

# Pandemic 2013 Match Rules

March 2, 2013

**THESE RULES SUPERSEDE THE MANUAL AND RULEBOOK IF CONFLICTS EXIST.**

## 1. Safety Rules

**1.1** Participants are subject to event disqualification for violation of any rule or regulation in sections 1 or 2. Safety violations will not be subject to arbitration.

**1.2** Pandemic 2012 will be conducted on a COLD RANGE. COLD RANGE (definition): Participants firearms will remain unloaded at the event site except under the supervision and direct command of the Match Director, Range Master, or a Range Officer.

### 1.3 Designated Safety Areas

**1.3.1** The Safety Areas will be clearly marked with yellow signs on tables at side berm ends.

**1.3.2** Unloaded firearms may be handled and/or displayed only in the Safety Areas.

**1.3.3** No ammunition may be handled in any Safety Area, but may be handled in all other areas. This includes loose ammo and magazines.

### 1.4 Rifles & Shotguns (carry from vehicle or between stages)

**1.4.1** Rifles & shotguns must be cased, or secured muzzle up or muzzle down in a stable gun cart/caddy, or carried vertically slung with the muzzle up.

**1.4.2** Rifles & shotguns must be carried **with actions open and detachable magazines removed.**

### 1.5 Handguns (carry from vehicle or between stages)

**1.5.1 Handguns must arrive at the range in a case and remain in the case during transport to a designated Safety Area for initial holstering.** A handgun may also be holstered initially under direction and supervision of a Range Officer.

**1.5.2** Handguns must be cased or **remain in holster**, magazine removed except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.

**1.5.3** Handguns must be carried with the "Hammer/Striker Down."

**1.6** No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site during any portion of any event. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

**1.7** Eye protection is mandatory for participants, spectators & range personnel at the event site.

**1.8** Ear protection is mandatory for participants, spectators & range personnel while on or near a course of fire.

## 1.9 Grounding Firearms

**1.9.1** During the course requirements of a multi-gun stage, a participant may be required to ground a firearm in order to transition to another. The location and position of the grounded firearm will be specified in the written stage description. A participant shall transition firearms by safely grounding a firearm using either of the following acceptable and safe methods:

**(a) Loaded, safety engaged.**

**(b) Unloaded. Note: For purposes of Pandemic 2012, “unloaded” means:**

**i) Empty chamber and empty source (tube or magazine); or**

**(ii) Empty chamber and magazine completely removed.**

**1.9.2** Unloading any firearm in an unsafe manner or willfully discharging any firearm while not engaging a target, or for the sole purpose of unloading any firearm, prior to grounding, **will result in an event disqualification.**

Example: Firing any rounds in any firearm, after all targets have been engaged for that particular firearm, before grounding.

**1.10** Each course of fire starts with the “**Make Ready**” command and ends after the “**Range is Clear**” command.

## 2. Disqualifications:

**2.1 Disqualification will result in complete disqualification from the event and the participant will not be allowed to continue. Participant will not be eligible for prizes. Final decision will be with the Range Master. Safety violations will not be subject to arbitration. NO REFUNDS WILL BE GIVEN FOR DISQUALIFICATIONS.**

**2.2** Disqualification for Accidental Discharge A participant who causes an accidental discharge must be stopped by a Range Officer as soon as possible. An accidental discharge is defined as follows:

**2.2.1** A shot, which travels over a backstop, a berm or in any other direction deemed by the event organizers as being unsafe.

**2.2.2** Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

**2.2.3** A shot which strikes the ground within 10 feet of the participant.

**(a) Exceptions:**

**(i)** a bullet, slug, or shot which strikes the ground within 10 feet of the participant due to a “squib”; or

**(ii)** an otherwise legal shot at a target closer than 10 feet to the participant.

**(b)** In the case of a shot striking a prop where the bullet, slug, or shot is deflected or does not continue to strike the ground, if the Range Officer determines that the bullet, slug, or shot would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, then the shot shall be deemed and treated as a shot which strikes the ground within 10 feet of the participant.

**2.2.4** A shot which occurs while loading, reloading or unloading any firearm after the “Make Ready” command and/or before the “Range is Clear” command.

