



# Pandemic 2012

## MANUAL AND RULEBOOK

(3-1-12)

[www.ZombiesInTheHeartland.com](http://www.ZombiesInTheHeartland.com)

Heartland Public Shooting Park  
6788 W. Husker Highway  
Grand Island, Nebraska  
[www.heartlandpublicshootingpark.com](http://www.heartlandpublicshootingpark.com)

# Safety is First

**Ear and Eye protection is required for competitors, coaches and spectators.**

**Empty chamber indicators are encouraged but not required for rifles and shotguns. All rifles and shotguns must have the actions open and magazines detached or unloaded. Handguns MUST remain holstered until shooter is given permission to load by Range Officer. All rifle and shotgun actions must stay open until you are given permission to load and make ready by a range officer.**

**This will be a cold range. No firearms may be loaded or handled except on the firing line by order of the Range Officer.**

**SAFETY AREAS ARE PROVIDED WHERE COMPETITORS CAN CLEAN AND CHECK FIREARMS IF THEY ARE USING PERSONAL FIREARMS. NO AMMO MAY BE HANDLED IN THESE AREAS! For more information please read the section below: HANDLING OF FIREARMS AND AMMUNITION.**

Please act in a safe manner while on the range. If you practice unsafe manners, you may be asked to leave the range. Please see “**Competitor Conduct**” requirements below.

**Always follow the basic rules of firearm safety:**

1. Learn the mechanical and handling characteristics of the firearm you are using.
2. Always keep the muzzle pointed in a safe direction, and keep your finger off the trigger, until you are ready to shoot.
3. Firearms should be unloaded and securely stored when not in use.
4. Be sure the barrel is clear of obstructions before using.
5. Be sure of your target before you shoot.
6. Wear shooting glasses and ear protection when you shoot.
7. Never climb a tree or fence, or do anything awkward with a loaded firearm.
8. Don't shoot at a hard surface or at water.
9. Never transport a loaded firearm.
10. Avoid alcoholic beverages or drugs when shooting or handling a gun.

# General Information

First and foremost, Pandemic 2012 is designed to be fun and safe. Each stage will promote the fun of shooting in a safe, wholesome environment.

This is the manual and rulebook for Pandemic 2012. It provides instructions and diagrams that detail the 14 live-fire stages and Army Guard Charity Airsoft Shoothouse that will compose the competition. The Competition Book is designed to provide individuals with information to enhance their training and preparation, thereby improving performances and increasing fun during this event.

## Competition Objective

The objective of Pandemic 2012 is to use live-fire “Zombie” scenarios as a FUN way to test individual skills in a controlled and safe environment.

## Competitive Awards

Pandemic 2012 will award trophies in three divisions in the 8 competitive stages only:

1. **Pro-Zombie Slayer:**
2. **Tactical-Zombie Slayer:**
3. **Amateur Zombie Slayer:**

The following, taken from the rule book, will better define our divisions:

## **6. Firearm Divisions—Open, Limited, Tactical, Tactical-Heavy**

### **6.1 Pro Zombie Slayer**

#### **6.1.1 Pro Handgun**

- (a) No limitations on accessories (see Rules 5.3, 5.4 & 5.5)
- (b) Magazine length may not exceed 170 millimeters.

#### **6.1.2 Pro Rifle**

- (a) No limitations on accessories (see Rules 5.3, 5.4 & 5.5)
- (b) Rifle supporting devices are not permitted.

#### **6.1.3 Pro Shotgun**

- (a) No limitations on accessories (see Rules 5.3, 5.4 & 5.5)
- (b) Barrel length or choke may not be changed for the duration of the event.
- (c) Magazine tube length shall not be changed for the duration of the event.
- (d) Shotgun speed loaders are allowed in Pro and must feature a primer relief cut.
- (e) All box magazine shotguns are permitted and will be considered to be “Pro” division (ie: Saiga Shotguns)

### **6.2 Tactical Zombie Slayer**

#### **6.2.1 Tactical Handgun**

- (a) Electronic sights, optical sights, extended sights, compensators or barrel porting **are prohibited**.
- (b) Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines

#### **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) Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).
- (e) Drum magazines are prohibited
- (f) Magazines may be loaded with not more than thirty (30) rounds.

#### 6.2.3 Tactical 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 nine rounds total may be loaded at the beginning of any stage.

