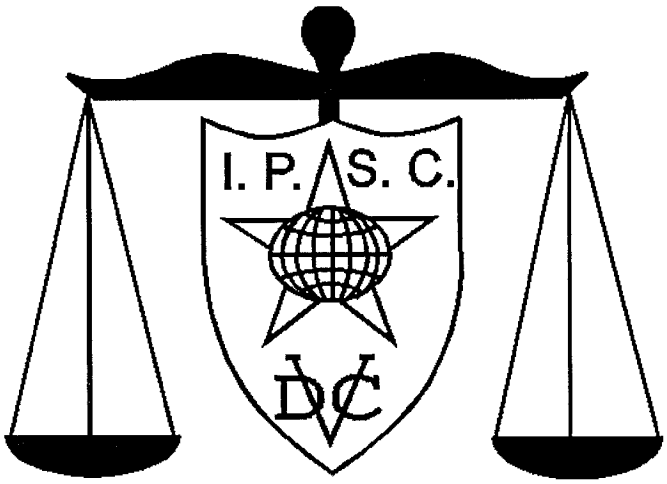


INTERNATIONAL PRACTICAL SHOOTING CONFEDERATION

HANDGUN COMPETITION RULES

JANUARY ~~2017~~ 2019 EDITION

MARKED-UP VERSION

(Key code: ~~Deleted text~~ / new text)

International Practical Shooting Confederation
PO Box 15661
1001 NA Amsterdam
The Netherlands

Tel: +31 20 2440600 Fax: +31 20 2440601
Email: rules@ipsc.org Web: www.ipsc.org

Copyright © ~~2016~~ 2018 International Practical Shooting Confederation

The acronyms "IPSC", "DVC" and "IROA", the IPSC shield logo, the name "International Range Officers Association", the IROA logo, IPSC Targets and the motto "Diligentia, Vis, Celeritas" are all registered shooting related trademarks of the International Practical Shooting Confederation.

Individuals, organizations and other entities not affiliated to IPSC (or a member Region thereof), are prohibited from using any of these items without the prior, written approval of the IPSC President (or the Regional Director thereof, as the case may be).

TABLE OF CONTENTS

Page No.

CHAPTER 1: Course Design 1

1.1 General Principles 1
1.1.1 Safety 1
1.1.2 Quality 1
1.1.3 Balance 1
1.1.4 Diversity 1
1.1.5 Freestyle 1
1.1.6 Difficulty 1
1.1.7 Challenge 1
1.2 Types of Courses 1
1.2.1 General Courses of Fire 1
1.2.2 Special Courses of Fire 2
1.3 IPSC Sanctioning 2

CHAPTER 2: Range and Course Construction 3

2.1 General Regulations 3
2.1.1 Physical Construction 3
2.1.2 Safe Angles of Fire 3
2.1.3 Minimum Distances 3
2.1.4 Target Locations 3
2.1.5 Range Surface 3
2.1.6 Obstacles 3
2.1.7 Common Firing Lines 3
2.1.8 Target Placement 3
2.1.9 Berms 4
2.2 Course Construction Criteria 4
2.2.1 Fault Lines 4
2.2.2 Obstacles 4
2.2.3 Barriers 4
2.2.4 Tunnels 5
2.2.5 Cooper Tunnels 5
2.2.6 Stage Props 5
2.2.7 Windows and Ports 5
2.3 Modifications to Course Construction 5
2.4 Safety Areas 6
2.5 Test Firing/Sighting-In Bay 6
2.6 Vendor Areas 6
2.7 Hygiene Areas 6

CHAPTER 3: Course Information 7

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

CHAPTER 4: Range Equipment 8

4.1 Targets – General Principles 8
4.2 IPSC Approved Handgun Targets – Paper ..... ~~8~~ 9
4.3 IPSC Approved Handgun Targets – Metal 9
4.4 Frangible and Synthetic Targets 10
4.5 Rearrangement of Range Equipment or Surface 10
4.6 Range Equipment Failure and Other Issues 10

CHAPTER 5: Competitor Equipment 11

5.1 Firearms 11
5.2 Holster and Other Competitor Equipment 11
5.3 Appropriate Dress 13
5.4 Eye and Ear Protection 13
5.5 Ammunition and Related Equipment 13
5.6 Chronograph and Power Factors 14
5.7 Malfunctions – Competitor's Equipment 15
5.8 Official Match Ammunition 16

CHAPTER 6: Match Structure 17

6.1 General Principles 17
6.1.1 Course Of Fire 17
6.1.2 Stage 17
6.1.3 Match 17
6.1.4 Tournament 17
6.1.5 Grand Tournament 17
6.1.6 League 17
6.1.7 Match Sovereignty 17
6.2 Match Divisions 17
6.3 Match Categories 18
6.4 Regional Teams 18
6.5 Competitor Status and Credentials 19
6.6 Competitor Scheduling and Squadding ..... ~~19~~ 20
6.7 International Classification System ("ICS") 20

CHAPTER 7: Match Management 21

7.1 Match Officials 21
7.1.1 Range Officer ("RO") 21
7.1.2 Chief Range Officer ("CRO") 21
7.1.3 Stats Officer ("SO") 21
7.1.4 Quartermaster ("QM") 21
7.1.5 Range Master ("RM") 21
7.1.6 Match Director ("MD") 21
7.2 Discipline of Match Officials 21
7.3 Appointment of Officials 21

CHAPTER 8: The Course of Fire 23

8.1 Handgun Ready Conditions 23
8.2 Competitor Ready Condition 24
8.3 Range Communication 24
8.3.1 "Load And Make Ready" 24
8.3.2 "Are You Ready?" 24
8.3.3 "Standby" 24
8.3.4 "Start Signal" 24
8.3.5 "Stop" 24
8.3.6 "If You Are Finished, Unload And Show Clear" 25
8.3.7 "If Clear, Hammer Down, Holster" 25
8.3.8 "Range Is Clear" 25
8.3.9 Visual and/or Physical Signals 25
8.3.10 Chronograph Station and Equipment Compliance Check 25
8.4 Loading, Reloading or Unloading During a Course of Fire 25
8.5 Movement 25
8.6 Assistance or Interference 26
8.7 Sight Pictures, Dry Firing and Course Inspection 26

CHAPTER 9: Scoring 27

9.1 General Regulations 27
9.1.1 Approaching Targets 27
9.1.2 Touching Targets 27

9.1.3 Prematurely Patched Targets 27
9.1.4 Unrestored Targets 27
9.1.5 Impenetrable 27
9.1.6 Hard Cover 27
9.1.7 Target Sticks 28
9.2 Scoring Method 28
9.3 Scoring Ties 28
9.4 Target Scoring and Penalty Values 28
9.5 Target Scoring Policy 28
9.6 Score Verification and Challenge 29
9.7 Score Sheets 29
9.8 Scoring Responsibility 30
9.9 Scoring of Disappearing Targets 31
9.10 Official Time 31
9.11 Scoring Programs 31

CHAPTER 10: Penalties ~~&~~ and Disqualifications 32

10.1 Procedural Penalties – General Regulations 32
10.2 Procedural Penalties – Specific Examples 32
10.3 Disqualification – General Regulations 33
10.4 Disqualification – Accidental Discharge 33
10.5 Disqualification – Unsafe Gun Handling 34
10.6 Disqualification – Unsportsmanlike Conduct 35
10.7 Disqualification – Prohibited Substances 35

CHAPTER 11: Arbitration and Interpretation of Rules 36

11.1 General Principles 36
11.1.1 Administration 36
11.1.2 Access 36
11.1.3 Appeals 36
11.1.4 Appeal to Committee 36
11.1.5 Retain Evidence 36
11.1.6 Preparing the Appeal 36
11.1.7 Match Official's Duty 36
11.1.8 Match Director's Duty 36
11.1.9 Arbitration Committee's Duty 36
11.2 Composition of Committee 36
11.2.1 Level III or Higher Matches 36
11.2.2 Level I and II Matches 36
11.3 Time Limits and Sequences 37
11.3.1 Time Limit for Appeal to Arbitration 37
11.3.2 Decision Time Limit 37
11.4 Fees 37
11.4.1 Amount 37
11.4.2 Disbursement 37
11.5 Rules of Procedure 37
11.5.1 Committee's Duty and Procedure 37
11.5.2 Submissions 37
11.5.3 Hearing 37
11.5.4 Witnesses 37
11.5.5 Questions 37
11.5.6 Opinions 37
11.5.7 Inspect Area 37
11.5.8 Undue Influence 37
11.5.9 Deliberation 37
11.6 Verdict and Subsequent Action 37
11.6.1 Committee Decision 37
11.6.2 Implement Decision 37
11.6.3 Decision is Final 38
11.6.4 Minutes 38
11.7 Third Party Appeals 38
11.8 Interpretation of Rules 38

