

THE CONDUCT OF ACTION SPORT SHOOTING COMPETITION

A.S. as a sport is quite simply the use of practical and service equipment including full charge service ammunition to solve sports scenarios. Shooters competing in A.S. events are required to use practical shotguns, handguns, rifles and holsters that are truly suitable for self-defence and law enforcement. Matches since the main goal is to test the skill and ability of the individual, not their equipment or gamesmanship. Only to active duty military, law enforcement or other government security personell is allowed the use of duty equipment and gear.

- To create a level playing field for all competitors to test the skill and ability of the individual, not their equipment or gamesmanship.

- To promote safe and proficient use of guns, shotguns, rifles and equipment suitable for self-defence use.

- **STOCK DIVISION - DOUBLE ACTION (SD-DA):** To offer a sports competition forum for shooters using standard factory produced service pistols double action only (Berretta, CZ, SP01, Tanfoglio stock, Vector, Jericho, SIG, etc).

- **STOCK DIVISION - SAFETY ACTION (SD-SA):** To offer a sports competition forum for shooters using standard factory produced service pistols with safety action only (Glock, Springfield, XDM, HS 2000, Steyr, Caracal, etc).

- **LIMITED DIVISION (LD):** for shooters using popular single action fm 7mm to .50 pistols which have been modified for carry,

- **45 DIVISION (45D):** for shooters using 45's which have been modified for carry not competition,

- **MODIFIED DIVISION (MD):** for shooters using handguns with ported compensators or handguns with factory reduced recoil:

- **REVOLVER DIVISION (RD):** for shooters using service revolvers+moon-clip revolvers:

- **SHOTGUN DIVISION (SG):**for shooters using standard factory produced pump-slide action,

- **SHOTGUN DIVISION SEMI AUTO (SSG):**for shooters using standard factory produced semi auto shotgun;

- **SEMI-AUTOMATIC RIFLE (SAR):** for shooters using standard factory produced service SEMI AUTO rifle,

- **SEMIAUTOMATIC RIFLE OPEN (SAR-OPEN):** for shooters using rifles with ported compensators or factory reduced recoil, optic sight:

IASC SUBDIVISIONS:

- JUNIOR (UNDER 18)
- LADY
- SENIOR (OVER 50)
- VETERAN (OVER 65)
- LAW ENFORCEMENT
- MILITARY
- INTERNATIONAL
- SINGLE STACK
- SAR MINI
- SAR MINI OPEN
- SAR 22LR

- To provide shooters with practical sport courses of fire that tests their skills.
- To offer a practical shooting sport that is responsive to the shooters and sponsors, with unprecedented stability of equipment rules.
- To offer a practical shooting sport that allows the competitors to concentrate on the development of their shooting skills and to fellowship with other like-minded shooters.

Please note that unless your club has a policy of a ‘HOT’ range, all firearms should be unloaded except when on the firing line.

It should be noted, that, unlike some other action shooting sports, a ‘180 degree’ rule does NOT exist and will NOT be grounds for DQ. The SO will clearly define ‘Muzzle Safe Points’ if they are required for stage safety requirements.

The single greatest concern for muzzle direction issues in A.S. stages is a stage or scenario that requires the contestant to move along a line parallel to the firing line. Typically this involves a ‘wall stage’ where the shooter must traverse from one point to another to engage targets. It is far too easy for the shooter’s muzzle to be directed in an unsafe direction.

Sound course design should always avoid this type of problem. Keep contestants moving at a downrange angle so their muzzle direction will be safe. Always be alert to this issue for both right and left handed shooters.

In the event that a contestant does drop a loaded firearm during a stage or string of fire, the SO will immediately yell the command 'STOP'. It will be the task of the SO to pick-up/recover the dropped loaded firearm, and render it safe and unloaded before returning it to the contestant. The competitor who has dropped the loaded firearm will be disqualified from the entire event.

The shooter will be disqualified from the match for any of the following:

- **Endangering another person**
- **Pointing muzzle beyond "Muzzle Safe Points"**
- **Pointing a loaded firearm at their self with the safety off and their finger in the trigger guard**
- **Handling a loaded firearm except while on the firing line**
- **Dropping a loaded firearm**
- **Dangerous or repeated "finger in trigger guard" violations during loading, unloading, reloading, drawing, holstering, remedial action**
- **Gross Unsportsmanlike conduct**
- **The use of illegal equipment**
- **Premature shot in the holster or a shot striking behind the firing line or into the ground closer than 2 meters to the firing line.**

Scoring Method

The sum of a string and/or stage time, penalties and bonuses can not be lower than 0 (zero) and can not be transferred to other strings and/or stages on the match.

STANDARD

Standard Count scoring is based on assessing the shooter a "Time" penalty for every point the shooter drops from the total "Possible" point score (points down). To score Standard Count simply take the time it took to complete the string of fire (raw time) and ADD 1 (ONE) second for each point down from the possible score. Add any applicable penalties and total to get the Final Score. As many shots as desired may be fired but only the best hits as specified by the course description will be scored (Example: if 2 hits per target are specified in the course description and you fire 3 shots, ONLY the 2 highest scoring hits

will count for score).

LIMITED

Same as STANDARD Count described above except the number of shots you can fire on any string is limited to the number specified in the course description; any pick-up shots will incur a procedural penalty of FIVE (5) seconds per extra shot fired and one of your highest scoring hits will be deducted from your point score for each extra shot fired. Limited scoring is used to allow multiple strings to be fired without having to score the targets after each string of fire, thus making the stage run quicker. Limited should ONLY be used to score Standard Exercises courses and is not suitable for Scenario stages.

Penalties for Standard Count

Add five (5) seconds per infraction.

A single five (5) second penalty assessed per non-threat target hit. If you have more than one hit on a non-threat target, you will still ONLY be assessed a single five (5) second penalty for that target.

Add five (5) seconds per infraction (this penalty applies to any target that scores LESS than four (5) points total, regardless of the total number of hits specified). Failure to neutralize penalties ONLY apply when Standard Count scoring is used and the target(s) do not completely disappear. FTN does NOT apply to Limited Count scoring,

Standard Count Scoring

The main things to remember when scoring Standard Count is that everything is based on time and that you are working with the POINTS DOWN from the possible, NOT the points scored on the target.