### 6.4 Amateur Zombie Slayer

#### 6.4.1 Amateur Handgun

- (a) Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.
- (b) Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines

#### 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) Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).
- (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 at the beginning of any stage, unless otherwise stipulated in the stage briefing

### Costume Contest

During the course of this event, participants will be judged on their personal costume and “Zombie Slayer” attire. A prize worthy of the effort (**worth several hundred dollars**) will be given to the top costume as voted on by our entire shoot staff. So, wear your finest and include any military/tactical or ‘Zombie’ appropriate gear. Special Note: All edged weapons used on your costume, must remained sheathed and must be removed while shooting.

### **Prize Table**

Through the generous support of our sponsors, who are listed on the website, we will be drawing names at random for prizes from our prize table at the conclusion of the event on Sunday. All entrants will receive a prize. Value of each prize will range from \$10.00 to several thousand dollars. Special prizes for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> in each division will be awarded. After placement awards, all competitors will be called to prize table in a computer generated random order. Prize Table rules/instructions on day of event, will take precedent over previous rules. Prize table is estimated at \$120,000 at manufacturer's retail price.

### **Bug-Out Bag**

Each shooter will receive a gift bag upon check in. It will contain various items you may need while combating Zombies at our range including discount coupons, and shooting items.

### **What will we shoot?**

All stages at Pandemic 2012 will be designed with safety in mind. Courses of fire are not "mind games" or designed to trick competitors into making mistakes or being unsafe. All actions on the range, from prop construction and target placement to competitor movement has been carefully designed and considered with safety in mind. In keeping with the spirit of Zombie shoots, courses of fire are different in each stage. Distances and size of targets were developed with the idea of keeping Zombie Slayers challenged but successful. All targets are "hit/no hit" type targets without accuracy requirements, i.e.: no high or low score areas.

### **BUT REMEMBER: ZOMBIES CAN ONLY BE DESTROYED WITH HEAD SHOTS!**

Various targets will be used with the focus on reactive targets that give the Zombie Slayer a "sense" of accomplishment!

**Targets Included Are:**  
Shotgun Style Zombie "poppers".  
Zombie Heads with fragmenting "brains"  
Zombie Full Body Rifle Targets with reactive "heads"  
Zombie Full Body Paper Targets with "explosive" qualities  
Zombie Full Body Targets with Specially Designed Knock Over Heads

### **Scoring:**

**Competitive Stages:** Scoring will be time/penalty based. The following, taken from the rule book, will further describe scoring which is common to 3-gun and multi gun matches.

## **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

**Sidematch Stages:** Scoring will not be used on the 6 sidematch stages. These stages are to be shot "for the fun of it". They will definitely be something you will remember. Stage "bragging" rights may be posted at some sidematch stages so you know where you stand in ZombieLand.

### **What kind of equipment do I need?**

You must have a center fire handgun, rifle and shotgun (20 or 12 gauge) Rifles must have semi-automatic actions and detachable magazines. Handguns may either be semi-auto or revolver. High capacity magazines are encouraged (we don't want any Zombies getting away for lack of ammo!) Shotguns will be pump or semi-automatic actions and may have extra capacity magazines. No single shot or double barrel shotguns, manually operated bolt action rifles will be permitted. All stages are designed to be shot successfully (dependent on skill level) with the following magazine capacities:

Rifle: 30 rounds

Pistol: 15 rounds

Shotgun: 3 or more

\*\* Low capacity shotguns (less than 8) will be required to reload during some stages. Handguns are required to be carried in holsters worn and secured to the hip or leg only. No cross-draw or shoulder holsters are allowed. Holster must cover the trigger, when gun is placed in holster.

All military and tactical shooting vests, magazine pouches and other apparel are allowed.

Divisions exist for all combinations and skill levels, so bring what you have and have fun! Please review the Firearms Divisions above for complete information.

No suppressed or full auto firearms other than those supplied during shoot are allowed.

Competitors are responsible to ensure that all and any equipment that they bring to the match is fully in compliance with all laws in the jurisdiction where the match is being held. Competitors are solely and personally responsible for the safety and security of any and all equipment and ammunition they bring to the match.

The following, taken directly from the rule book will better define “firearms”

## **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 not reconfigure any firearm during the course of the entire event. (i.e. change caliber, barrel length, shotgun magazine tube length, choke, sighting systems or stock style.) This will be considered Unsportsmanlike Conduct.
- 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 holstered. 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.
  - 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)
- 5.7** 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.