CHAPTER 12: Miscellaneous Matters **39**

12.1 Appendices 39
12.2 Language 39
12.3 Disclaimers 39
12.4 Gender 39
12.5 Glossary 39
12.6 Measurements 41

APPENDIX A1: IPSC Match Levels 42

APPENDIX A2: IPSC Recognition 43

APPENDIX A3: Shoot-Off Elimination Table 44

APPENDIX A4: Approved Stage Ratios 45

APPENDIX B1: Target Presentation 46

APPENDIX B2: IPSC Target 47

APPENDIX B3: IPSC Mini Target 48

APPENDIX C1: Calibration of IPSC Poppers 49

APPENDIX C2: IPSC Poppers 50

APPENDIX C3: IPSC Metal Plates 51

APPENDIX C4: Daily Chronograph Report Form 52

APPENDIX D1: Open Division 53

APPENDIX D2: Standard Division 54

APPENDIX D3: Classic Division 55

APPENDIX D4: Production Division 56

APPENDIX D4a:Production Optics Division 57

APPENDIX D4b:Production Optics Light Division 59

APPENDIX D5: Revolver Division ..... ~~57~~ 61

APPENDIX E1: Magazine Measurement Procedure ..... ~~58~~ 62

APPENDIX E2: Diagram of Equipment Position ..... ~~59~~ 63

APPENDIX E3a:Production Divisions - Boundaries of Tape on Grips ..... ~~60~~ 64

APPENDIX E3b:Diagram of Heel of Butt of Handgun ..... ~~60~~ 64

APPENDIX E4a:Trigger Pull Testing Procedure ..... ~~61~~ 65

APPENDIX E4b:Barrel Length Measurement Protocol ..... ~~61~~ 65

APPENDIX E5: Sample Equipment Check Sheet ..... ~~62~~ 66

APPENDIX F1: Scoring Hand Signals ..... ~~63~~ 67

INDEX: ..... ~~64~~ 68

CHAPTER 1: Course Design

The following general principles of course design list the criteria, responsibilities and restrictions governing Course Designers as the architects of the sport of IPSC shooting.

1.1 General Principles

1.1.1 Safety – IPSC matches must be designed, constructed and conducted with due consideration to safety.

1.1.2 Quality – The value of an IPSC match is determined by the quality of the challenge presented in the course design. Courses of fire must be designed primarily to test a competitor's IPSC shooting skills, not their physical abilities.

1.1.3 Balance – Accuracy, Power and Speed are equivalent elements of IPSC shooting, and are expressed in the Latin words "Diligentia, Vis, Celeritas" ("DVC"). A properly balanced course of fire will depend largely upon the nature of the challenges presented therein. However, courses must be designed, and IPSC matches must be conducted in such a way, as to evaluate these elements equally.

1.1.4 Diversity – IPSC shooting challenges are diverse. While it is not necessary to construct new courses for each match, no single course of fire must be repeated to allow its use to be considered a definitive measure of IPSC shooting skills.

1.1.5 Freestyle – IPSC matches are freestyle. Competitors must be permitted to solve the challenge presented in a freestyle manner and, for handgun and shotgun matches, to shoot targets on an "as and when visible" basis. After the Start Signal, courses of fire must not require mandatory reloads nor dictate a shooting position, location or stance, except as specified below. However, conditions may be created, and barriers or other physical limitations may be constructed, to compel a competitor into shooting positions, locations or stances.

1.1.5.1 Level I and Level II matches are not required to comply strictly with the freestyle requirements or round count limitations (see Section 1.2).

1.1.5.2 Short Courses and Classifiers may include mandatory reloads and may dictate a shooting position, location and/or stance. When a mandatory reload is required, it must be completed after the competitor shoots at his first target, and before he shoots at his final target. Violations are subject to one procedural penalty.

1.1.5.3 General Courses and Classifiers may specify shooting strong hand or weak hand only without the need to enforce compliance using physical means (e.g. hook-and-loop fasteners etc.). The specified hand must be used exclusively from the point stipulated for the remainder of the stage.

1.1.5.4 If a written stage briefing specifies strong or weak hand only, Rule 10.2.8 will apply. If a competitor is merely required to carry, retain or grasp an object during his attempt at a course of fire, Rule 10.2.2 will apply.

1.1.5.5 Course Designers may give competitors freedom to await the Start Signal anywhere within the boundaries of a well demarcated firing zone.

1.1.6 Difficulty – IPSC matches present varied degrees of difficulty. No shooting challenge may be appealed as being prohibitive. This does not apply to non-shooting challenges, which should reasonably allow for differences in competitor's height and physical build.

1.1.7 Challenge – IPSC matches recognize the challenges presented when using full power firearms in dynamic shooting, and must always employ a minimum power factor to be attained by all competitors to reflect this challenge.

1.2 Types of Courses

IPSC matches may contain the following types of courses of fire:

1.2.1 General Courses of Fire:

1.2.1.1 Short Courses – Must not require more than 12 rounds to complete. Course design and construction must not require more than 9 scoring hits from any single location or view.

1.2.1.2 Medium Courses – Must not require more than 24 rounds to complete. Course design and construction must not require more than 9 scoring hits from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view.

1.2.1.3 Long Courses – Must not require more than 32 rounds to complete. Course design and construction must not require more than 9 scoring hits from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view.

1.2.1.4 The approved balance for an IPSC sanctioned match is a ratio of 3 Short Courses to 2 Medium Courses to 1 Long Course (see Approved Stage Ratios in Appendix A4).

1.2.1.5 Empty chamber and/or empty magazine well/cylinder handgun ready conditions (see Chapter 8), should not be required for more than 25% of the courses of fire in a match.

1.2.2 Special Courses of Fire:

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

1.2.2.2 Shoot-Off – An event conducted separately from a match. Two eligible competitors simultaneously engage two identical and adjacent target arrays in a process of one or more elimination bouts (see Appendix A3). It is recommended that metal targets be used, and that the final target for each competitor is set so that it overlaps that of the other competitor when struck down, with the winner being the competitor whose target is on the bottom. Each target array must not exceed 12 rounds and each competitor must perform a mandatory reload after shooting at his first target, and before he shoots at his final target. Violations are subject to automatic forfeiture of the bout.

1.3 IPSC Sanctioning

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

1.3.2 Target arrays and presentations or props included in courses of fire submitted to IPSC, but deemed by IPSC to be illogical or impractical, will not be approved (see latest version of the separate Target Array Book).

1.3.3 The IPSC President, his delegate, or an officer of the Confederation (in that order), may withdraw IPSC sanctioning from a match if, in his or their opinion, a match or any component part thereof:

1.3.3.1 Contravenes the purpose or spirit of the principles of course design; or

1.3.3.2 Has been constructed at significant variance to the sanctioned design; or

1.3.3.3 Is in breach of any current IPSC Rules; or

1.3.3.4 Is likely to bring the sport of IPSC shooting into disrepute; or

1.3.3.5 If the provisions of Rule 6.5.1.1 have not been observed.

1.3.4 IPSC match level requirements and recommendations are specified in Appendix A1.

CHAPTER 2: Range and Course Construction

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

2.1 General Regulations

2.1.1 Physical Construction – Safety considerations in the design, physical construction, and stated requirements for any course of fire are the responsibility of the host organization subject to the approval of the Range Master. Reasonable effort must be made to prevent injury to competitors, officials and spectators during the match. Course design should prevent inadvertent unsafe actions wherever possible. Consideration must be given to the operation of any course of fire to provide suitable access for officials supervising the competitors.

2.1.2 Safe Angles of Fire – Courses of fire must always be constructed taking into account safe angles of fire. Consideration must be given to safe target and frame construction and the angle of any possible ricochets. Where appropriate the physical dimensions and suitability of backstops and side berms must be determined as part of the construction process. Unless otherwise specified, the default maximum muzzle angle is 90 degrees in all directions, measured from the front of the competitor facing directly center downrange. Violations are subject to Rule 10.5.2.