1. How does Standard count scoring work?

Take the total possible points for the string or stage and deduct the score the competitor shot. The difference is the number of points down. Multiply the points down by 1(ONE second penalty for each point down) and add this time to the time it took the competitor to shoot the string or stage. Add any applicable penalties and the result is the competitor's final score. If more than the required hits are fired, the best hits of the specified number will score. The competitor with the LOWEST SCORE WINS. The Standard count scoring system is designed to reward accuracy over pure speed. Standard count converts everything to a time score, fastest time wins.

2. What is the easiest way to score a target?

We have found the easiest way to score a target is to first count the total number of hits missing from the target (if any) and multiply the number of missing hits by 5 (the points possible for the shot). Each miss costs you 5 seconds (5 points X 1 SC factor). For example, if a target should have two hits on it and there is only one bullet hole in the target, then the competitor has one miss, which means he/she is 5 points down from the 10 points possible on that target.

Next, score the target using the method described in Section 1 above and add any penalties for dropped shots using the procedure described in this section. You can see that missing a target incurs a rather severe penalty because 5 seconds is added to the total score for each miss.

3. When is a failure to neutralize penalty assessed?

This penalty only applies to stages scored Standard Count, such as Scenario and Speed Shoot stages, and it does not apply to stages which are scored Limited Count, such as Standards or the Classifier.

A 5 second penalty is applied anytime a target has less than 5 total points scored on it. If, for example, the course of fire specifies only one (1) hit to be scored on a target, then the competitor must have a hit in 5 zone to avoid a failure to neutralize penalty. If the course of fire requires 2 hits on the target, then the value of the competitor's 2 hits must add up to 5 points or more to avoid the penalty. If a required hit on a steel target is not made, a FTN penalty will be assessed.

The reason for this penalty is to encourage shots of sufficient accuracy to make sure the target would be neutralized in a real world encounter.

4. What constitutes a Procedure Penalty?

PROCEDURE PENALTY – FIVE (5) SECONDS

A procedure penalty is assessed when the competitor does not follow the procedures set forth in the course of fire description.

Here are some examples:

1. The competitor's foot touches the ground outside the shooting box at the barricade

on Stage 3 of the Classifier. One procedural penalty is assessed regardless of the number of shots fired.

2. Failure to do a tactical re-load when specified. If the competitor makes an honest attempt to retain the partial magazine and it falls from the competitor's pocket or pouch after he/she has begun to move to another firing point, no penalty should be assessed.
3. Shooting from a stationary position when the course of fire specifies shots are to be fired while moving. One penalty, regardless of the number of shots fired.
4. Firing a "double tap" (2 rapid consecutive shots on the same target) on a target when the course of fire specifies that targets are to be engaged with one shot each, and then re-engaged for a total of 2 hits per target.
5. Using both hands when the course of fire specifies that the shots are to be fired strong hand only or weak hand only. One procedural penalty for each target will be assessed regardless of the number of shots fired.
6. Shooting targets out of sequence if a specific sequence is, e.g., tactical order.
7. Premature start. An example of this would be movement of the shooting hand towards the gun between the standby command and the start signal.
8. Firing extra shots on Fixed or Limited scored stages. Tape over 1 of the highest scoring hits for each extra shot fired and also assess 1 procedural penalty.

5. How do I score hits on hardcover?

There is no penalty for hitting hardcover. However, a full diameter hit on hardcover will be scored as a miss, even if the bullet also hits a threat target that is behind the hardcover. Hardcover is considered to be impenetrable. The only penalty is for a missed shot, which is scored 5 points down (5 seconds). Only full diameter hits on hardcover will be scored as a miss on the shoot target.

6. How do I score hits on a non-threat target?

Hits on a non-threat target are assessed a 5 second penalty. Even if several hits are on a non-threat target, the competitors only receive one 5 second penalty for that particular

target. If there is a hit on a threat target behind the non-threat target, the competitor will be entitled to the value of the hit on the threat target. Non-threat targets are considered penetrable.

As you can see from the above, Standard Count scoring is all related to time. A competitor's time to shoot a string or stage is determined and then time penalties are added to the score for any mistakes he/she may have made. Penalties are designed to encourage the use of good tactics and to penalize mistakes that can have serious consequences in the real world.

7. How do I score steel targets?

The entire steel target is considered a 5 zone (-0 if hit). If a steel target is not hit or in the case of a knock down target, not knocked down, the target will be scored as a miss (-5 points/5 sec.) and will also incur a failure to neutralize penalty of 5 seconds if the stage is scored standard Standard Count. Failure to properly neutralize a steel target will result in 10 seconds being added to the competitor's raw time.

Limited Count scoring should **ONLY** be used on standard exercise courses of fire. All speed shoot and scenario courses should use Standard Count (unlimited number of shots permitted) so the shooters will always be training themselves to pick up any shot that doesn't feel like it was under control.

Always award any question on scoring to the contestant. If you have to look at the target very closely to determine if a shot has broken a higher scoring line, you will automatically award the higher value to the contestant. At no time will IASC SO's use scoring plugs or overlays. When in doubt of a scoring call, always award the higher value to the shooter. This also applies to doubles.

Great care must be used in stages of fire where the targets are covered with shirts. Only a single layer of cotton T-shirt material or one layer of a button up front shirt should ever be used. Double layers cause distorted size bullet holes in the target. Never use double layers of sweatshirt or sweaters in IASC targets, as the result will be bullet holes that are nearly impossible to accurately call. It is recommended that T-shirts be split so that one thickness of material is on the side of the target that is being engaged. Also, do not allow targets with shirts to become excessively pasted. Change targets regularly so scoring remains simple.

Anytime a target has become extensively pasted, it should be replaced. At a major match, targets should be replaced often to prevent any scoring problems. IASC policy is that targets should be replaced every 50 hits maximum.

When scoring any target in a standards match, whether Standard Count or Limited/Standard adjusted, it is always recommended that the SO count the total hits per target FIRST to insure that all the rounds fired are accounted for. If there are shots missing, they can be calculated and assess a -5 points for each missing shot before the Standard Count scoring is begun on that respective target.

On shoot troughs of non-threat targets that also strike a shoot target, the contestant will get the penalty for the non-threat target hit, and will get credit for the scored hit on the shoot target. The reverse also applies when a round on a shoot target penetrates a non-threat behind it. Hence the rule: all shoot count.