(a) Exception: a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to an event disqualification, however, Rule 5.1 may apply.

(b) Detonation (definition): Ignition of the primer of a round, other than by action of a firing pin, where the bullet, slug or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped).

**2.2.5** A shot which occurs during remedial action in the case of a malfunction.

**2.2.6** A shot which occurs while transferring a firearm between hands.

**2.2.7** A shot which occurs during movement, except while actually shooting at targets.

**2.3** Grounding a firearm in any condition not outlined in rule 1.9, including discharging a firearm while not engaging a target, will result in disqualification.

**2.4** A participant shall be disqualified for:

**2.4.1** Retrieving a firearm dropped outside a course fire. A range officer must retrieve the firearm for you.

**2.4.2** Dropping a firearm while loading/unloading.

**2.4.3** Dropping a firearm before, during, or after transition, grounding, or anytime during the course of fire. This includes any firearm, loaded or unloaded, that falls after being grounded during the course of fire. If a competitor drops a handgun during the course of fire and the handgun is NOT part of the course of fire, the competitor will be stopped and the RO and the competitor will verify the weapon is unloaded, then re-holstered. If the handgun is unloaded, the stage will be scored as fired. If the handgun is loaded, the participant will be disqualified.

**2.4.4** Use of any ammunition prohibited or otherwise not allowed by Section 4.

**2.4.5** Engaging a steel target in an unsafe manner, such as by:

(a) Engaging steel targets with handgun ammunition at a range of less than 23 feet.

(b) Engaging steel targets with shotgun birdshot ammunition at a range of less than 16 feet.

**(c) Rifles are not permitted for use on steel targets. Only designated rifle targets may be used according to each stage description.**

**2.5** A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane.

**2.5.1** In the case of a participant facing downrange, the muzzle of a loaded handgun may point slightly uprange while drawing or reholstering, so long as it does not point outside an imaginary circle of three (3) feet radius from the participant’s feet.

**2.5.2** NOTE: There is no exception for going prone with a holstered loaded handgun. If you fall, a range officer will assist you with your guns so they are handled in a safe manner.

**2.6** Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping).

**2.6.1** Exception -sweeping of the lower extremities (below the belt) while drawing or re-holstering of the handgun, provided that the Competitor's fingers are clearly outside of the trigger guard.

**2.7** A participant shall be disqualified for unsportsmanlike conduct.

**2.7.1** Cheating:

**(a)** Intentionally altering targets prior to the target being scored to gain advantage or avoid a penalty.

**(b)** Altering or falsifying score sheets.

**(c)** Altering the configuration of firearms or equipment to gain advantage (see rule 5.3 & 5.4).

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

**(e)** Providing unauthorized assistance to a competitor during a course of fire will incur a procedural penalty for that stage or disqualification, at the Match Director's discretion based on facts and circumstances of the incident. The Participant receiving unauthorized assistance will be required to re-shoot the stage.

**2.7.2** Threatening or assaulting other participants or staff personnel.

**2.7.3** Disruptive behavior in an attempt to disturb other participants while they are shooting.

**2.7.4** Willful or grossly negligent disregard of event official's instructions.

**2.8** ALL disqualifications and re-shoots will be confirmed by the Range Master or the Match Director.

### **3. Sportsmanship & Conduct**

**3.1** Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled by submission to the Arbitration Committee.

**3.2** Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site/range. This will include anti-government slogans.

**3.3** Violation of magazine/ammunition limitations in Tactical, or Amateur – Zombie Slayer Divisions will result in the participant being placed in Pro Division for the entire event. (See rules 6.2, 6.3, and 6.4).

**3.4** **A participant is expected to assist taping paper targets and resetting steel poppers and plates on a stage when her/his squad is shooting that stage.** A shooter who just completed shooting or is on-deck is excused from the duty.

**3.5** If advertent 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 participant a re-shoot of the course of fire. The participant must accept or decline the offer prior to seeing either the time or penalties from the initial attempt. However, all safety provisions may still apply.