2.1.2.1 Subject to the direction and approval of the Regional Director, stage(s) or range specific muzzle angles (reduced or increased) may be permitted. Violations are subject to Rule 10.5.2. Full details of the applicable angles and any conditional factors (e.g. a reduced vertical muzzle angle only applies when a finger is inside the trigger guard), ~~must~~ should be published in advance of the match and must be included in the written stage briefings (also see Section 2.3).

2.1.3 Minimum Distances – Whenever metal targets or metal hard cover are used in a course of fire, precautions must be taken so that competitors and Match Officials maintain a minimum distance of 7 meters from them while they are being shot. Where possible, this should be done with physical barriers. If Fault Lines are used to limit the approach to metal targets, they must be placed at least 8 meters from the targets so that the competitor may inadvertently fault the line and still be outside the 7 meter minimum distance (see Rule 10.4.7). Care should also be taken in respect of metal props in the line of fire.

2.1.4 Target Locations – When a course is constructed to include target locations other than immediately downrange, organizers and officials must protect or restrict surrounding areas to which competitors, officials or spectators have access. Each competitor must be permitted to solve the competitive problem in his own way and must not be hindered by being forced to act in any manner which might cause unsafe action. Targets must be arranged so that shooting at them as presented will not cause competitors to breach safe angles of fire.

2.1.5 Range Surface – Where possible, the range surface must be prepared prior to the match, and be kept moderately clear of debris during the match, to provide reasonable safety for competitors and officials. Consideration should be given to the possibility of inclement weather and competitor actions. Match Officials may add gravel, sand or other materials to a deteriorated range surface at any time, and such range maintenance actions may not be appealed by competitors.

2.1.6 Obstacles – Natural or created obstacles in a course of fire should reasonably allow for variations in competitors' height and physical build and should be constructed to provide reasonable safety for all competitors, Match Officials and spectators.

2.1.7 Common Firing Lines – Courses of fire where multiple competitors are required to fire simultaneously from a common firing line (e.g. Shoot-Off), must provide a minimum of 3 meters of free space between each competitor.

2.1.8 Target Placement – Care must be taken with the physical placement of a paper target to prevent a "shoot through".

2.1.8.1 Target placement should be clearly marked on the target stands for target replacement and target stands should be securely fixed or their locations should be clearly marked on the range surface to ensure consistency throughout the entire match. Furthermore, target types should be specified and identified on the target frames or stands prior to the start of the match to ensure that a scoring target is not interchanged with a no-shoot after the match has commenced.

2.1.8.2 When paper and metal targets are used in close proximity in a course of fire, care must be taken to minimize the risk of splatter from metal targets.

2.1.8.3 When IPSC Poppers are used in a course of fire, care should be taken to ensure that the location or foundation area is prepared to provide consistent operation throughout the match.

2.1.8.4 Static targets (i.e. those which are not activated) must not be presented at an angle greater than 90 degrees from the vertical.

2.1.9 Berms – All berms are "off limits" to all persons at all times, except when access to them is specifically permitted by a Range Officer (see Section 10.6).

2.2 Course Construction Criteria

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

2.2.1 Fault Lines – Competitor movement should preferably be restricted through the use of physical barriers. However, the use of Fault Lines is permitted as follows:

2.2.1.1 To prevent unsafe and/or unrealistic charging at, or retreat from, targets;

2.2.1.2 To simulate the use of physical barriers and/or cover;

2.2.1.3 To define the boundaries of a general shooting area or part thereof.

2.2.1.4 Fault Lines must be fixed firmly in place, they must rise at least 2 centimeters above ground level, they should be constructed of wood or other rigid materials, and they should be of a consistent color (preferably red), at every COF in a match. Unless used in a continuous manner to define the boundary of a general shooting area, fault lines must be a minimum of 1.5 meters in length, but they are deemed to extend to infinity (also see Rule 4.4.1).

2.2.1.5 If a COF has a passageway visibly delineated by fault lines and/or a clearly demarcated shooting area, any competitor who takes a shortcut by stepping on the ground outside the passageway and/or shooting area will incur one procedural penalty for each shot fired after beginning the shortcut.

2.2.2 Obstacles – Courses of fire may include the use of major obstacles to be surmounted by competitors. Obstacles used in this way must not exceed a height of 2 meters. Obstacles over 1 meter in height must be supplied with scaling aids to assist competitors and must be constructed to provide for the competitor's safety in the following ways:

2.2.2.1 Obstacles must be firmly anchored and braced to provide adequate support when in use. Wherever possible, unduly sharp or rough surfaces must be removed to reduce the possibility of injury to competitors and/or Match Officials.

2.2.2.2 The descending side of any obstacle must be clear of obstructions or natural hazards.

2.2.2.3 Competitors must be permitted to test such obstacles before making their attempt at the course of fire.

2.2.2.4 Competitors must not be required to holster their handgun before ascending these obstacles.

2.2.3 Barriers – Must be constructed in the following manner:

2.2.3.1 They must be high enough and strong enough to serve the intended purpose. Unless supplemented by a shooting platform or similar, barriers of at least 1.8 meters high are deemed to extend skywards to infinity (also see Rule 10.2.11).

2.2.3.2 They should include Fault Lines projecting rearward at ground level from the side edges.

2.2.4 Tunnels – A tunnel that a competitor is required to enter or pass through must be constructed of suitable material and to any length. However, sufficient ports must be provided to allow Match Officials to safely monitor competitor action. Tunnel mouth edges must be prepared to minimize the possibility of injury to competitors and Match Officials. Course Designers must clearly designate the entrance and exit portions of the tunnel as well as the parameters for shooting at any targets from within the tunnel (e.g. Fault Lines). Also see Rule 10.5.4.

2.2.5 Cooper Tunnels – Are tunnels comprised of braced uprights supporting loose overhead materials (e.g. wooden slats), which may fall off when inadvertently dislodged by competitors (see Rule 10.2.5). These tunnels may be constructed to any height, but overhead materials must not be heavy enough to cause injury if they fall. Also see Rule 10.5.4.

2.2.6 Stage Props – Where these items are intended to support a competitor in motion or while shooting targets, they must be constructed with the safety of the competitor and Match Officials as a priority. Provisions must be made to allow Match Officials to safely monitor and control competitor action at all times. Props must be strong enough to withstand use by all competitors.

2.2.7 Windows and Ports – Must be placed at a height reachable by most competitors, with a sturdy platform being available for use by others, if requested, without penalty.

2.3 Modifications to Course Construction

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

2.3.2 All competitors must be notified of any such changes as soon as possible. As a minimum, they must be notified by the official in charge of the course of fire during the squad briefing.

2.3.3 If the Range Master approves any such action after the match begins he must either:

2.3.3.1 Allow the course of fire to continue with the modification affecting only those competitors who have not already completed the stage. If a competitor's actions caused the change, that competitor must be required to reshoot the revised course of fire, subject to Rule 2.3.4.1; or

2.3.3.2 If possible, require all competitors to complete the course of fire as revised with all previous attempts removed from the match results.

2.3.3.3 A competitor who refuses to reshoot a course of fire, under this or any other Section, when so ordered by a Range Officer, will receive a zero score for that stage, irrespective of any previous attempt.

2.3.4 If the Range Master (in consultation with the Match Director) determines that the physical or procedural change results in a loss of competitive equity and it is impossible for all competitors to attempt the revised stage, or if the stage has been rendered unsuitable or unworkable for any reason, that stage and all associated competitor scores must be deleted from the match.

2.3.4.1 A competitor who incurred a disqualification in a stage which is subsequently deleted, may be entitled to reinstatement, if the highest level of appeal pursued by the competitor (i.e. the Range Master or the Arbitration Committee, as the case may be), deems that the disqualification was directly attributable to the reasons for the stage being deleted.

2.3.5 During inclement weather, the Range Master may order that paper targets be fitted with transparent protective covers and/or overhead shelters, and this order is not subject to appeal by competitors (see Rule 6.6.1). Such items must be applied and remain fitted to all affected targets for the same period of time, until the order is rescinded by the Range Master.

2.3.6 If the Range Master (in consultation with the Match Director) deems that climatic or other conditions have, or are likely to, seriously affect the safety and/or conduct of a match, he may order that all shooting activities be suspended, until he issues a "resume shooting" directive.