There still seems to be a problem with the assigning of multiple procedural in a string of fire (one procedural for each shot so fired). We assume this is another IPSC ,IDPA Europa carry over. A maximum of only one procedural per string of fire, per infraction. We must stress that we are talking about 1 string... and one infraction. If the shooter does more than one thing wrong, like use the wrong hand and fire the incorrect number of shots, the shooter may incur more than one procedural. Also, in the case on non-threat targets, only one procedural per string of fire regardless of the number of times hit.

Limited Count strings with head shots: These strings should be fired first so hits below the neck line can be pasted before additional strings are fired. Total number of hits required per target should always be counted. This should always be the first step in scoring a target. Add up the points down from shots off the target, then add on additional points down for hits in the 4 and 2 zones.

In clubs with a high number of new-BEGINNER or ACCURATE shooters, it is possible for some better shooters to have misses on targets yet via the "STANDARD Count" still win the stage or match. This is not a sign that the "Standard Count" scoring is flawed. Rather this indicates that their shooters' skill levels are still very low, and as skills improve, this will be less and less of a problem.

Many contestants have argued that "rule 17" (tack-loads) does not state that they can't leave loaded loose rounds behind. As long as there are no loaded rounds in the loader/moon clip they do not incur a procedural penalty. Be advised and advise shooters to the fact that 'if you leave any loaded rounds behind during a tac-reload, you get 5.0 sec. added. Magazines, speedloaders or loaded rounds dropped due to a clearance/malfunction will not be so ruled.

During the unload and show clear phase of the range commands, SO (shooting officer) must be careful of the unloading process. Many new and novice shooters can be very reckless in this practice. Muzzle direction is often hazardous. Many clubs now require a new shooter class or session to cover such safety requirements as how to load, unload, draw and move with the finger out of the trigger guard.

For A.S. purposes, contestants may replace the magazine in their pistol with a fully loaded one while the pistol remains in the holster as long as they are facing down range and the range is clear. If the contestant does choose to recharge his pistol between strings by removing it from the holster and swapping magazines while the pistol is pointed safely down range, this procedure is acceptable also.

It is highly recommended that contestants become comfortable with performing either a ‘tactical reload’ between strings of fire as they re-charge their pistols or Rifle.

If contestants wear law enforcement holsters, it is possible that during drawing and re-holstering the muzzle of the weapon will be pointed up range slightly. BEWARE. All SO personnel should avoid standing directly behind any contestant during the critical draw and re-holster phase of any course of fire.

If a competitor re-holsters his loaded sidearm between stages/strings of fire and in so doing the muzzle of his weapon points so that it inadvertently covers a part of the SO’s body, the error is with the SO for standing where he should not be. No penalty will be assigned the contestant, as this is a failure of the SO to perform his task correctly.

Any contestant moving with a loaded handgun in his hand but not actually firing will keep his finger out of the trigger guard unless engaging targets. If a SO observes a contestant moving with his finger in the trigger guard, he will sound off with the command “Finger”. Failure to immediately comply will result in a **5-second** procedural penalty.

All IASC contestants will handle their firearms with care and be aware of the direction the muzzle is pointed in at all times. Whether handling a handgun in the designated ‘safe area’, or when arriving at the range, safe gun handling is critical. Unless in a ‘safe area’ or while kitting up, a contestant’s sidearm will remain in it’s holster until the SO gives the command: “Load and make ready.”

There will be NO sight pictures allowed on any IASC range. Doing so will result in a **5-second** procedural penalty.

Dropping of an unloaded handgun can result in a FTDR penalty; however, the contestant may pick-up/recover his dropped handgun and continue on.

On car stages that require the contestant to start seated in a car and draw to engage targets outside of the vehicle, care must be taken in the process of drawing the sidearm. In the past, some events have required the contestant to draw his sidearm, and trace his movement of the pistol up and over the steering wheel before pointing the handgun out the window to engage targets. This concept was to eliminate any danger of the shooter crossing his body with his own muzzle. The problem is that many times procedural penalties were assessed anytime the muzzle did not go above the steering wheel. What we had was a penalty for not doing something totally unsound and tactically impractical. Hence, it is recommended that this 'over the steering wheel' rule will be forever eliminated from IASC as impractical. Instead, it is far more logical to allow the contestant to start with the gun in hand, pointed in the direction of fire with the muzzle slightly below the side window line. This will make the drawing of the weapon while inside the car less of a safety hazard, and allow the response from inside the car to a threat to be a viable part of a scenario stage.

The key factors to good gun handling are: (1) finger out of the trigger guard until you are prepared to shoot, and (2) be aware of your muzzle direction at all times. NEVER compromise these two ideals.

There is NO provision for a slide down (speed reload) in IASC shooting. All reloads must be either made from emergency-reload or be of the tactical-load. A shooter is deemed "loaded" and may move from a position of cover ONLY when the magazine is fully seated and the slide is closed or revolver cylinder is closed.

ACTION SHOOTING is divided into TEN separate divisions of competition, shooters using all popular service-type rifles, shotguns, pistols and revolvers will have a place to compete competitively. These divisions are TOTALLY SEPARATE from each other. There will be awards for winners in all classes within ALL four divisions. At club level events, competitors may shoot in all divisions; however, only the first division one shoots in will be awarded.

STOCK DIVISION - DOUBLE ACTION (SD-DA) is intended to offer a place in competition for shooters using popular "stock" Double Action factory service pistols in

calibers from 7 mm to 50 AE.

STOCK DIVISION - SAFETY ACTION (SD-SA) is intended to offer a place in competition for shooters using popular “stock” Safety Action factory service pistols in calibers from 7 mm to 50 AE.

LIMITED DIVISION (LD) is intended to offer a place in competition for shooters using popular Single Action 7mm/ 9mm/.38 Super/.40 s&w/ 10 AUTO/ .50AE/ service pistols such as the Tanfoglio, Browning HP, CZ-75, EAA, Witness 1911 pattern pistols, 2011 pistols,

.45 DIVISION (45D) is intended to offer a place in competition for shooters using the “practical” custom 1911 style .45 single stack pistols, while still allowing shooters using the various hi-capacity pistols such as the Para-Ordnance, STI/SVI and Glock 20/21 to compete on equal ground. There are many out-of-the-box 1911 style pistols that can be used competitively in this division with little or no custom work.

MODIFIED DIVISION (MD) is intended to offer a place for shooters using handguns with porting of barrels compensators or handguns with factory reduced recoil 1911 models, 2011 models, Glock C, Tanfoglio Buzz,

REVOLVER DIVISION (RD) is intended to offer a place in competition for shooters using popular service revolvers with the classic speedloaders and for shooters using popular service revolvers with the classic moon-clips.