## **Personnel:**

### **Range Master**

The Match Director will be the final decision maker to settle all controversies after consultation with involved parties (Safety Officer and Competitor). The Range Master will also determine qualification of all Safety Officers.

### **Range Safety Officers**

There will be a Range Safety Officer (RSO) at each stage with each group of competitors while shooting the event. RSOs have COMPLETE control over ALL matters at each stage.

### **Zombie Wrangler**

Each squad will have a staff member accompany them throughout the entire two days. They are responsible for safety and control of each squad as they move from stage to stage. They will also act as scorekeeper on the competitive stages, keeping track of times and hits.

### **Obey Your RSOs**

RSOs are here to assist competitors in completing a safe shooting contest. If there are indications that you are becoming unsafe, attempts will be made to warn you. If your gun handling has become unsafe, you will be stopped. When you hear: STOP!, FREEZE!, or a similar command, STOP with the gun muzzle pointing safely down range, finger outside the trigger guard, safety on, and await further instructions.

### **Squads**

This match is run with squads and a Zombie Wrangler with each squad. Competitors are expected to stay together as a squad and if requested by the RSO, set and paint targets and help maintain efficiency on each stage.

## **COURSE DESIGN**

There will be a posted course of fire at each stage. Copies of each stage will be included in your "Bug-Out Bag".

All stages in this event have been designed with safety in mind. Courses of fire are not "mind games" or designed to trick competitors into making mistakes or being unsafe. All actions on the range, from prop construction and target placement to competitor movement are carefully designed and considered with safety in mind.

Safe Angles of Fire -Courses of fire are always constructed with safe angles of fire. Consideration has been given to safe target and frame construction and the angle of any possible ricochet. Targets are arranged so that shooting at them will not cause competitors to breach safe angles of fire.

Minimum Distances -Whenever metal targets or target frames are used, a minimum distance of 30 feet will be maintained. Maximum distance on all competitive stages is 50 yards with most at 25 yards.

Movement will be required to engage targets on most stages. This is not a race. Make deliberate moves when handling firearms and never move faster than you are comfortable.

Information posted at the stage takes precedence over all other stage descriptions unless otherwise noted by the Range Master or RSO.

Any competitor that experiences a course malfunction or a range problem per decision of the RSO, during or a course of fire will be allowed to re-shoot once the problem is solved. PLEASE continue to shoot, until the RSO stops you or you are finished with the stage.

Not re-shooting a course of fire when directed to by the RSO will result in a no score for that stage.

RSOs will help assist the Competitor by helping guide them through a stage.

**Zombie Wranglers and RSOs will be responsible for fully explaining either verbally or by written stage outline, the design of each stage to each competitor.**

### **RANGE COMMANDS GIVEN BY RANGE OFFICER AT EACH STAGE:**

***"Make ready"*** (Competitors load rifle and stage.) \*\*\*

***"Are you ready?"*** (Competitors assume the appropriate shooting position described below and response in the affirmative or negative)

***"Standby"*** (The timer is about to start with an audible beep)

Competitors will begin shooting with audible beep from timer.

***"Stop"*** STOP!, FREEZE!, or a similar command, competitor must STOP with the gun muzzle pointing safely down range, finger outside the trigger guard, safety on, and await further instructions from the RSO.

***"If finished unload and show clear"*** (Remove magazine and show RSO empty chamber)

***"Make firearm safe with empty chamber indicator"*** (Place empty chamber indicator in chamber of rifle and/or shotgun)

***"Retire firearms to racks"*** (Shotguns and Rifles must be placed in provided racks and handgun must be placed back into holster)

***"Range is clear"*** (At this command the range is safe and you may go downrange and set targets. Competitor may remove gear from table at this time.)

**\*\*\* Make sure you understand how to shoot a stage before you come to the firing line. Watch shooter in front of you. Read the stage description at each stage and listen to your Zombie Wrangler with your squad.**

## **REMEMBER**

**ALL FIREARMS WILL NOT BE LOADED UNTIL YOU RECEIVE PERMISSION FROM THE RSO AT EACH STAGE. WHEN LEAVING A STAGE, ALL FIREARMS MUST BE UNLOADED AND MAGAZINES REMOVED. EMPTY CHAMBER INDICATORS MUST BE INSERTED INTO RIFLE AND SHOTGUNS AND HANDGUNS MUST BE HOLSTERED! WHEN BEING CARRIED, RIFLE AND SHOTGUNS MUST BE BAGGED OR CARRIED WITH MUZZLE SKYWARD!**

### **SHOOTING POSITION:**

A Competitor is permitted to take a sight picture with an unloaded firearm once given the command to "*make ready*".