2.4 Safety Areas

2.4.1 The host organization is responsible for the construction and placement of a sufficient number of Safety Areas for the match. They should be conveniently placed and must be easily identified with signs.

2.4.2 Safety Areas must include a table with the safe muzzle direction and boundaries clearly shown. If a backstop and/or side walls are included, they must be constructed of materials capable of containing fired rounds. Safety Areas at tournaments and long gun matches must include sufficient gun racks adjacent to, but not in, the Safety Area for secure muzzle-up storage of rifles and shotguns.

2.4.3 Competitors are permitted to use Safety Areas unsupervised for the activities stated below provided they remain within the boundaries of the Safety Area and the firearm is pointed in a safe direction. Violations may be subject to disqualification (see Rule 10.5.1).

2.4.3.1 Casing, uncasing, and holstering unloaded firearms.

2.4.3.2 Practice the mounting, drawing, dry firing and re-holstering of unloaded firearms.

2.4.3.3 Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.

2.4.3.4 Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.

2.4.4 Dummy ammunition and live rounds, whether loose, packaged or contained in magazines or speed loaders, must not be handled in a Safety Area under any circumstances (see Rule 10.5.12).

2.5 Test Firing / Sighting-In Bay

2.5.1 When available at a match, a test firing bay must be operated under the supervision and control of a Range Officer.

2.5.2 Competitors may test the operation of their firearm and ammunition, subject to all existing safety rules and any time limits or other restrictions imposed by a Range Officer.

2.5.3 At Level III or higher tournaments and long gun matches, approved IPSC paper and metal targets (where possible, electronically indicating or self-resetting), should be available for use by competitors to aid in the sighting-in of their firearms, in accordance with the guidelines shown in Appendix C3.

2.6 Vendor Areas

2.6.1 Vendors (i.e. individuals, corporations and other entities displaying or selling merchandise at an IPSC match) are solely responsible for the safe handling and security of their products and other items in their care, and ensuring they are displayed in a condition that will not endanger any person. Assembled firearms must be deactivated prior to being displayed.

2.6.2 The Range Master (in consultation with the Match Director) must clearly delineate the vendor area, and he may issue "Acceptable Practice Guidelines" to all vendors, who are responsible for their implementation in respect of their own merchandise.

2.6.3 Competitors may handle unloaded vendor's firearms while remaining wholly within the vendor areas, provided reasonable care is taken to ensure that the muzzle is not pointed at any person while being handled.

2.6.4 Competitors must not draw or re-holster their firearms in the vendor area (see Rule 10.5.1). Competitors seeking gunsmithing services for their firearms must firstly place them in a gun bag or gun case, in a designated Safety Area, before passing them to a vendor in the vendor area.

2.7 Hygiene Areas

2.7.1 A sufficient number of hygiene areas, with hand cleansing supplies and facilities, should be provided adjacent to lavatories and near the entrance to food service areas.

CHAPTER 3: Course Information

3.1 General Regulations

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

3.1.1 Published Courses of Fire – Registered competitors and/or their Regional Directors must be provided with the same course of fire information, within the same notice period, in advance of the match. The information may be provided by physical or electronic means, or by reference to a website (also see Section 2.3).

3.1.2 Non-Published Courses of Fire – Same as Rule 3.1.1 except that the details for the course of fire are not published beforehand. The course of fire instructions are provided in the written stage briefing.

3.2 Written Stage Briefings

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

- Targets (type & number);
- Number of rounds to be scored;
- The handgun ready condition;
- Start position;
- Time starts: audible or visual signal;
- Procedure.

3.2.2 The Range Officer in charge of a course of fire must read out the written stage briefing verbatim to each squad. The Range Officer ~~may~~ must visually demonstrate the acceptable Start Position (either by use of a picture or physically) at all match levels ~~and Gun Ready Condition~~.

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

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

3.3 Local, Regional and National Rules

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

CHAPTER 4: Range Equipment

4.1 Targets – General Principles

4.1.1 Only targets approved by the IPSC Assembly and which fully comply with the specifications in Appendices B and C are to be used for IPSC Handgun matches.

4.1.1.1 If one or more targets at a match fail to comply exactly with the stated specifications, and if replacement targets of the correct specifications are unavailable, the Range Master must decide whether or not the variance is acceptable for that match, and which provisions of Section 2.3 of these rules will apply, if any. However, the Range Master's decision will only affect the match in progress, and will not serve as a precedent for future matches held at the same location, or for any subsequent use of the subject targets at another match.

4.1.1.2 There are two sizes of paper targets and poppers approved for use in IPSC matches (see Appendices B and C). IPSC Mini Targets and Mini Poppers are used to simulate IPSC Targets and Poppers placed at greater distances. The following types and sizes of targets may be included together in the same target array:

- IPSC Targets and IPSC Poppers; or
- IPSC Mini Targets and IPSC Mini Poppers; or
- IPSC Targets and IPSC Mini Poppers; or
- IPSC Mini Targets and IPSC Poppers.

The following types and sizes of targets must not be included together in the same target array:

- IPSC Targets and IPSC Mini Targets; or
- IPSC Poppers and IPSC Mini Poppers.

4.1.2 Scoring targets used in all IPSC matches must be of a single color, as follows:

4.1.2.1 The scoring area of the IPSC Target and Mini Target must be tan colored, except where the Range Master deems that a lack of contrast with the surrounding area or background necessitates that a different color be used.

4.1.2.2 The entire front of scoring metal targets must be painted a single color, preferably white.

4.1.3 No-shoots must be clearly marked with a conspicuous "X" or be of a single, unique color different from scoring targets throughout a match or tournament. Paper and metal no-shoots may be of different colors in a match or tournament provided that the chosen color is consistent for all no-shoots of the same material (i.e. if metal no-shoots are yellow, they must all be yellow and if paper no-shoots are white, they must all be white in a match or tournament).

4.1.4 Targets used in a course of fire may be partially or wholly hidden through the use of hard or soft cover, as follows:

4.1.4.1 Cover provided to hide all or a portion of a target will be considered hard cover. When possible hard cover should not be simulated but constructed using impenetrable materials (see Rule 2.1.3). Whole paper targets must not be used solely as hard cover.

4.1.4.2 Cover provided merely to obscure targets is considered soft cover. Shots which have passed through soft cover and which strike a scoring target will score. Shots that have passed through soft cover before hitting a no-shoot will be penalized. All scoring zones on targets obscured by soft cover must be left wholly intact. Targets obscured by soft cover must either be visible through the soft cover or at least a portion of the affected target(s) must be visible from around the soft cover.

4.1.5 Declaring a single, intact target to represent two or more targets by use of tape, paint or any other means and/or attaching a Mini Target to a full size target is prohibited.

4.1.6 Only IPSC targets, and mechanically or electrically operated devices, can be used to activate moving targets.

4.2 IPSC Approved Handgun Targets – Paper

4.2.1 There are two ~~sizes of~~ paper targets approved for use in IPSC Handgun matches (see Appendix B). ~~The IPSC Mini Target is intended to simulate full size IPSC Targets placed at greater distances. The two sizes may be included together in the same target array provided that all Mini Targets are placed at least 2 meters further rearwards of the most distant full size Target in that target array (i.e. if the most distant full size Target is 15 m downrange, the nearest Mini Target in the target array must be at least 17 m downrange).~~

4.2.2 Paper targets must have scoring lines and 0.5 cm (Mini Targets 0.3 cm) non-scoring borders clearly marked on the front of the target. However, scoring lines and non-scoring borders should not be visible beyond a distance of 10 meters. The scoring zones reward power in IPSC matches.

4.2.2.1 The front of paper no-shoots must include a sufficiently distinguishable non-scoring border. In the absence of perforations or other suitable markings, the Range Master must ensure that all affected no-shoots have a replacement 0.5 cm (Mini Targets 0.3 cm) non-scoring border drawn or fitted thereon.

4.2.3 When the scoring area of a paper target is to be partially hidden, Course Designers must simulate hard cover in one of the following ways:

4.2.3.1 By actually hiding a portion of the target (see Rule 4.1.4.1); or

4.2.3.2 By physically cutting targets from edge to edge to remove the portion deemed to be hidden by hard cover. Such targets must be fitted with a replacement 0.5 cm (Mini Targets 0.3 cm) non-scoring border, which must extend the full width of the edge of the cut scoring area (see Rule 4.2.2); or

4.2.3.3 By painting or taping, with a sharply defined boundary, the portion of the target deemed to be hidden by hard cover with a single and visibly contrasting color.