SHOTGUN (SG) is intended to offer a place in competition for shooters using popular service PUMP-SLIDEACTION SHOTGUNS

SEMI AUTO SHOTGUN (SSG) is intended to offer a place in competition for shooters using popular service SEMI AUTO SHOTGUN

SEMIAUTOMATIC RIFLE (SAR), is intended to offer a place in competition for shooters using popular service semi auto rifles. Calibers: from 222 up to 308.

All SAR rifles in pistol calibers can compete in subdivision SAR MINI.

All SAR rifles in caliber 22LR can compete in subdivision SAR 22LR.

SEMIAUTOMATIC RIFLE (SAR-OPEN), is intended to offer a place in competition for shooters using popular service semi auto rifles with ported compensators or factory reduced

recoil, optic sight. Calibers: from 222 up to 308.

All SAR rifles in pistol calibers can compete in subdivision SAR MINI OPEN and use ported compensators or factory reduced recoil, optic sight

No Competition Only type modifications are permitted.

In all divisions the gun safety must be working and reliable, without any modifications.

Handguns permitted for STOCK GUN DOUBLE ACTION DIVISION must be Double Action, Double Action ONLY and be of 7mm or larger allowed. Weight of the unloaded gun is 1200 grams. No external modifications other than changing sights and grips will be permitted. The gun can be fully loaded, as in A. S. competition we count all the guns/shooters as they are starting the stage with **FULL MAGAZINE CAPACITY**.

NOTE: Selective DA/SA pistols MUST begin with hammer down.

Permitted modifications: (If it's not on this list, it can't be used in Action Shooting competition.)

Change of sights to another conventional notch and post type

Change of grips to another style or material that is similar to factory configuration (no weighted grips)

Slip-on grip sock and/or skateboard tape

Internal accuracy work to include replacement of the barrel with one of factory configuration

Internal reliability work

Internal action work may be used to enhance trigger pull, as long as safety is maintained.

Handguns permitted for STOCK GUN SAFETY ACTION DIVISION must be Safety Action ONLY and be of 7mm or larger allowed. Weight of the unloaded gun is 1000 grams. No external modifications other than changing sights and grips will be permitted. The gun can be fully loaded, as in A. S. competition we count all the guns/shooters as they are starting the stage with **FULL MAGAZINE CAPACITY**.

Permitted modifications: (If it's not on this list, it can't be used in Action Shooting competition.)

Change of sights to another conventional notch and post type

Change of grips to another style or material that is similar to factory configuration (no weighted grips)

Slip-on grip sock and/or skateboard tape

Internal accuracy work to include replacement of the barrel with one of factory configuration

Internal reliability work

Internal action work may be used to enhance trigger pull, as long as safety is maintained.

Handguns permitted for LIMITED DIVISION must be Single Action or selective SA/DA

,
or Safe Action and be of 7mm or larger and meet the following criteria:

Weight of the unloaded gun is 1230 grams.

As in A. S. competition we count all the guns/shooters as they are starting the stage with **FULL MAGAZINE CAPACITY**.

(DUSTCOVER and CONIC BARREL PERMITTED)

Permitted modifications: (If it's not on this list, it can't be used in Action Shooting competition.)

Change of sights to another notch and post type

Change of grips (no weighted grips)

Internal accuracy work to include replacement of the barrel with one of factory configuration

Internal reliability work

Checker frontstrap and backstrap

Checker or square and checker trigger guard

Cosmetic checkering/serrating

Extended thumb (may be ambidextrous) and grip safeties

Change of hammer and other trigger action parts to enhance trigger pull

Bevelled magazine well and add-on well extensions

Custom finishes

Heavy barrels,

Add on weights, weighted magazines, tungsten guide rods, extended dust covers

Extended oversize magazine release buttons

Trigger shoes

Handguns permitted for the 45 division must be .45 HP, .45 ACP, 45 GAP allowed, and meet the following criteria:

The gun can be fully loaded, as in A. S. competition we count all the guns/shooters as they are starting the stage with **FULL MAGAZINE CAPACITY**, 6" or shorter conventional bushing type standard weight barrels are used and all other stipulated criteria is met. Factory installed cone style barrels are permitted on pistols , Dust cover permitted

Weight of the unloaded gun is 1200 grams

Permitted modifications:

(If it's not on this list, it can't be used in Action Shooting competition.)

Change of sights to another notch and post type

Change of grips (no weighted grips)

Internal accuracy work to include replacement of the barrel with one of factory configuration.

Factory installed cone style barrels are permitted on pistols

Checker frontstrap and backstrap

Checker or square and checker trigger guard

Cosmetic checkering/serrating

Extended thumb (may be ambidextrous) and grip safeties

Full length guide rod manufactured of material that is heavier than common steel

Change of hammer and other trigger action parts to enhance trigger pull

Bevelled magazine well and add-on well extensions

Custom finishes

Extended oversize magazine release buttons

Trigger shoes

Handguns permitted for MODIFIED DIVISION must be Single Action or selective SA/DA , or Safe Action and be of 9mm or larger and meet the following criteria:

The gun can be fully loaded, as in A. S. competition we count all the guns/shooters as they are starting the stage with **FULL MAGAZINE CAPACITY**.

Weight of the unloaded gun is without restrictions (DUSTCOVER and CONIC BARREL PERMITTED).

Optical sights are permitted if installed on a holstered (closed holster meeting all the holster criteria) handgun.

Permitted modifications: (If it's not on this list, it can't be used in Action Shooting competition.)

Change of (standard) sights to another notch and post type

Change of grips (no weighted grips)

Internal accuracy work to include replacement of the barrel with one of factory configuration

Internal reliability work

Checker frontstrap and backstrap

Checker or square and checker trigger guard

Cosmetic checkering/serrating

Extended thumb (may be ambidextrous) and grip safeties

Change of hammer and other trigger action parts to enhance trigger pull

Bevelled magazine well and add-on well extensions

Custom finishes

Heavy barrels,

Porting of barrels

Add on weights, weighted magazines, tungsten guide rods, extended dust covers

Extended oversize magazine release buttons

Trigger shoes

REVOLVER DIVISION

Revolvers permitted

Any revolver of 9mm Caliber or larger with a barrel length of 6^{3/4} or less. (6, 7, 8 & more shot revolvers are permitted. Classic and moonclips feeding/loading). No external modifications other than changing sights, grips, shortening of factory barrels, and changing the finish will be permitted.

