand while firing shots;
  - 10.2.8.2 Using the other hand to support the handgun, wrist or shooting arm while firing shots;

10.2.8.3 Using the other hand on a barricade or another prop to increase stability while firing shots.

10.2.9 A competitor who leaves a shooting location may return and shoot again from the same location provided they do so safely. However, written stage briefings for Classifiers, Standard Exercises and Level I & II matches may prohibit such actions, in which case 1 procedural penalty per shot fired will apply.

10.2.10 Not Applicable.

10.2.11 Special penalty: A competitor unable to fully execute any part of a course of fire due to incapacity or injury may, prior to making his attempt at the course of fire, request that the Range Master apply a penalty in lieu of the stated course requirement.

10.2.11.1 If the request is approved by the Range Master, a minimum of one procedural penalty, up to a maximum penalty of 20% of the competitor's points "as shot" (rounded up to the nearest whole number), will be deducted from the competitor's score. For example, if 100 points are available in the course of fire and the competitor actually scores 90 points, the special penalty is a deduction of 18 points. However, the Range Master may waive any or all procedural penalties in respect of a competitor who has a significant physical disability prior to the competitor making his attempt at the course of fire.

### **10.3 Match Disqualification – General Regulations**

10.3.1 A competitor who commits a safety infraction or any other prohibited activity during an Action Air match will be disqualified from that match, and will be prohibited from attempting any remaining courses of fire in that match regardless of the schedule or physical layout of the match.

10.3.2 When a match disqualification is issued, the Range Officer must record the reasons for the disqualification, and the time and date of the incident, on the competitor's score sheet, and the Range Master must be notified as soon as possible.

10.3.3 Scores for a competitor who has received a match disqualification must not be deleted from match results, and match results must not be declared final by the Match Director, until the time limit prescribed in Rule 11.3.1 has passed, provided no appeal to arbitration on any matter has been submitted to the Range Master (or his delegate).

10.3.4 If an appeal to arbitration is submitted within the time limit prescribed in Rule 11.3.1, the provisions of Rule 11.3.2 will prevail.

10.3.5 Scores for a competitor who has completed a "pre-match" or main match without a match disqualification will not be affected by a match disqualification received later while that competitor is participating in a Shoot-Off or other side match.

### **10.4 Match Disqualification – Accidental Discharge**

A competitor who causes an accidental discharge must be stopped by a Range Officer as soon as possible. An accidental discharge is defined as follows:

10.4.1 A shot, which travels over a backstop, a berm or in any other direction, specified in the written stage briefing by the match organizers as being unsafe. Note that a competitor who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified, but the provisions of Section 2.3 may apply.

10.4.2 A shot which strikes the ground within 3 meters (9.84 feet) of the competitor, except when shooting at a paper target closer than 3 meters (9.84 feet) to the competitor. A bullet which strikes the ground within 3 meters (9.84 feet) of the competitor due to a "squib" load is exempt from this rule.

10.4.3 A shot which occurs while preparing to or while actually loading, reloading or unloading a firearm. This includes any shot fired during the procedures outlined in Rule 8.3.7.

10.4.3.1 Exception – a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to a match disqualification, however, Rule 5.1.6 may apply.

- 10.4.4 A shot which occurs during remedial action in the case of a malfunction.
- 10.4.5 A shot which occurs while transferring a handgun between hands.
- 10.4.6 A shot which occurs during movement, except while actually shooting at targets.
- 10.4.7 A shot fired at a metal target from a distance of less than ? meters (? feet), measured from the face of the target to the nearest part of the competitor's body in contact with the ground (see Rule 2.1.3).
- 10.4.8 Not Applicable.
- 10.4.9 Exception: When it can be established that the cause of the discharge is due to a broken or defective part of the firearm, the competitor has not committed any safety infraction in this Section, and a match disqualification will not be invoked, however, the competitor's scores for that course of fire will be zero. The firearm must be immediately presented for inspection to the Range Master or his delegate, who will inspect the firearm and carry out any tests necessary to establish that a broken or defective part caused the discharge. A competitor may not later appeal a match disqualification for an accidental discharge due to a broken or defective part if they fail to present the firearm for inspection prior to leaving the course of fire.