4.2.3.4 When paper targets are partially hidden, physically cut, painted and/or taped, at least a portion of all scoring zones must remain visible.

4.2.4 Hard cover (and overlapping no-shoots) must not completely hide the A zone on a partially hidden paper target.

4.3 IPSC Approved Handgun Targets – Metal

4.3.1 General Rules

4.3.1.1 Metal targets and no-shoots which can accidentally turn edge-on or sideways when hit are expressly prohibited. Using them may result in withdrawal of IPSC sanction.

4.3.1.2 Metal targets and no-shoots which a Range Officer deems have fallen or overturned due to being hit on the apparatus supporting them, or for any other accidental reason (e.g. wind action, a ricochet, being hit solely by a shotgun wad etc.), will be treated as range equipment failure (see Rule 4.6.1).

4.3.1.3 Metal targets and no-shoots do not have a non-scoring border.

4.3.1.4 Scoring metal targets must be shot and fall or overturn to score.

4.3.2 IPSC Poppers

4.3.2.1 IPSC Poppers and IPSC Mini Poppers are both approved metal targets designed to recognize power, and must be calibrated as specified in Appendix C1.

~~4.3.2.2 IPSC Mini Poppers are used to simulate IPSC Poppers placed at greater distances. The two sizes may be included together in the same target array provided that all Mini Poppers are placed at least 2 meters further rearwards of the most distant full size scoring or no shoot Popper in that target array (i.e. if the most distant full size scoring or no shoot Popper is 15 m downrange, the nearest Mini Popper in the target array must be at least 17 m downrange).~~

4.3.3 IPSC Plates

4.3.3.1 Metal plates of various sizes may be used (see Appendix C3).

4.3.3.2 Metal plates do not recognize power and are not subject to calibration or calibration challenges.

4.3.3.3 Metal plates must not be used exclusively in a course of fire. At least one authorized scoring paper target or scoring popper (in addition to any paper or metal no-shoots), must be included in each course of fire.

4.3.4 No-Shoots

4.3.4.1 Metal no-shoot poppers and plates may be designed to fall or overturn when hit, or may be designed to remain upright. In either case, they must, if hit, be repainted during the scoring process, failing which subsequent competitors must not be penalized for hits visible on their surface.

4.3.4.2 Metal no-shoots in the general size and shape of authorized paper targets may be used.

4.4 Frangible and Synthetic Targets

4.4.1 Frangible targets, such as clay pigeons or tiles, are not authorized targets for IPSC Handgun matches~~, nor can they be used as fault lines or as other items which incur penalties~~.

4.4.2 Synthetic targets (e.g. "self-sealing" targets etc.), sometimes used by indoor ranges, must not be used at Level III or higher matches. However, subject to the prior written approval of a Regional Director, synthetic targets may be used at Level I and II matches held within his Region.

4.5 Rearrangement of Range Equipment or Surface

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

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

4.6 Range Equipment Failure and Other Issues

4.6.1 Range equipment must present the challenge fairly and equitably to all competitors. Range equipment failure includes, but is not limited to, the displacement of paper targets, the premature activation of metal or moving targets, the malfunction of mechanically or electrically operated equipment, and the failure of props such as openings, ports, and barriers.

4.6.1.1 The declaration and/or use of any firearm as range equipment is prohibited.

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

4.6.2.1 Unrestored paper targets are not range equipment failure (see Rule 9.1.4).

4.6.2.2 If a Range Master deems that one or more targets in a course of fire are faulty and/or have been presented in a manner significantly different to earlier presentations, he may offer a reshoot to the affected competitor(s).

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

CHAPTER 5: Competitor Equipment

5.1 Firearms

5.1.1 Firearms are regulated by Divisions (see Appendix D), but courses of fire must remain consistent for all Divisions.

5.1.2 The minimum cartridge case dimension for handguns to be used in IPSC matches is 9x19 mm. The minimum bullet diameter is 9 mm (.354 inches).

5.1.3 Sights

Types of sights identified by IPSC are:

5.1.3.1 "Open sights" are aiming devices fitted to a firearm which do not use electronic circuitry and/or lenses. Fiber-optic inserts are deemed not to be lenses.

5.1.3.2 "Optical/electronic sights" are aiming devices (including flashlights) fitted to a firearm which use electronic circuitry and/or lenses.

5.1.3.3 The Range Master is the final authority in respect of the classification of any sights used in an IPSC match and/or their compliance with these rules, including the Divisions in Appendix D.

5.1.4 Unless required by a Division (see Appendix D), there is no restriction on the trigger pull weight of a firearm, but the trigger mechanism must, at all times, function safely.

5.1.5 Triggers and/or trigger shoes that extend beyond the width of the trigger guard are expressly prohibited.

5.1.6 Firearms must be serviceable and safe. Range Officers may demand examination of a competitor's firearm or allied equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the match until the item is repaired to the satisfaction of the Range Master (also see Rule 5.7.5).

5.1.7 Competitors must use the same firearm and type of sights for all courses of fire in a match. However, in the event that a competitor's original firearm and/or sights become unserviceable or unsafe during a match, the competitor must, before using a substitute firearm and/or sights, seek permission from the Range Master who may approve the substitution provided he is satisfied:

5.1.7.1 The substitute firearm satisfies the requirements of the relevant Division; and

5.1.7.2 In using the substitute firearm the competitor will not gain an advantage; and

5.1.7.3 The competitor's ammunition, when tested in the substitute firearm, attains the minimum power factor.

5.1.8 A competitor who substitutes or significantly modifies a firearm and/or sights during a match without the prior approval of the Range Master will be subject to the provisions of Rule 10.6.1.

5.1.9 A competitor must never use or wear on his person more than one firearm during a course of fire (see Rule 10.5.7).

5.1.10 Handguns with shoulder stocks and/or fore grips of any kind are prohibited (see Rule 10.5.15).

5.1.11 Handguns offering "burst" and/or fully automatic operation (i.e. whereby more than one round can be discharged on a single pull or activation of the trigger) are prohibited (see Rule 10.5.15).

5.1.12 Handguns with more than one barrel are prohibited.

5.2 Holster and Other Competitor Equipment

5.2.1 Carry and storage – handguns must be carried unloaded, in a case or bag of a design intended or suitable for the safe carriage of firearms, or in a holster securely attached to the competitor's belt. Violations are subject to Rule 10.5.13.

5.2.1.1 Competitors arriving at an IPSC match in possession of a loaded firearm must immediately report to a Range Officer, who will supervise unloading of the firearm. Competitors failing to comply may be subject to Rule 10.5.13.

5.2.1.2 Handguns carried in a holster must have an empty magazine well, and the hammer or striker must be decocked. Violations will incur a warning for the first occurrence, but will be subject to Rule 10.6.1 for subsequent occurrences in the same match.

5.2.2 Handling – Except when within the boundaries of a Safety Area, or when under the supervision and direct command of a Range Officer, competitors must not handle their firearms. The word "handle" includes holstering or unholstering a firearm, even if it is concealed by a protective cover, and/or adding or removing it to/from the competitor's person while it is wholly or partially holstered. Violations are subject to Rule 10.5.1.

5.2.3 Unless otherwise specified in the written stage briefing, the belt carrying the holster and all allied equipment must be worn at waist level. The belt or the inner belt or both must be either permanently sewn at the waist, or secured with a minimum of three belt loops attached to shorts or trousers.

5.2.3.1 Female competitors in all Divisions are subject to the same conditions as above, except that the belt carrying the holster and all allied equipment may be worn at hip level. If another belt is worn at waist level, the holster and all allied equipment must be placed on the lower belt.

5.2.4 Spare ammunition, magazines and speed loaders should be carried in retention devices specifically designed for that purpose. Carriage of additional magazines and speed loaders in rear pockets of shorts or trousers is also approved.

5.2.4.1 When a Competitor Ready Condition requires that magazines or speed loaders be placed on a table or similar, the competitor may retrieve and carry those items anywhere on their person after the Start Signal, and this will not be treated as contravention of Divisional equipment placement rules.

5.2.4.2 Unless specified in the written stage briefing, or unless required by a Range Officer, the position of the holster and allied equipment must not be moved or changed by a competitor from stage to stage.