List of permitted modifications: (If it's not on this list, it can't be used in Action shooting competition.)

Change of sights to another conventional notch and post type

Action work to enhance trigger pull as long as safety is maintained (smoothing the trigger face and removing the hammer spur are considered action work and are permitted)

Change of grips to another style or material that is similar to factory configuration (no weighted grips)

Chamfer the rear of the chambers

Shortening of factory barrels
Custom finishes

Shotguns permitted in (SG) may be standard-stock pump-slide action.

On the start Maximum (total) number of rounds that may be loaded into the handgun is five (5).

Shotgun reloading is permitted from belts, pockets and pouches, but only with one round at the time in shooters hand. Pancho Villa style pouches are prohibited.

NOTE: only factory ammunition is permitted:

BIRDSHOT minimum weight 24 grams,

SLUGS and BUCKSHOT minimum weight 28 grams.

Permitted modifications: (If it's not on this list, it can't be used in Action Shooting competition.)

Change of sights to another conventional notch and post type

Change of stock to another style or material that is similar to factory configuration

Slip-on grip sock and/or skateboard tape

Action work to enhance trigger pull as long as safety is maintained

Reliability work to enhance feeding and ejection

Internal accuracy work to include replacement of barrel with one of factory configuration

Custom finishes

It's not allowed to change chokes during the match

All courses of fire for the SHOTGUN DIVISION must be limited to 16 rounds maximum per string to allow shooters to compete equally and separated from other courses of fire. Sample SHOTGUN Division courses of fire are available from AS HQ.

Shotguns permitted in (SSG) may be standard-stock SEMI AUTO SHOTGUNS.

On the start Maximum (total) number of rounds that may be loaded into the handgun is five (5).

Shotgun reloading is permitted from belts, pockets and pouches, but only with one round at the time in shooters hand. Pancho Villa style pouches are prohibited.

Note: only factory ammunition is permitted:

BIRDSHOT minimum weight 24 grams,
SLUGS and BUCKSHOT minimum weight 28 grams.

Permitted modifications: (If it's not on this list, it can't be used in Action Shooting competition)

Change of sights to another conventional notch and post type

Change of stock to another style or material that is similar to factory configuration

Slip-on grip sock and/or skateboard tape

Action work to enhance trigger pull as long as safety is maintained

Reliability work to enhance feeding and ejection

Internal accuracy work to include replacement of barrel with one of factory configuration

Custom finishes

It's not allowed to change chokes during the match

All courses of fire for the SEMI AUTO SHOTGUN DIVISION must be limited to 16 rounds maximum per string to allow shooters to compete equally and separated from other courses of fire.

Sample SEMI AUTO SHOTGUN Division courses of fire are available from AS.

Rifles permitted in (SAR) may be standard-stock SEMI AUTO RIFLE. Modifications are not permitted-only stock factory rifles.

Rifles in permitted (SAR-OPEN) may be standard-stock modified SEMI AUTO RIFLE. Modifications are permitted Rifles with ported compensators or factory reduced recoil and optic sights are legal for SAR-open.

Classifications

In order for all shooters to be able to compete with their peers, Action shooting competitors will be divided into five classifications within each division based upon their skill level. Classifications will be as follows:

MASTER

MA

EXPERT
ACCURATE SHOOTER
BEGINNER
PIONEER

EX
AS
BE
PI

Action shooting has a very quick and easy method of classifying shooters. Simply take your classification card to any affiliated club and shoot our 90 round classifier match. The match organizer or club president will then be able to assign you a classification on the spot. You must, however, shoot a separate classification match for each division you wish to compete in. You will receive a copy of the “Classifier Match” when you join the Action Shooting Confederation. Official A.S. targets must be used for all classifier matches. Contact your local club for information on shooting the classifier match.

AMMUNITION CARRIERS MAY NOT BE MODIFIED AND THEY MUST BE USED IN THEIR ORIGINAL FACTORY CONDITION FOR A.S. COMPETITION.

In order to maintain stability within the Action Shooting Association.

The goal is to compete with “service type” ammunition, not light target ammunition; therefore, the following minimum power floors will be in effect.

Minimum power floor for STOCK DIVISION DOUBLE ACTION&SAFETY ACTION

Pepper Popper target placed at 20m should fall over when hit properly.

Minimum power floor for LIMITED DIVISION

Pepper Popper target placed at 20m should fall over when hit properly.

Minimum power floor for 45 DIVISION

Pepper Popper target placed at 20m should fall over when hit properly.

Minimum power floor for MODIFIED DIVISION

Pepper Popper target placed at 20m should fall over when hit properly.

Minimum power floor for REVOLVER DIVISION

Pepper Popper target placed at 20m should fall over when hit properly.

Minimum power floor for SEMI AUTO SHOTGUN , SHOOTGUN DIVISION is not cronographed, but **only factory ammunition is permitted.**

Minimum power floor for SAR DIVISION is not cronographed, but **only factory ammunition is permitted.**

Minimum power floor for SAR-OPEN DIVISION is not cronographed, but **only factory ammunition is permitted.**

Official power floor testing procedure is as follows:

Large PP should be placed at 20 meters perpendicularly to the ground. It should fall when hit properly. This provide an instant feedback about the reached minimum power floor. If after been shot the PP doesn't fall down it's clear that the minimum requested power floor is not reached, the shooter will be DQ`ed.

Each shooter can request an additional function test to confirm that the PP is placed in right position and properly calibrated. The test should be executed by the Range Master using his own gun and factory loaded 9 mm ammo. In case of positive test result (PP fall down) the DQ penalty is confirmed, otherwise the PP should be re-calibrated and the shooter can repeat the test.

Equipment

All equipment used in Action Shooting matches must meet the following simple guidelines: equipment must be practical for self-defence use, concealable, suitable for all-day continuous wear, and must be worn in a manner that would be appropriate for all-day continuous wear. The match director will be REQUIRED to disallow any equipment that does not meet these simple criteria. If you wouldn't carry it to defend yourself, you can't shoot or use it in Action Shooting competition. It is strictly prohibited the use of clothing manufactured in hard materials and/or clothing modified with accessories which allow the shooter to retain the magazine/s and/or speedloader/s with a simple drop.

If you are caught using equipment that is not in the guidelines set forth, not in the spirit of Action Shooting "PURPOSE", and the Match Director is convinced you did so to gain competitive advantage, you will be disqualified from the entire match.