## **10.5 Match Disqualification – Unsafe Gun Handling**

Examples of unsafe gun handling include, but are not limited to:

- 10.5.1 Handling a firearm at any time except when in a designated safety area or when under the supervision of, and in response to a direct command issued by, a Range Officer. The expression "handling a firearm" includes holstering or unholstering a firearm, whether or not the firearm is visible (e.g. while concealed by a protective cover, etc.) together with adding or removing a firearm to/from the competitor's person whether or not the firearm is wholly or partially holstered.
- 10.5.2 If at any time during the course of fire, a competitor allows the muzzle of his handgun to point rearwards, that is further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up range, whether the firearm is loaded or not (limited exceptions: see Rules 5.2.7.3 and 10.5.6).
- 10.5.3 If at any time during the course of fire, or while loading, reloading or unloading, a competitor drops his firearm or causes it to fall, loaded or not. Note that 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:
  - 10.5.3.1 The competitor maintains constant physical contact with the firearm, until it is placed firmly and securely on the ground or another stable object, and
  - 10.5.3.2 The competitor remains within 1 meter (3.28 feet) of the firearm at all times (except where the firearm is placed at a greater distance, under the supervision of a Range Official, in order to comply with a start position), and
  - 10.5.3.3 The provisions of Rule 10.5.2 do not occur, and
  - 10.5.3.4 The handgun is in the ready condition as specified in Section 8.1, or
  - 10.5.3.5 A self-loading pistol has the magazine removed and the slide locked open, or
  - 10.5.3.6 A revolver has the cylinder open and empty.
- 10.5.4 Drawing or holstering a handgun within the confines of a tunnel.
- 10.5.5 Allowing the muzzle of a handgun to point at any part of the competitor's body during a course of fire (i.e. sweeping). A match disqualification is not applicable if sweeping occurs while drawing or re-holstering a gun, provided the competitor's fingers are clearly outside the trigger guard.

- 10.5.6 Allowing the muzzle of a loaded handgun to point uprange beyond a radius of 1 meter (3.28 feet) from a competitor's feet during drawing or re-holstering.
- 10.5.7 Wearing or using more than one handgun at any point in time during a course of fire.
- 10.5.8 Failure to keep the finger outside the trigger guard while clearing a malfunction where the competitor clearly moves the firearm away from aiming at targets.
- 10.5.9 Failure to keep the finger outside the trigger guard during loading, reloading, or unloading. Exception: when lowering the hammer of a gun without a decocking lever, while loading in Production Division.
- 10.5.10 Failure to keep the finger outside the trigger guard during movement in accordance with Section 8.5.
- 10.5.11 Holstering a loaded handgun, in any of the following conditions:
  - 10.5.11.1 A single action self-loading pistol with the chamber loaded and the safety not applied.
  - 10.5.11.2 A double action or selective action pistol with the hammer cocked and the safety not applied.
  - 10.5.11.3 A revolver with the hammer cocked.
- 10.5.12 Handling live or dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines or loaded speed loading devices in a Safety Area, or failing to comply with Rule 2.4.1. 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.
- 10.5.13 Having a loaded firearm other than when specifically ordered to by the Range Officer. A loaded firearm is defined as a firearm 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.
- 10.5.14 Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, place it directly into the competitor's gun case, gun bag or holster. Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction, however, a competitor who retrieves a dropped firearm will receive a match disqualification.
- 10.5.15 Using metal piercing, incendiary and/or tracer ammunition (see Rule 5.5.4), and/or using any ammunition which has been deemed unsafe by a Range Official (see Rule 5.5.6).

## **10.6 Match Disqualification – Unsportsmanlike Conduct**

- 10.6.1 Competitors will be disqualified from a match for conduct which a Range Officer deems to be unsportsmanlike. Examples of unsportsmanlike conduct include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behavior likely to bring the sport into disrepute. The Range Master must be notified as soon as possible.
- 10.6.2 A competitor who is deemed by a Range Officer to have intentionally removed or caused the loss of eye or ear protection in order to gain a competitive advantage will be disqualified.
- 10.6.3 Other persons may be expelled from the range for conduct which a Range Officer deems to be unacceptable. Examples of unacceptable conduct include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a competitor's attempt thereof, and any other behavior likely to bring the sport into disrepute.