5.2.5 Where a Division specifies a maximum distance that a competitor's handgun and equipment may extend away from a competitor's body, a Range Officer may check compliance by measuring the closest distance between the competitor's torso and the center of the longest dimension of the handgun grip and/or any reloading devices.

5.2.5.1 The measurement is to be taken while the competitor is standing relaxed (see Appendix E2).

5.2.5.2 Any competitor who fails the foregoing test prior to the Start Signal will be required to immediately adjust his holster or allied equipment to comply with the requirements of the relevant Division. The Range Master may make allowances for variations in these requirements due to anatomical considerations. Some competitors may not be able to fully comply.

5.2.6 Handgun matches must not require the use of a particular type or brand of holster or allied equipment. However, the Range Master may deem that a competitor's holster is unsafe and order that the item be improved to his satisfaction, failing which it must be withdrawn from the match. If a retaining strap or flap is attached to a holster and/or allied equipment, it must be applied or closed prior to issuance of the "Standby" command (see Rule 8.3.3).

5.2.7 Competitors must not be permitted to commence a course of fire wearing more than one holster or:

5.2.7.1 A shoulder holster or "tie-down" rig (visible or otherwise), except as specified in Rule 5.2.8;

5.2.7.2 A holster with the heel of the butt of the handgun below the top of the belt (see Appendix E3b), except as specified in Rule 5.2.8;

5.2.7.3 A holster which permits the muzzle of a holstered handgun to point further than 1 meter from the competitor's feet while standing relaxed;

5.2.7.4 A holster which does not completely prevent access to, or activation of, the trigger of the handgun while holstered, or a holster which requires use of the trigger finger to unlock or release the handgun when drawing.

5.2.8 Competitors deemed by the Match Director to be active law enforcement officers or military personnel may be entitled to use their duty holster and allied equipment. However, the Range Master will remain the final authority in respect of the safety and suitability of using such equipment at IPSC matches.

5.2.9 Competitors deemed by the Range Master to be permanently and significantly disabled may be given special dispensation in relation to the type and/or placement of their holster and allied equipment, and the Range Master will remain the final authority in respect of the safety and suitability of using such equipment at IPSC matches.

5.2.10 In some Divisions (see Appendix D), neither the handgun, nor any of its attachments, nor the holster, nor any allied equipment, can extend forward of the line illustrated in Appendix E2 at the Start Signal. Any such items a Range Officer deems not to be in compliance must be safely and promptly adjusted, failing which Rule 6.2.5.1 will apply.

5.3 Appropriate Dress

5.3.1 The use of camouflage or other similar types of military or police garments other than by competitors who are law enforcement or military personnel is discouraged. The Match Director will be the final authority in respect of what garments must not be worn by competitors.

5.4 Eye and Ear Protection

5.4.1 All persons are warned that the correct use of adequate eye and ear protection is in their own interest and of paramount importance to prevent injury to vision and hearing. It is strongly recommended that eye and ear protection be worn at all times by all persons while on the range premises.

5.4.2 Host organizations may require the use of such protection by all persons, as a condition of attendance and while present on the range premises. If so, Match Officials must make every reasonable effort to ensure that all persons wear adequate protection.

5.4.3 If a Range Officer notices that a competitor has lost or displaced their eye or ear protection during a course of fire, or has commenced a course of fire without them, the Range Officer must immediately stop the competitor who will be required to reshoot the course of fire after the protective devices have been restored.

5.4.4 A competitor who inadvertently loses eye or ear protection during a course of fire, or commences a course of fire without them, is entitled to stop, point their firearm in a safe direction and indicate the problem to the Range Officer, in which case the provisions of the previous rule will apply.

5.4.5 Any attempt to gain a reshoot or advantage by removing eye and/or ear protection during a course of fire will be considered unsportsmanlike conduct (see Rule 10.6.2).

5.4.6 If a Range Officer deems that a competitor about to make an attempt at a course of fire is wearing inadequate eye or ear protection, the Range Officer may order the competitor to rectify the situation before allowing the competitor to continue. The Range Master is the final authority on this matter.

5.5 Ammunition and Related Equipment

5.5.1 Competitors at an IPSC match are solely and personally responsible for the safety of all and any ammunition, which they bring to the match. Neither IPSC nor any IPSC Officers, nor any organization affiliated to IPSC, nor the officers of any organization affiliated to IPSC accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such ammunition.

5.5.2 All competitor ammunition and their respective magazines and speed loaders must comply with the provisions of the relevant Division (see Appendix D).

5.5.3 Spare magazines, speed loaders or ammunition dropped or discarded by a competitor after the Start Signal may be retrieved. However, their retrieval is, at all times, subject to all safety rules.

5.5.4 Metal piercing, incendiary and/or tracer ammunition is prohibited at IPSC matches (see Rule 10.5.15).

5.5.5 Ammunition which discharges more than one bullet or other scoring projectile from a single round is prohibited (see Rule 10.5.15).

5.5.6 Ammunition deemed unsafe by a Range Officer must be immediately withdrawn from the match (see Rule 10.5.15).

5.6 Chronograph and Power Factors

5.6.1 The power factors for each Division are stipulated in Appendix D. One or more official match chronographs must be used to assist in the determination of the power factor of each competitor's ammunition. In the absence of chronographs, the power factor declared by a competitor cannot be challenged.

5.6.1.1 The power factor rating to enable a competitor's scores to be included in match results is called "Minor". The power factor floor for Minor rating, and other specific requirements applicable to each Division, are stipulated in Appendix D.

5.6.1.2 Some Divisions offer a higher power factor rating called "Major", which enables competitors to earn more points for peripheral shots on scoring paper targets. The power factor floor for Major rating, if available, and other specific requirements applicable to each Division, are stipulated in Appendix D.

5.6.1.3 The associated values awarded for Minor and Major scoring hits are illustrated in Appendices B and C. The method used to determine power factor is explained in the following section.

5.6.2 The chronograph must be properly set up in accordance with the manufacturer's recommendations and verified each day by Match Officials in the following manner:

5.6.2.1 At the beginning of the first day of the match, a Range Officer will fire 3 rounds from the supply of the official match calibration ammunition through the calibration firearm over the chronograph, and the average velocity of the 3 rounds will be recorded;

5.6.2.2 On each of the following match days, the process will be repeated using the same firearm and ammunition supply (ideally from the same factory lot);

5.6.2.3 The chronograph will be deemed to be within tolerance if the daily average velocity is within +/- 5% of the average velocity achieved in Rule 5.6.2.1;

5.6.2.4 Should a daily variance exceed the allowable tolerance stated above, the Range Master will take whatever steps he deems necessary to rectify the situation. A sample form suitable for recording daily readings appears in Appendix C4;

5.6.2.5 The official match bullet scale(s) should be initially calibrated, in accordance with the manufacturer's recommendations, when the first squad arrives for testing each day and again immediately before each subsequent squad is tested (see Rule 5.6.3);

5.6.3 Competitor Ammunition Testing Procedure

5.6.3.1 Ammunition must be tested using the competitor's firearm. Moreover, prior to and/or during testing, the competitor's firearm and the component parts thereof must not be altered or modified in any way from the condition it is being used (or will be used) at the match. Violations will be subject to Section 10.6.

5.6.3.2 An initial 8 sample rounds for the chronograph test will be drawn from each competitor at a time and place determined by Match Officials, who may require additional tests of a competitor's ammunition at any time during the match.

5.6.3.3 From the 8 sample rounds drawn by Match Officials, 1 bullet is removed and weighed to determine the actual bullet weight, and 3 bullets are fired over the chronograph. If a competitor has rounds of different bullet weights in his possession, 8 sample rounds of each may be drawn for testing. The lowest power factor achieved during testing will be applied to all his scores in the match. All digits visible on the scales and chronograph displays must be used at face value (i.e. without rounding or truncation), for the calculation in Rule 5.6.3.5. In the absence of a bullet puller and scales, the competitor's declared bullet weight will be used.

5.6.3.4 If bullet weighing is conducted in advance of a competitor's arrival, weighed bullets must be retained by the chronograph station with the competitor's remaining sample rounds, until the competitor or their delegate has attended the chronograph station and completed testing. If a competitor challenges the weight of a bullet pre-weighed before his arrival, he is entitled to have the scales calibrated, and the test bullet reweighed, in his presence.