Holsters and ammunition carriers permitted for competition must be specifically designed and marketed for concealed carry/duty use and NOT for range or competition use and must be suitable for continuous all-day concealed carry wear, unless you are a full-time law enforcement officer, and then your duty gear is acceptable. All holsters/ammunition carriers must be worn in a manner consistent with everyday concealed carry use. **A maximum of three (3) spare magazines carried in 3 single pouches or 1 double pouch AND ONE SINGLE or four (4) speedloaders may be worn at any time. One additional magazine may be carried on the person for "charging" purposes only. Up to two (2) speedloaders may be worn immediately in front of the holster. If a holster or ammunition carrier is listed in the competition section of a manufacturer's catalogue, it's probably NOT suited for AS use. If a holster or ammunition carrier is listed in the law enforcement or concealed carry section of a manufacturer's catalogue and can be worn behind the centre line of a shooter's body, it is probably appropriate for AS use. All holsters must fully cover the trigger when the pistol is holstered. The front of holsters for semi autos may be cut no lower than 1/4" below the ejection port. Revolver holsters may be cut no lower than half way down the cylinder. Holster and pouches must be worn on a belt that passes through regular pants loops. The holster must position the pistol so the center of the trigger pad is behind the center line of the body**

from a side view and all magazines and magazine carriers for pistols must be positioned behind the center line. Revolver ammunition carriers may be worn directly in front of the holster on the strong side. The seam on the side of a shooter's pants may or may not indicate where the center line of a shooter's body is located. If you can conceal your pistol/holster/ ammunition carriers with a light windbreaker and comfortably draw your pistol while seated in an automobile with bucket seats, your equipment is probably okay. Exception – Police/military officers may use their duty rig, but ALL retention features of the holster MUST be used.

Courses of Fire

Courses of fire must simulate a sporting ground field. The maximum number of shots required for any string of fire is 24. The majority of shots fired in a Action Shooting match will be under 15 meters and many stages will start with your equipment concealed. Precision close range shooting on the move and at moving targets is also to be encouraged. Every effort will be made to keep all courses six (6) shot revolver neutral. Emphasis will not be placed on physical ability, but rather on shooting and gun handling skills. Local match directors are free to add NON-THREAT targets, HARD/SOFT cover, specify 'Concealed Carry' start, or shoot the 'Scenario' courses in low light. Clubs may design their own courses of fire, but any course of fire must have a scenario as its central theme, and it must meet the course criteria as set forth in the Action Shooting Rules.

This basic criteria is as follows:

- Develop the scenario,
- Maximum number of shots required for any string of fire is 24.
- Most shots should be held to 5 – 15 meters.
- When cover is available, it MUST be used both when shooting and reloading.
- Vision and physical barriers should be used to force the shooter to shoot from the specified positions rather than the use of fault lines (shooting ports also work well and tend to eliminate SO judgment calls).
- Use of props such as brief cases, tables (especially with drawers), automobiles, simulated ATM machines, bed/night stand combos, etc. is encouraged.
- Use of non-threat targets should be kept within reason.
- ANYTHING that can be done to eliminate judgment calls on the part of the help SO is encouraged.
- Targets should be engaged in tactical order whenever possible, i.e. either from near to far

target or shoot the first target that's visible when you lean out from behind cover (some common sense should be used here).

- Shooting on the move is encouraged, as is the use of moving targets. A combination of the two is even more realistic.

A.S. Course Design Rules & Rationale

All courses of fire must be clear and simple.

75% of all shots required in a match must be 15 meters or less; however, occasional targets out to 35 meters are to be encouraged.

No 'strong hand only' strings of fire may require the shooter to engage targets more than 10 meters distant.

No 'weak hand only' strings of fire may require the shooter to engage targets more than 7 meters distant.

No more than 40% of the shots required on any string of fire may be on steel targets and no more than 40% of the total shots required in the match may be on steel.

Shooter movement of more than 10 meters between firing points is not permitted.

Only one non-threat target may be used per every two threat targets in any string of fire.

No string of fire may require the shooter to have more than 18 hits on the targets.

Vision barriers should be used to force the shooter to fire from the desired locations rather than specifying firing positions (whenever possible).

Shooting on the move is to be encouraged and at least 30% of all shots required in a match must be fired on the move.

Any course of fire that requires the shooter to re-engage a target in two or more strings of fire **MUST** be scored Limited.

Well-designed courses of fire should have the following attributes:

1. They should test the shooters skills.
2. The sequence of target engagement should be obvious to the shooter without extensive briefing or instruction.
3. Assessment of procedural penalties because the shooter failed to understand the course of fire should be very rare. Procedural penalties will rarely be assessed on stages exhibiting good course design.

Of the many concepts set forth in the establishment of AS, none is more important than the requirements of Course Design. When the AS founders set out to structure 'Action Shooting' guidelines, the one issue that became very critical to the long-term survival of this shooting discipline was the fact that the problems that shooters are asked to solve must

reflect simple solutions. Requirements like the use of cover, reloading behind cover, and the limit of 24 rounds per string of fire were all based upon the principle that action shooting should help promote sound basic individual tactics and test the skills. Most ranges should be 15 meters or less. If on special occasions a club wants to utilize targets in excess of 15 meters, do it. Our goal is to make the ranges at which we engage targets to be within the norm of most scenarios.

The distance that a shooter must travel in any scenario is clearly, also an issue, also. Any movement of the shooter between firing points must not exceed ten meters and is allowed only if the shooter has executed a reload. We do not wish to see AS matches turn into track and field events. Think about it; few scenarios require the shooter to run or cover a very long distance. If clubs allow their stages of fire to exceed more than 25 meters of total movement, they begin to reward foot speed, not shooting ability. Our scoring system is very good when applied to shooting, but it becomes distorted when time is excessive for long distances of travel or the need to negotiate obstacles requiring more time than the actual shooting. Beware of course design that places too much effort in moving over a long distance or getting around obstacles.

If barricades or other range props that are designed to allow the shooter to use them for cover are provided, make sure that they are used properly. Make the shooter stay behind the cover area while actually shooting or reloading. A common problem when shooters are using some form of low barricades is that many will want to squat and shoot, then move quickly to the next firing area. This type of tactic is very common in IPSC, IDPA. Clearly, the squat position is fastest to use in many events, but it is a match tactic, and not a viable one. If one is going to use low cover for protection, one will not use this gamesman squat. The solution to using a low cover position is to require the shooter to have at least one knee on the ground when actually firing. It may be noted that older shooters will be slower on this than younger ones, or a person with a prior knee injury will not be able to do this technique as well as someone with good knees. This is a fact of life, and will be exactly the same in a scenario.