## **10.7 Match Disqualification – Prohibited Substances**

- 10.7.1 All persons are required to be in complete control both mentally and physically during Action Air matches.
- 10.7.2 Action Air considers the abuse of alcoholic products, non-prescription and non-essential drugs and the use of illegal or performance enhancing drugs, irrespective of how they are taken or administered, to be an extremely serious offense.

- 10.7.3 Except when used for medicinal purposes, competitors and officials at matches must not be affected by drugs (including alcohol) of any sort during matches. Any person, who in the opinion of the Range Master is visibly under the influence of any of the items described herein, will be disqualified from the match and may be required to leave the range.
- 10.7.4 Action Air reserves the right to prohibit any general or specific substances and to introduce tests for the presence of these substances at any time.

## **CHAPTER 11: Arbitration and Interpretation of Rules**

### **11.1 General Principles**

- 11.1.1 Administration – Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant match levels the outcome is much more important to the individual competitor. However, effective match administration and planning will prevent most if not all disputes.
- 11.1.2 Access – Appeals may be submitted to arbitration in accordance with the following rules for any matter except where specifically denied by another rule. Appeals arising from a disqualification for a safety infraction will only be accepted to determine whether exceptional circumstances warrant reconsideration of the match disqualification. However, the commission of the infraction as described by the Range Official is not subject to challenge or appeal.
- 11.1.3 Appeals – the Range Officer makes decisions initially. If the appellant disagrees with a decision, the Chief Range Officer for the stage or area in question should be asked to rule. If a disagreement still exists, the Range Master must be asked to rule.
- 11.1.4 Appeal to Committee – Should the appellant continue to disagree with the decision he may appeal to the Arbitration Committee by submitting a first party appeal.
- 11.1.5 Retain Evidence – An appellant is required to inform the Range Master of his wish to present his appeal to the Arbitration Committee and may request that the officials retain any and all relevant documentary or other evidence pending the hearing. Audio and/or video recordings will not be accepted as evidence.
- 11.1.6 Preparing the Appeal – The appellant is responsible for the preparation and delivery of the written submission, together with the appropriate fee. Both must be submitted to the Range Master within the specified period of time.
- 11.1.7 Match Official's Duty – Any Match Official in receipt of a request for arbitration must, without delay, inform the Range Master and must note the identities of all witnesses and officials involved and pass this information on to the Range Master.
- 11.1.8 Match Director's Duty – Upon receiving the appeal from the Range Master, the Match Director must convene the Arbitration Committee in a place of privacy as soon as possible.
- 11.1.9 Arbitration Committee's Duty – The Arbitration Committee is bound to observe and apply the current Action Air Rules and to deliver a decision consistent with those rules. Where rules require interpretation or where an incident is not specifically covered by the rules, the Arbitration Committee will use their best judgment in the spirit of the rules.

### **11.2 Composition of Committee**

- 11.2.1 Arbitration Committee – At Level III or higher matches the composition of the Arbitration Committee will be subject to the following rules:
  - 11.2.1.1 The IPSC President, or his delegate, or a certified Range Official appointed by the Match Director, (in that order) will serve as Chairman of the committee with no vote.
  - 11.2.1.2 Three arbitrators will be appointed by the IPSC President, or his delegate, or by the Match Director, (in that order), with one vote each.
  - 11.2.1.3 When possible arbitrators should be competitors in the match and should be certified Range Officials.
  - 11.2.1.4 Under no circumstances must the Chairman or any member of an Arbitration Committee be a party to the original decision or subsequent appeals, which led to the arbitration.
- 11.2.2 Arbitration Committee – For Level I and II matches the Match Director can appoint an Arbitration Committee of three experienced shooters who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the case. The arbitrators should be certified Range Officials if possible. All committee members will vote. The senior Range Official, or the senior shooter if there are no Range Officials, will be the chairman.