5.6.3.5 Power factor is calculated using the bullet weight and the average velocity of the 3 rounds fired, according to the following formula:

$$\text{Power Factor} = \frac{\text{bullet weight (grains)} \times \text{average velocity (feet per second)}}{1000}$$

The final result will ignore all decimal places (e.g. for IPSC purposes, a result of 124.9999 is not 125).

5.6.3.6 If the resultant power factor fails to meet the declared power factor floor, another 3 rounds will be fired over the chronograph. The power factor will be recalculated using the bullet weight and the average velocity of the 3 highest velocity rounds from the 6 rounds fired.

5.6.3.7 If the power factor is still insufficient, the competitor may elect to have his final bullet:

(a) Weighed and, if heavier than the first bullet, the power factor calculation in Rule 5.6.3.6 will be recalculated using the heavier bullet weight; or

(b) Fired over the chronograph and the power factor recalculated using the first bullet weight, and the average velocity of the 3 highest velocity rounds from the 7 rounds fired.

5.6.3.8 If the resultant power factor fails to meet the Major power factor floor of the relevant Division, the competitor's scores will be recalculated as Minor, if achieved.

5.6.3.9 If the resultant power factor fails to meet the minimum power factor floor for the relevant Division, the competitor may continue shooting the match, but his scores will not be entered into match results nor count for match recognition and awards.

5.6.3.10 If a competitor's ammunition is retested, or if any authorized replacement ammunition is used, and different power factors are recorded when tested according to these rules, the lower power factor must be applied to score all courses of fire, including those already completed by the competitor.

5.6.3.11 The scores of a competitor who, for any reason, fails to present his firearm for testing at the designated time and location and/or who fails to provide sample rounds for testing whenever requested by a Match Official, will be removed from the match results.

5.6.3.12 If the Range Master deems that a chronograph has become inoperative, and further testing of competitor's ammunition is not possible, the power factors of competitors which have been successfully tested will stand, and the Major or Minor power factor declared by all other competitors who have not been tested will be accepted without challenge, subject to any applicable Division requirements (see Appendix D).

5.7 Malfunctions – Competitor's Equipment

5.7.1 If a competitor's firearm malfunctions after the Start Signal, the competitor may safely attempt to correct the problem and continue the course of fire. During such corrective action, the competitor must keep the muzzle of the firearm pointing safely downrange at all times. The competitor must not use rods or other tools to verify or correct the malfunction. Violations will result in a zero score for the stage.

5.7.1.1 A competitor who experiences a firearm malfunction while responding to the "Load And Make Ready" or "Make Ready" command, but prior to issuance of the Start Signal, is entitled to retire, under the authority and supervision of the Range Officer, to repair his firearm, without penalty, subject to the provisions of Rule 5.7.4, Rule 8.3.1.1 and all other safety rules. Once the repairs have been completed (and the provisions of Rule 5.1.7 have been satisfied, if applicable), the competitor may return to attempt the course of fire, subject to scheduling as determined by the Range Officer or Range Master.

5.7.2 While rectifying a malfunction that requires the competitor to clearly move the firearm away from aiming at a target, the competitor's fingers must be clearly visible outside the trigger guard (see Rule 10.5.8).

5.7.3 In the event that a firearm malfunction cannot be corrected by the competitor within 2 minutes, or if the competitor self-stops for any other reason, he must point the firearm safely downrange and advise the Range Officer, who will terminate the course of fire in the normal manner. The course of fire will be scored as shot including all applicable misses and penalties.

5.7.4 Under no circumstances is a competitor permitted to leave a course of fire in the possession of a loaded firearm (see Rule 10.5.13).

5.7.5 Where the firearm has failed as above, the competitor must not be permitted to reshoot the course of fire. This includes instances where a firearm is declared unserviceable or unsafe during a course of fire (see Rule 5.1.6).

5.7.6 In the event that a Range Officer terminates a course of fire due to a suspicion that a competitor has an unsafe firearm or unsafe ammunition (e.g. a "squib" load), the Range Officer will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the firearm or ammunition and proceed as follows:

5.7.6.1 If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a reshoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded up to the last shot fired, and the course of fire will be scored "as shot", including all applicable misses and penalties (see Rule 9.5.6).

5.7.6.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to reshoot the stage.

5.7.6.3 A competitor who self-stops due to a suspected or actual squib load is not entitled to a reshoot.

5.8 Official Match Ammunition

5.8.1 When match organizers make official match ammunition available for purchase by competitors at a match, the Match Director must, both in advance in official match literature (and/or on the official match website), and by way of a sign certified by him and posted at a conspicuous place at the point of sale, clearly identify which manufacturer/brand, specific cartridges and load descriptions are deemed to be rated, by Division, as either Minor or Major power factor, as the case may be. The subject rounds will usually be exempt from Rule 5.6.3 testing by chronograph, subject to the following conditions:

5.8.1.1 The competitor must obtain, and retain for the duration of the match, an official receipt from the match organizers (or their nominated vendor) at the match evidencing details of the quantity and description of the subject ammunition purchased at the match, and said receipt must be produced on demand by any Match Official, failing which the provisions of Rule 5.8.1 will not apply. Ammunition not purchased from the match organizers (or their nominated vendor) at the match will not enjoy the provisions of Rule 5.8.1, regardless of whether or not such ammunition appears, for all intents and purposes, to be identical to official match ammunition.

5.8.1.2 Official match ammunition purchased by competitors is deemed to be competitor equipment (see Section 5.7), therefore malfunctions will not be grounds for a reshoot and/or an appeal to Arbitration.

5.8.1.3 Official match ammunition must not be restricted solely for sale to, and/or use by, competitors representing the host country and/or the vendor.

5.8.1.4 Official match ammunition must be approved by the Regional Director of the Region in which the match is being held (and by the IPSC President in respect of Level IV or higher matches).

5.8.1.5 Match Officials reserve the right to conduct chronograph or other tests on all and any ammunition, at any time, and a reason need not be given.

5.8.2 Where possible, match organizers (or their nominated vendor at the match) should make available a test firing bay, supervised by a Range Officer, where competitors can function test a small quantity of official match ammunition of the same batch through their firearm(s) prior to purchase.

CHAPTER 6: Match Structure

6.1 General Principles

The following definitions are used for clarity:

6.1.1 Course Of Fire (also "course" and "COF") – A separately timed and scored IPSC shooting challenge, conceptualized and constructed in accordance with IPSC principles of course design, containing targets and challenges which each competitor must safely negotiate.

6.1.2 Stage – A portion of an IPSC match containing one course of fire and related supporting facilities, amenities, shelter and signage. A stage must use one type of firearm (e.g. handgun, rifle or shotgun) exclusively.

6.1.3 Match – Consists of a minimum of 3 stages where all stages use the same type of firearm. The total sum of individual stage results will be accumulated to declare a match winner.

6.1.4 Tournament – A special match where individual stages are assigned to one particular type of firearm (e.g. Stages 1-4 Handgun, Stages 5-8 Rifle, Stages 9-12 Shotgun). The total sum of individual stage results will be accumulated to declare a tournament winner.

6.1.5 Grand Tournament – Consists of two or more firearm specific matches (e.g. a handgun match and a shotgun match, or a handgun match, a rifle match and a shotgun match). The individual match results achieved by a competitor in each component match will be used to declare an overall tournament winner, in accordance with the IPSC Grand Tournament Rules.

6.1.6 League – Consists of two or more IPSC matches of a single firearm type held at different locations and on different dates. The total sum of match results attained by each competitor at component matches specified by the league organizers will be accumulated to determine a league winner.

6.1.7 A Region affiliated to IPSC cannot actively or passively sanction a shooting match of any type or format within the geographical boundaries of another Region without the advance and written approval of the Regional Director of the Region where the match is to be held. A Region in violation is subject to Section 5.9 of the IPSC Constitution.

6.2 Match Divisions

6.2.1 IPSC Divisions recognize different firearms and equipment (see Appendix D). Each match must recognize at least one Division. When multiple Divisions are available in a match, each Division must be scored separately and independently, and match results must recognize a winner in each Division.

6.2.2 In IPSC sanctioned matches, the minimum number of competitors stipulated in Appendix A2 must compete in each Division for it to be recognized. If there are insufficient competitors in a Division, the Match Director may allow that Division to stand without official IPSC recognition.

6.2.3 Prior to the commencement of a match, each competitor must declare one Division for score, and Match Officials should check competitor equipment compliance with the declared Division, prior to the competitor making an attempt at any of the courses of fire. This is a service to assist competitors verify that their equipment, in the configuration as presented, is in compliance with their declared Division. However, competitors always remain subject to the provisions of Rule 6.2.5.1.