## **4. Ammunition**

**4.1** All types of tracer, incendiary ammunition is prohibited. Steel shot is prohibited. A magnet may be used to inspect ammunition. Steel or other bi-metal-jacketed ammo is allowed for rifle only. However, at the discretion of the Match Director, any ammo which attracts a magnet may have a sample destructively tested to ensure it does not have a hardened core or penetrator.

**4.2** Pistol/revolver ammunition shall be 9x19 or larger. NO MAGNUM AMMO allowed. (ie: 44 or 357 `mag.) NO Steel Core ammo is allowed for handgun. If you have doubts, contact management.

**4.3** Rifle ammunition shall be .223 Remington (5.56 NATO) or larger. You may use steel core ammo for rifle only.

**4.4** Shotgun ammunition shall be 20 gauge or 12 gauge, 7.5 size LEAD SHOT or smaller, with 1&1/8 oz of shot maximum, with a maximum velocity of 1300 feet per second. No Steel Shot is allowed for shotgun.

## **5. Firearms**

**5.1** All firearms used by participants must be serviceable and safe. Range Officers may demand examination of a participant'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 event until the item is repaired to the satisfaction of the Match Director or Range Master.

**5.2** If a participant's firearm becomes unserviceable during competition, that participant may replace his/her firearm with another of the same model, caliber and sighting system approved by the Event Director or his designee.

**5.3** For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock and sighting system combination.

**5.4** The same firearm system, for each gun, per Rule 5.3, shall be used during the entire event.

**5.5** Participants will be allowed to change shotgun chokes if needed but not reconfigure any firearm during the course of the entire event. (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.) This will be considered Unsportsmanlike Conduct for anything other than chokes.

**5.6** Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:

**5.6.1** Handgun: Loaded to division start capacity and positioned per stage starting position. In the case of single-action autos or double-action autos with manual override safeties, the safety catch must be in the "safe" position. In the case of double action autos & revolvers, the hammer must be down/forward. After completion of the course of fire, handgun must be made safe and returned to holster or bag.

**5.6.2** Rifle: Loaded to division start capacity and held in the low ready position. Safety catch must be in the "safe" position.

**5.6.3** Shotgun: Loaded to division start capacity and held in the low ready position. Safety catch must be in the "safe" position.

**5.6.4** Participants may not touch or hold any firearm loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms)

**5.6.5** Low Ready Position is defined as the stock touching the hip with the barrel parallel to the ground.

**5.7** Only the following action types are approved for use in Pandemic 2012. No select fire firearms are permitted in any division except those provided by the event in side matches. Please see item 6 below for correct division per style of firearm.

5.7.1 Handguns may include semi-auto actions or revolvers only. Single or Double Action.

5.7.2 Rifles must be box magazine fed and with semi-automatic actions.

5.7.3 Shotguns must either be pump or semi auto actions and may have tube or box style magazines.

**5.8** Firearms may be shared between squad members within the same squad but not between different members of separate squads.

## **6. Firearm Divisions—Pro, Tactical, Amateur**

### **6.1 Pro Division**

#### **6.1.1 Pro Handgun**

(a) Includes optics and/or magazines greater than 140 mm in length.

#### **6.1.2 Pro Rifle**

(a) May include optics and/or magazines greater than 30 rounds in capacity

(b) No limitations on accessories (see Rules 5.3, 5.4 & 5.5)

(c) Rifle supporting devices are permitted.

#### **6.1.3 Pro Shotgun**

(a) Includes optics and/or shotguns that can hold more than 9 rounds including the magazine and chamber.

(b) Shotgun speed loaders are allowed in Pro and must feature a primer relief cut.

(c) All box magazine shotguns are permitted and will be considered to be “Pro” division (ie: Saiga Shotguns)

### **6.2 Tactical Division**

#### **6.2.1 Tactical Handgun**

(a) Electronic sights, optical sights, extended sights, compensators or barrel porting **are prohibited**.

(b) Magazines length **may not** exceed 140mm.

#### **6.2.2 Tactical Rifle**

(a) Not more than one (1) electronic or optical sight is permitted

(b) A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, cannot be used as an aiming device by itself, and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction

(c) Supporting devices (bipods, etc.) are prohibited.