### **11.3 Time Limits and Sequences**

- 11.3.1 Time Limit for Arbitration Request – Written requests for arbitration must be submitted to the Range Master within one hour of the disputed incident or occurrence. Failure to present the required documentation within the time specified will render the request invalid and no further action will be taken.
- 11.3.2 Decision Time Limit – The Committee must reach a decision within 24 hours of the request for arbitration or before the results have been declared final by the Match Director, whichever comes first. If the Committee fails to render a decision within the prescribed period, both a first and third party appellant (see Section 11.7) will automatically succeed in their appeal, and the fee will be returned.

### **11.4 Fees**

- 11.4.1 Amount – For Level III or higher matches, the appeal fee to enable an appellant to appeal to arbitration will be US\$100.00 or the equivalent of the maximum individual match entry fee (whichever is lower), in local currency. The appeal fee for other matches may be set by the Match Organizers, but must not exceed US\$100 or equivalent in local currency. An appeal brought by the Range Master in respect of a match issue will not incur a fee.
- 11.4.2 Disbursement – If the Committee's decision is to uphold the appeal, the fee paid will be returned. If the Committee's decision is to deny the appeal, the appeal fee and the decision must be forwarded to the Regional or National Range Officers Institute (RROI or NROI) in respect of Level I and II matches, and to the International Range Officers Association (IROA) in respect of Level III and higher matches.

### **11.5 Rules of Procedure**

- 11.5.1 Committee's Duty and Procedure – The Committee will study the written submission and retain on behalf of the organizers the monies paid by the appellant until a decision has been reached.
- 11.5.2 Submissions – The Committee may require the appellant to personally give further details of the submission and may question him on any point relevant to the appeal.
- 11.5.3 Hearing – The appellant may be asked to withdraw while the Committee hears further evidence.
- 11.5.4 Witnesses – The Committee may hear Match Officials as well as any other witnesses involved in the appeal. The Committee will examine all evidence submitted.
- 11.5.5 Questions – The Committee may question witnesses and officials on any point relevant to the appeal.
- 11.5.6 Opinions – Committee members will refrain from expressing any opinion or verdict while an appeal is in progress.
- 11.5.7 Inspect Area – The Committee may inspect any range or area related to the appeal and require any person or official they regard as useful to the process to accompany them.
- 11.5.8 Undue Influence – Any person attempting to influence the members of the Committee in any way other than evidence may be subject to disciplinary action at the discretion of the Arbitration Committee.
- 11.5.9 Deliberation – When the Committee is satisfied that they are in possession of all information and evidence relevant to the appeal, they will deliberate privately and will reach their decision by majority vote.

### **11.6 Verdict and Subsequent Action**

- 11.6.1 Committee Decision – When a decision is reached by the Committee, they will summon the appellant, the official and the Range Master to present their judgment.
- 11.6.2 Implement Decision – It will be the responsibility of the Range Master to implement the Committee's decision. The Range Master will advise the appropriate match personnel who will post the decision in a place available to all competitors. The decision is not retroactive and will not affect any incidents prior to the decision.
- 11.6.3 Decision is Final – The decision of the Committee is final and may not be appealed unless, in the opinion of the Range Master, new evidence received after the decision warrants reconsideration.

- 11.6.4 Minutes – Decisions of the Arbitration Committee will be recorded and will provide precedent for any similar and subsequent incident during that match.

### **11.7 Third Party Appeals**

- 11.7.1 Appeals may also be submitted by other persons on a “third party appeal” basis. In such cases, all provisions of this Chapter will otherwise remain in force.

### **11.8 Interpretation of Rules**

- 11.8.1 Interpretation of these rules and regulations is the responsibility of the IPSC Executive Council.
- 11.8.2 Persons seeking clarification of any rule are required to submit their questions in writing, either by fax, letter or email to IPSC headquarters.
- 11.8.3 All rule interpretations published on the IPSC website will be deemed to be precedents and will be applied to all Action Air sanctioned matches commencing on or after 7 days from the date of publication. All such interpretations are subject to ratification or modification at the next IPSC Assembly.