Of key importance, when developing a new AS stage of fire, is to think through what you are trying to simulate. Ask yourself, "Could this really happen?" or "Would this stage test viable skills that would likely be used in a scenario?" Some stages are by nature going to be short in the number of rounds fired. Our sport rarely requires a high number of rounds to be fired. You could design some really great scenario stages around four or five round strings. The way to make a stage more challenging is to make the contestant do the same drill with different methods, such as strong hand only, fired from a close-range in retention position, or perhaps while backing up. Consider a variety of different ways a scenario could be solved, then make your strings of fire reflect it. One of the great sins of many course designers is the practice of getting overly complex. Complexity is the enemy of good

course design.

If you wish to make a shot more difficult, then use simulated hard cover to reduce the view on of the target which is exposed.

Requiring multiple hits, i.e. 3-6 hits on targets, requires more skill and ability and should be encouraged. However, mixing the number of hits required on targets within the same string of fire leads to procedural penalties and should be discouraged. The same goes for mixing strings requiring a tactical priority 2-2-2 engagement with a tactical sequence 1-1-2-1-1 type engagement.

Threat targets may be designated by the painting of a symbol on the target or clipping the cut-out of a symbol on the target. This target designation is not mandatory, but is highly recommended. Non-threat targets must be designated by the painting of an X on the target or in the case of a target with textile on it, clipping a cut-out of an X. All paper targets are to be standard official buff colour cardboard.

If a stage specifies “Hard” cover, any shot that puts a full diameter hole in the “Hard” cover and continues on to penetrate the target will be scored as a MISS. If “Soft” covered is specified, shots penetrating “Soft” cover will be scored as HITS. We recommend that clubs/course designers standardize on WHITE for “Soft” cover and BLACK for “Hard” cover simulation. Stage props are commonly used to represent “Hard” cover or impenetrable objects such as walls, cars, barricades and furniture such as desks and file cabinets. Props can also be used to represent “Soft” cover or penetrable objects such as curtains, windows, hollow doors and shrubs.

Standard range commands are as follows:

Range is hot,

Load and make ready,

Shooter ready,

Standby,

Start signal (start signal can be verbal, audio buzzer, i.e. timer,

Unload and show clear,

**Hammer down,
Holster,
Range is safe / clear.**

NO “sight pictures” will be allowed. A sight picture is defined as drawing a loaded or unloaded firearm and aiming it down range before the start signal to begin a course of fire; a procedural penalty will be incurred for each infraction. After the “shooter ready” command is given, if the shooter does not confirm within a reasonable amount of time that he/she is ready for the standby command , the SO at his/her discretion may ask the shooter to unload and show clear and move to the end of the squad in order to expedite match flow.

- A. Yell “Finger” for finger in trigger guard violations.**
- B. Yell “Muzzle” if the muzzle is getting near a muzzle safe point.**
- C. Yell “Stop” if the shooter does something grossly unsafe or is disqualified.**

If the shooter doesn’t immediately correct a “muzzle downrange” problem, you may have to physically push the shooter’s arms to get the muzzle downrange. This will almost always accompany a disqualification.

Shooting Officers, Range Master , Match Director

IASC shooting officers are nominated as follows: Club SO, National SO and International SO. Further upgrades of the SO system is exclusively under each state membership/organisation decision.

CLUB SHOOTING OFFICER

Club events-work

NATIONAL SHOOTING OFFICER

all National events - work

INTERNATIONAL SHOOTING OFFICER

all events – work

ACTION Shooting rules have as their fundamental purpose the safe conduct and enjoyment of Action Shooting matches. Unlike some other shooting sports, Action Shooting rules are few in number and simple to administer. The purpose of an AS SO is to assist the competitor so he/she can complete the course of fire safely and with as much enjoyment as

possible. The purpose is NOT to hover over the shooter and treat him/her like a child and look for every possible opportunity to assess the shooter a procedural penalty. The goal of an AS match director should be for the competitors to have a safe and enjoyable event and to promote fellowship between participants.

No individual course of fire walk “through” will be permitted. Each squad will be allowed a brief course “walk through” as the course of fire is being explained to the shooters in the squad. The degree and time permitted for this “walk through” is at the discretion of the SO in charge of the stage.

1. Unsafe gun handling will result in disqualification from the entire match. Some examples of unsafe gun handling are: handling a loaded firearm except while on the firing line, endangering another person, dropping a loaded firearm.
2. Any attempt to circumvent or compromise the spirit or rationale of any stage either by the use of inappropriate devices, equipment, or technique, will incur a twenty (20) second penalty, this is the “FAILURE TO DO RIGHT RULE”.
3. Unsportsmanlike conduct, unfair actions, or the use of illegal equipment which, in the opinion of the match director, tends to make a travesty of the defensive shooting sport shall result in disqualification from the stage or the entire match at the discretion of the match director.
4. A premature shot in the holster or striking behind the firing line or into the ground downrange closer to the firing line than two meters, shall disqualify the shooter from the entire match.
5. The muzzle of a shooter’s handgun MUST NEVER be pointed in an unsafe direction. The pointing of a firearm in any direction that would cause injury to another person will be deemed unsafe. Due to the nature of IASC courses of fire and the fact that many ranges have U shaped backstops, a standard 180-degree line is often impractical and/or unnecessary. Course designers should determine safe muzzle direction points on each side of their specific range bays and clearly mark these points as rear muzzle safe points. Pointing of the competitor’s muzzle behind either of these predetermined

muzzle safe points will result in immediate disqualification from the entire event. Shooting officers/spectators should NEVER stand directly behind the holstered handgun during the start command or during re-holstering of the handgun.

NOTE: IASC strongly recommends that extreme care be taken to set up match stages so it is natural for the firearm to remain pointed down range while the course of fire is shot. Competitors should ALWAYS be conscious of their muzzle direction and should refrain from having their finger in the trigger guard when not actually engaging targets.

6. Pistols will not be loaded except when directed by a SO.
7. Shock resistant eye protection and ear protection are required of anyone within 60 meters of the firing line.
8. After completing any firing problem, the shooter must unload, show clear and re-holster before turning up-range or leaving the firing line.
9. Pistols used in competition shall be serviceable and safe. If any pistol is observed to be unserviceable or unsafe, it shall be withdrawn at the request of the match director. In the event that a pistol cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the shooting officer, who will take such action as he thinks safest.