(d) Use of a muzzle brake is permitted.

(e) Drum magazines are prohibited

(f) Magazines **may not** contain more than thirty (30) rounds. You may couple two magazines together.

### **6.2.3 Tactical Shotgun**

- (a)** Only tubular magazines are permitted with a maximum capacity of 9 rounds including magazine and chamber.
- (b)** Electronic or optical sights are prohibited
- (c)** Supporting devices (bipods, etc.) are prohibited.
- (d)** Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are permitted
- (e)** Speed loading devices and/or detachable box magazines are prohibited.

## **6.4 Amateur Division**

### **6.4.1 Amateur Handgun**

- (a)** Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.
- (b)** Magazines length may not exceed 140mm.

### **6.4.2 Amateur Rifle**

- (a)** Not more than one (1) optical sight is permitted.
- (b)** A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, cannot be used as an aiming device by itself, and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction.
- (c)** Supporting devices (bipods, etc.) are prohibited.
- (d)** Use of a muzzle brake is permitted.
- (e)** Magazines may be loaded with not more than thirty (30) rounds.

### **6.4.3 Amateur Shotgun**

- (a)** Only tubular magazines are permitted.
- (b)** Electronic or optical sights are prohibited
- (c)** Supporting devices (bipods, etc.) are prohibited.
- (d)** Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are permitted
- (e)** Speed loading devices and/or detachable box magazines are prohibited.
- (f)** Not more than five (5) rounds total may be loaded in the shotgun at any one time. This includes magazine and chamber.

## **6.6 Holsters and Equipment –All divisions**

**6.6.1** Any holster which will safely retain the handgun during vigorous movement is allowed and must cover the trigger and trigger guard.

**6.6.2** The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.

**6.6.3** Due to safety concerns shoulder holsters and cross draw holsters are not allowed.

**6.6.4** Extra rounds of shotgun ammo may be carried on the body or shotgun in any fashion but may not be carried in the hands or mouth.

## **7. Scoring**

### **7.1 Time and Penalties for Time-Plus Stages.**

#### **7.1.1 Paper Targets For Pro, Tactical and Amateur Divisions:**

- (a)** All scoring on paper zombies will be per individual stage rules
- (b)** Target Not Engaged (TNE)= 10 second penalty for not making the minimum two hits anywhere on the target plus 5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 15 seconds per target added to

**7.1.2** Only holes made by bullets will count for score/penalty on paper targets. Evidence of the actual bullet must be present on the target, i.e. crown or grease ring (mark) on the hole. Holes made by shrapnel, fragments or flying debris will not count for score/penalty.

**7.1.3** Designated “No Shoot” targets that are hit will incur a 5 second penalty for each hit.

**7.1.4** Knock down style targets (i.e. poppers) must fall to score.

- (a)** Knock down pistol targets will be calibrated with a 9mm pistol using factory ammunition.
- (b)** Knock down shotgun targets will be calibrated with a 20 gauge shotgun. Any action type. Maximum barrel length 26 inches.
- (c)** Knock down shotgun targets will be calibrated with a 20 gauge shotgun using factory 2 1/2 dram, 7/8 ounce load, #7 1/2 or #8 birdshot.
- (d)** The Range Master must designate specific supplies of 9mm and 20 gauge ammunition and one or more handguns and shotguns to be used as official calibration tools to be used only by the Range Master or designated testing personnel.
- (e)** Designated pistol(s), shotgun(s) and the test/calibration ammunition are not subject to challenge by competitors.
- (f)** If a knock-down target fails to fall when hit by a calibration shot, a re-shoot is required.

**7.1.5** Swinging style “Brain” targets must move when impacted by bullet to score. Range Officer will verbally confirm each successful attempt by saying “HIT”.

**7.1.6** Frangible “Brain” targets must be displaced either wholly or partially on handgun targets to be scored as successful attempts.

**7.1.7** Failure to engage a frangible, knock down or swinging style target will result in a 15-second penalty. (10 seconds for not making the hit and 5 seconds TNE (target not engaged).)