## CHAPTER 12: Miscellaneous Matters

### 12.1 Appendices

### 12.2 Language

English is the official language of the Action Air Rules. Should there be discrepancies between the English language version of these rules and versions presented in other languages, the English language version will prevail.

### 12.3 Disclaimers

Competitors and all other persons in attendance at an Action Air match are wholly, solely and personally responsible to ensure that all and any equipment which they bring to the match is fully in compliance with all laws applicable to the geographical or political area where the match is being held. Neither IPSC nor any IPSC Officers, nor any organization affiliated to IPSC nor any officers of any organization affiliated to IPSC accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such equipment.

### 12.4 Gender

References made herein to the male gender (i.e. "he", "his", "him") are deemed to include the female gender (i.e. "she", "her").

### 12.5 Glossary

Throughout these rules, the following definitions apply:

Aftermarket	Items not manufactured by, or available directly from, the OFM.
Berm	A raised structure of sand, soil or other materials used to contain bullets and/or to separate one shooting bay and/or COF from another.
Bullet	The projectile in a round intended to strike a target.
Caliber	The diameter of a bullet measured in millimeters (or thousandths of an inch).
Cartridge case	The main body of a round, which contains all component parts.
Compensator	A device fitted to the muzzle end of a barrel to counter muzzle rise (usually by diverting away escaping gasses).
Course of fire	(Also "course" and "COF") An expression used interchangeably with "Stage" (see Rule 6.1.3).
<u>Detonation</u>	Not applicable.
Discharge	See Shot.
Dry firing	The activation of the trigger and/or action of a firearm which is totally devoid of ammunition.
False start	Beginning an attempt at a COF prior to the "Start signal" (see Rule 8.3.4).
<u>Grain</u>	Not applicable.
Loading	The insertion of ammunition into a firearm.
Location	A geographical place within a course of fire.
Match Official	A person who has an official duty or function at a match, but who is not necessarily qualified as, or acting in the capacity of, a Range Official.
May	Entirely optional.
Must	Mandatory.
No-shoot(s)	Target(s) that incur penalties when hit.
Not Applicable	The rule or requirement does not apply to the particular discipline, Division or match level.
OFM	Original firearm manufacturer.
<u>Primer</u>	Not applicable.
Prototype	A firearm in a configuration which is not in mass production and/or is not available to the general public.
Range Official	A person who is officially serving at a match in the capacity of a Range Officer (see Chapter 7).
Region	A country or other geographical area, recognized by IPSC.
Regional Director	The person, recognized by IPSC, who represents a Regional Directorate.

Regional Directorate .....	The organization recognized by IPSC, which directs the IPSC shooting activities in a Region.
Reloading .....	Replenishment or the insertion of additional ammunition into a firearm.
Reshoot .....	A competitor's further attempt at a course of fire, authorized in advance by a Range Officer or an Arbitration Committee.
<u>Round</u> .....	Not applicable..
Shooting position .....	The physical presentation of a person's body (e.g. standing, sitting, kneeling, prone).
Shot .....	A bullet which passes completely through the barrel of a firearm.
Should .....	Optional but highly recommended.
Sight picture .....	Aiming at a target without actually shooting at it (see Section 8.7).
<u>Snap Cap</u> .....	Not applicable..
<u>Squib</u> .....	Not applicable..
Stance .....	The physical presentation of a person's limbs (e.g. hands by the side, arms crossed etc.).
Start position .....	The location, shooting position and stance prescribed by a COF prior to issuance of the "Start signal" (see Rule 8.3.4).
Sweeping .....	Pointing the muzzle of a firearm at any part of any person's body (see Rule 10.5.5).
Target(s) .....	A term that can include both scoring target(s) and no-shoot(s) unless a Rule (e.g. 4.1.3) differentiates between them.
Tie-down rig .....	A holster where the lower section is strapped or rigidly attached to a competitor's leg.
Unloading .....	Removal of ammunition from a firearm.
View .....	A vantage point available at a location (e.g. one of the ports, one side of a barricade etc.).
Will .....	Mandatory.