*Once the firearm is loaded, competitor must assume the starting position.*

*Competitor will start with stock of rifle/shotgun touching hip with rifle barrel parallel with ground. Rifle/shotgun will be loaded with safety on. Finger will be off the trigger as shooter awaits start signal. Rifle/shotgun will be abandon per stage requirements. Handguns will be drawn from holster and abandon by either placing back in holster or safe area, dependent on stage design.*

### **COMPETITOR CONDUCT:**

Competitors will be disqualified from a match for conduct which a Range Safety 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 Match Director must be notified of any such conduct as soon as possible. Other persons (non-competitor) may be expelled from the range for conduct which a Range Safety 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 impacting the safe management of the match. All persons are required to be in complete control, both mentally and physically during matches. Safe performance by 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 Match Director, is visibly under the influence of any substance and not able to function safely will be disqualified from the match and may be required to leave the range.

All disputes are to be settled by the Safety Officer on the range where the issue has become evident before the squad moves on. If necessary, the Match Director may be consulted. The decision is immediate and final.

# **HANDLING OF FIREARMS AND AMMUNITION:**

## **THIS IS A COLD RANGE.**

SAFETY AREAS ARE PROVIDED WHERE COMPETITORS CAN CLEAN AND CHECK FIREARMS IF THEY ARE USING PERSONAL FIREARMS. Firearms are only to be handled when in a **designated safety area** or when under the supervision of, and in response to a direct command issued by a Range Safety Officer. There will be no loaded firearms on the range other than those loaded at the direction of a Range Safety Officer in order to complete a course of fire. Firearms will be loaded and unloaded only on the line under direction of a Range Safety Officer. No ammunition, or magazine containing ammunition, is to be handled in a safety area. The word "handling" does not prevent 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. Handling live ammunition, loaded magazines or loaded speed loading devices in a Safety Area, will result in a match disqualification.

**The Competitor must at all times:**

- *Keep the finger outside the trigger guard while clearing a malfunction;*
- *Keep the finger outside the trigger guard during loading, reloading, or unloading; and*
- *Keep the finger outside the trigger guard while moving during a course of fire.*

Failure to comply will result in a stage warning. Two warnings on a single stage will result in a stage disqualification. A Competitor who causes an unintentional discharge must be stopped by a Range Safety Officer as soon as possible. A round striking within 10 feet of shooter or range safety officer results in a match disqualification.

## **“BREAKING THE 180”**

If at any time during the course of fire, a Competitor allows the muzzle of the firearm to point rearward, that is to break the "180" as defined by the Range Safety Officer, the Competitor must be stopped immediately. Such an action will result in a stage disqualification. The “180” is a theoretical plane that runs parallel to the backstop and through the center of the Competitor’s body.

## **“DROPPING A FIREARM”**

If at any time during the course of fire, or while loading, reloading or unloading, a Competitor drops a firearm or causes it to fall, loaded or not, it is to be retrieved only by the Safety Officer. Dropped firearms must always be retrieved by a Range Safety Officer, who will, after checking and/or clearing the firearm, replace the empty chamber indicator and/or place it directly into the Competitor's gun case or gun bag or give the firearm back to the Competitor for use.

*Dropping an unloaded handgun or causing it to fall outside of a course of fire is not an infraction; however, a Competitor who retrieves a dropped handgun will receive a match disqualification. Dropping a loaded gun will result in a stage disqualification.*

**“SWEEPING”**

If at any time during the course of fire, a Competitor allows the muzzle of the firearm to point at any part of the Competitor's body or any other person's body, during a course of fire (i.e. sweeping), the Competitor must be stopped immediately by the RSO. Such an action will result in a stage disqualification.

**“FIREARM MALFUNCTIONS”**

All ammunition or firearm malfunctions are to be cleared while under supervision of a Range Safety Officer.

**“DISQUALIFICATIONS”**

Two stage disqualifications will result in a match disqualification. Other causes for match disqualifications are listed above. No gun is to leave the range until made safe to the satisfaction of the Range Safety Officer. Firearms are to be holstered or placed in the rifle rack when course of fire is completed and Range Safety Officer has certified firearm is unloaded and safe.

**PLEASE CONTACT STAFF IF CLARIFICATION IS NEEDED ON ANYTHING IN THIS GENERAL MANUAL AND RULEBOOK.**