**7.1.8** Engaging a frangible, knock-down, swinging style, or other reactive target but not breaking it (one BB hole is a break), knocking it down, or causing the target to react will result in a 10 second penalty per target. The written stage description may specify additional penalties for a miss on knock down or swinging style targets at distances over 100 yards. A Range Officer may call hits as required or allowed by the written stage description, provided that such calls are provided to all competitors.

**7.1.9** Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.

**7.1.10** Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.

**7.1.11** Stage Not Fired (SNF) penalty, 500 seconds per stage not fired.



**7.1.12** Maximum time for any stage (including target penalties) is 500 seconds.

**7.1.13** The Match Director may specify a time limit for completing any stage by stating it clearly in the stage briefing. A participant exceeding the time limit will be stopped by an Event Official and the stage will be scored as shot with all applicable miss and TNE penalties. No hits will be scored on shots fired past the time limit. Time will be recorded on the last shot fired with no time recorded greater than the time limit.

**7.1.14** Unless otherwise specified in the written stage description, a competitor's raw time begins with the audible start signal and ends with the last shot fired.

## **7.2** Fixed Time Stages.

**7.2.1** A written stage description may specify fixed time scoring instead of time-plus scoring. The written stage description of a fixed time course of fire will specify:

- (a) the points that a competitor will earn for designated hits on each of the targets in the course of fire;
- (b) the fixed time allowed for the competitor to engage the targets in the course of fire;
- (c) the penalty points that will be imposed for each overtime shot, which penalty will equal or exceed the maximum point value that may be earned for engaging a target in the course of fire; and
- (d) all other penalties applicable to the course of fire.

**7.2.2** A shot (or shots) fired more than 0.30 seconds over the fixed time will be considered overtime. For example, if the fixed time is 25.00 seconds, a shot (or shots) at 25.31 seconds or more would be considered overtime. If an overtime shot results in extra hit on a target, only the specified number of hits may be scored. If the overtime shot causes a reactive target to react or a frangible target to break, the hit will not earn the points specified for the target.

**7.2.3** The provisions of Sections 7.1.3 and 7.1.6 apply to fixed time stages.

## **7.3** Stage Points.

### **7.3.1** Time-plus stages.

- (a) The written stage description of each time-plus stage will designate the maximum number of points that may be awarded to a competitor for that stage.
- (b) The points awarded to a competitor for a stage will be based on that competitor's total raw time and penalties imposed for the stage (the "adjusted time"), in accordance with Section 7.1. The competitor(s) with the lowest adjusted time for the stage will be awarded 100% of the maximum points for that stage. Stage points will be awarded to other competitors according to their adjusted time relative to the lowest adjusted time for that stage, as follows:  
Competitor's stage points = (maximum stage points) x (fastest adjusted time / competitor's adjusted time)

**7.3.2** Fixed time stages. For a fixed time stage, the points awarded to a competitor will equal the points earned for hits per Section 7.2.1(a), less all penalties imposed per Sections 7.2.1(c) and 7.2.1(d).

**7.4** A competitor's match score will be the sum of the points the competitor earns for each of the stages per Section 7.3. The highest match score wins for each

applicable division or category, and the remaining competitors within the division or category shall be ranked according to decreasing match scores

## **8. Arbitration**

**8.1** To have a problem arbitrated:

**8.1.1** Acquire an arbitration request form from the stage CRO.

**8.1.2** Complete the arbitration request form and submit it with your fee to the Registration Office within one hour of the time noted on your score sheet.

**8.1.3** In the arbitration request, clearly state the relief you request, identify by number all rules that you contend apply to the arbitration, explain how the rules support granting the relief you request, and identify all persons that have firsthand knowledge of the events you are arbitrating.

**8.2** The Arbitration fee is \$100.

**8.3** Safety violations will not be subject to arbitration.

**8.4** No video or audio recordings will be considered by the arbitration panel.

### **Amendments To Rules:**

Amendments to these rules will be allowed by management for the purpose of fairness and to create a safer shooting environment. All changes will be presented to entrants prior to the beginning of the match in a written format should they occur.