During loading, unloading, drawing, re-holstering, while moving or during remedial action, fingers must be outside the trigger guard and the muzzle must be directed downrange. Failure to do so will result in a five (5) second procedural error penalty. Multiple violations of this rule could result in disqualification from the entire match at the discretion of the Match Director.

11. During a contest, shooters while not firing will refrain from handling their pistols except at designated safe areas. Magazines and speedloaders may be reloaded while off the firing line, but NO live ammo is to be handled at the safe area. The normal condition of pistols not actually engaged is holstered and unloaded, with hammer down and magazine removed.
12. In any single contest, a shooter must use the same pistol in all stages of the contest, except that shooter may use another pistol of the same type, action, and caliber as that with which he/she commenced the contest if his/her starting pistol becomes

unserviceable during the contest. Such a shooter may resume the contest at the next scheduled “start signal”, but previous stages may not be re-shot.

13. No shooter shall wear or use two pistols unless dictated by the specific course of fire at hand.
14. Pistols must start from mechanical condition of readiness appropriate to their design. In general, single-action autos will start cocked and locked (LD & 45D), double-action autos (SD) will start hammer-down and locked or unlocked. However, unusual designs may be started in other ways. Selective double-action autos may start cocked and locked or hammer down. Autoloaders **MUST** begin any string of fire requiring a re-load with the pistol loaded to maximum capacity or the maximum capacity allowed in that division.
15. In general, all stages will be started with the pistol holstered and safe, hands clear of equipment as directed by the course director. Other positions for the pistol may be stipulated (table top, drawer, pack, purse, or in the firing hand).
16. In cases where metal targets are used which may be damaged by excessive penetration, the club conducting the contest may prohibit cartridges that may damage the equipment. Metal piercing and incendiary or tracer ammunition is prohibited.
17. **TACTICAL LOAD:** Courses of fire may require that while firing a stage, no loaded ammunition carriers (i.e. magazines, speedloaders) may be left behind if the shooter moves to another firing position (exception: when clearing a firearm malfunction). The shooter’s firearm will be considered **LOADED** when the fresh magazine is seated or revolver cylinder is closed. Failure to do so will result in a five (5) second procedural penalty per infraction. To be in the “spirit” of the stage, the shooter must retain the magazine in one of the following ways **PRIOR** to the firing of the first shot after a tactical load: pants pocket, vest pocket, jacket pocket, waistband or magazine pouch. Using specially designed pockets, shirt pockets or holding the magazine in the hand or teeth is **NOT** permitted.
18. On stages requiring the shooter to reload, but not designated as a **TACTICAL LOAD** stage, the shooter may be required to shoot the gun dry before reloading in order to more closely simulate a real world situation. Failure to do so will result in a five (5) second procedural penalty per infraction. There are only three (3) approved types of re-loads in IASC competition: #1 re-load from slide lock (shooter will be considered loaded when the slide is closed with a round in the chamber), #2 Tactical Load/. A

reload with a round still in the chamber (slide down) and abandoning any magazine and #3 reload with magazine retention will result in a five (5) second procedural penalty, or possibly a twenty (20) second FTDR penalty

19. **PROPER USE OF COVER:** If cover is available, the shooter must use it! More than 50% of the shooter's upper torso must be behind cover while engaging threat targets and/or reloading. When windows, holes are used as stage props the shooter's hand must not enter into the opening. If the shooter is shooting from low cover, one knee must be on the ground while shooting. When using vertical cover such as a wall/barricade, 100% of the shooter's legs/feet must be behind cover while engaging threat targets and/or reloading. If in the opinion of the SO adequate cover is not being used (if the shooter does not have to move between target engagements, this is a strong indicator that adequate cover is NOT being used), the SO will yell COVER. If the competitor immediately moves to adequate cover, NO penalty will be assessed. If the competitor does NOT immediately move to adequate cover, a five (5) second procedural penalty will be assessed. All reloads must be executed behind cover, if cover is available, and must be completed before leaving cover (Shooters may not move from one position of cover to another with an empty weapon). The firearm will be considered LOADED when the fresh magazine is seated and the slide is closed or revolver cylinder is closed. Failure to reload behind cover or moving from cover with an empty weapon will result in a five (5) second procedural penalty per infraction.
20. Once the ready position is assumed and "standby" command has been given, it may not be changed before the firing signal. Moving the hand towards the pistol in the ready position will result in a five (5) second procedural penalty.
21. On paper targets, a shot, the outside diameter of which touches any part of a scoring ring, counts for the value of the ring. Radial tears in the paper exceeding two bullet diameters will not count.

22. If a shooter has more hits on his paper than allowed the maximum value for each excess shot shall be subtracted from his/her score, except when it can be established to the satisfaction of the contest director that the hits in question are of a different caliber from that used by the shooter in question, or when it can be positively proven that another shooter was guilty. In the other case, the shooter whose target was fired upon by another shooter will be allowed to fire the stage again.

If a shooter fires before the firing signal, he/she shall be charged with a procedural penalty of a five (5) seconds for Standard count .

23. Ties shall be broken in a manner decided upon by the club conducting the contest. However, this shall always be done by shooting, not by chance.
24. It shall be the responsibility of each shooter to keep account of his score along with the scorekeeper. If there is an error in the scorekeeper's final tally, it shall be the responsibility of the shooter to protest the final results within 30 minutes of the posting of final scores. Failure to file a protest with the Match Director prior to the above time nullifies any claims made thereafter. All scoring /officiating protests must be made to the match director and the decision of the match director will be final as long as his/her decision is in accordance with the rules as set forth in the most current issue of the official rule book.
25. No re-shoots will be allowed for gun or "mental" malfunctions.

Action Shooting is a "Trophy" only sport or merchandise awards will be made. Trophy or plaque awards shall be presented to the top shooters in each division and class at Club matches, State Championships, National Championships and International Championships. Because each division 'stands alone', no high overall trophies shall be awarded.

The following awards are presented at sanctioned events for each division and subdivision:

Division Champion
1st – 3rd In each class

WE HOPE THAT YOU WILL ENJOY THE ACTION SHOOTING

SPORTSMANSHIP AND FELLOWSHIP

This Rules can be modified by National Association in each country in order to meet/satisfy the National legislation.