6.2.3.1 If a competitor disagrees with an equipment compliance ruling, the onus is upon him, prior to him attempting any courses of fire, to provide evidence acceptable to the examiner in support of his claim. In the absence or rejection of such evidence, the original decision will stand, subject only to appeal to the Range Master, whose decision is final.

6.2.3.2 The competitor's firearm and all allied equipment accessible to him during a course of fire are subject to compliance testing, if requested by a Match Official.

6.2.4 Subject to the prior approval of the Match Director, a competitor may enter a match in more than one Division. However, the competitor may compete for score in only one Division, and that must be the first attempt in all cases. Any subsequent attempts in another Division will not be entered into match results nor count for match recognition and awards.

6.2.5 Where a Division is unavailable or deleted, or where a competitor fails to declare a specific Division prior to the commencement of a match, the competitor will be placed in the Division which, in the opinion of the Range Master, most closely identifies with the competitor's equipment. If, in the opinion of the Range Master, no suitable Division is available, the competitor will shoot the match for no score.

6.2.5.1 A competitor who fails to satisfy the maximum distance of handgun and allied equipment from his torso (see Appendices D1-5), or the foremost limit for handgun, holster and allied equipment (see Appendix E2), requirements of a declared Division after the Start Signal will incur a warning for the first offense. Subsequent occurrences in the same match will result in the competitor being placed in Open Division, if available, otherwise the competitor's scores will not be entered into match results. Competitors already registered in Open Division who fail to comply with the above requirements after the Start Signal will incur a warning for the first offense, but will not have their scores entered into match results for subsequent occurrences in the same match. A competitor who fails to satisfy the equipment or other requirements, with the exception of those listed above, of a declared Division after the Start Signal, will be placed in Open Division, if available, otherwise the competitor's scores will not be entered into match results. Competitors already registered in Open Division who fail to comply with the requirements, with the exception of those listed above, of Open Division after the Start Signal will not have their scores entered into match results. This rule does not apply for measurements done under Rule 5.2.5, either before (see Rule 6.2.3) or after the competitor has shot the stage.

6.2.5.2 A competitor who is classified or reclassified as above must be notified as soon as possible. The Range Master's decision on these matters is final.

6.2.5.3 A competitor reclassified to Open Division under Rule 6.2.5.1 will thereafter be subject only to the provisions of Appendix D1 but is required to continue using the same firearm and sights, unless Rule 5.1.7 applies. If the competitor's ammunition satisfies the requirements for Open Major power factor, his scores for the entire match will be adjusted accordingly.

6.2.6 A disqualification incurred by a competitor, at any time during a match, will prevent the competitor from further participation in the match including any subsequent attempts in another Division. However, this is not retroactive. Any previous and complete scores from another Division will be entered into match results for recognition and awards in that Division.

6.2.7 Recognition of a competitor in a specific Division will not preclude further recognition in a Category or from inclusion as member of a Regional or other team.

6.3 Match Categories

6.3.1 IPSC matches may include different Categories within each Division to recognize different groups of competitors. A competitor may declare only one Category for a match or tournament.

6.3.2 Failure to meet the requirements of the declared Category or failure to declare a Category prior to the start of the match will result in exclusion from that Category. Details of currently approved Categories and related requirements are listed in Appendix A2.

6.4 Regional Teams

6.4.1 Subject to the availability of allocated slots, only one official Regional team in each Division and/or Division/Category may be selected on merit by each Region for IPSC Level IV or higher matches. Approved Category teams are specified by the IPSC Assembly (see Appendix A2).

6.4.1.1 At Level IV matches, the only teams permitted are those representing Regions within the zone where the match is being held (e.g. at a European Championship, only teams representing Regions designated by IPSC as belonging to the European Zone can be fielded).

6.4.1.2 At Level IV and higher matches, official Regional Teams must be "seeded" for squadding purposes in accordance to how the team placed at the same immediately preceding event, if any, even if the team is comprised of different persons.

6.4.1.3 At Level IV or higher matches, all members of the same official Regional Team must compete together in the same squad in the main match.

6.4.2 An individual competitor's scores can only be used exclusively for a single team in a match, and each team must be comprised of competitors in the same Division.

6.4.2.1 The individual Division and/or Category assigned to a competitor determines his eligibility in respect of teams (e.g. a competitor individually in Standard Division cannot participate in an Open Division team). A female individually registered as "Lady" cannot participate in a team based on age, or vice versa. A competitor individually registered in a Category may be a member of an overall team in the same Division.

6.4.3 Teams consist of a maximum of 4 members. However, only the final scores of the 3 highest scoring team members will be used to calculate team results.

6.4.4 If a member of a team retires from the match for any reason before completing all of the stages, scores attained by that competitor will continue to stand towards the team score. However, the affected team is not entitled to replace the retired team member.

6.4.5 A team member who is unable to commence a match may be replaced prior to commencement by another competitor, subject to the approval of the Match Director.

6.4.6 If a member of a team is disqualified from a match, the disqualified member's scores will revert to zero for all stages. Teams will not be entitled to replace a disqualified team member.

6.5 Competitor Status and Credentials

6.5.1 All competitors and Match Officials must be individual members of the IPSC Region in which they normally reside. Residency is defined as the Region where the individual is ordinarily domiciled for a minimum of 183 days of the twelve months immediately preceding the month in which the match begins. Ordinarily domiciled condition is a physical presence test and does not relate to citizenship or to any address of convenience. The 183 days need not be consecutive or the most recent 183 days of the twelve month period.

6.5.1.1 In any case, match organizers must not accept any competitor or Match Official from another Region unless the Regional Director of that Region has confirmed the competitor's or Match Official's eligibility to participate in the subject match, and that the competitor or Match Official is not under sanction from the IPSC Executive Council.

6.5.1.2 Competitors who ordinarily reside in a country or geographical area which is not affiliated to IPSC may join an IPSC affiliated Region and may compete under the auspices of that Region, subject to the approval of the IPSC Executive Council and the Regional Director of that Region. If a competitor's country or geographical area of residence subsequently applies for affiliation to IPSC, the competitor must become a member of that Region during the affiliation process.

6.5.2 A competitor and/or team member may represent only the IPSC Region in which they reside, except as follows:

6.5.2.1 In respect of a competitor who resides in one Region, but who wishes to represent the Region of which they are a citizen, the Regional Directors for the Region of residence and the Region of citizenship must agree in writing prior to the commencement of the match.

6.5.2.2 A competitor who falls under the conditions of Rule 6.5.1.2 may represent the Region of which they are a member, subject to the prior written approval of the Regional Director.

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

Region 1 Open Division Championships

100% Competitor A - Region 2 (declared as Overall Match and Division Champion)
99% Competitor B - Region 6
95% Competitor C - Region 1 (declared as Region 1 Champion)

6.6 Competitor Scheduling and Squadding

6.6.1 Competitors must compete for score according to the published match and squadding schedule. A competitor who is not present at the scheduled time and date for any stage may not attempt that stage without the prior approval of the Match Director, failing which the competitor's score for that stage will be zero.

6.6.2 Only Match Officials (approved by the Range Master), match sponsors, IPSC Patrons and dignitaries (approved by the Match Director), who are members in good standing of their Region of residence, and IPSC Officers (as defined in Section 6.1 of the IPSC Constitution), may compete in a pre-match. Scores attained in the pre-match will be included in the overall match results provided dates of the pre-match are published in advance in the official match schedule. Competitors in the main match must not be restricted from viewing the pre-match.

6.6.3 A match, tournament or league will be deemed to have started on the first day that competitors (including those specified above) shoot for score and will be deemed to have ended when the results have been declared final by the Match Director.

6.7 International Classification System ("ICS")

6.7.1 The IPSC Executive Council may coordinate and publish dedicated regulations and procedures in order to manage and administer an International Classification System.

6.7.2 Competitors seeking an international classification must use the approved courses of fire available from the IPSC website.

CHAPTER 7: Match Management

7.1 Match Officials

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

7.1.1 Range Officer ("RO") – Issues range commands, oversees competitor compliance with the written stage briefing and closely monitors safe competitor action. He also declares the time, scores and penalties achieved by each competitor and verifies that these are correctly recorded on the competitor's score sheet (under the authority of a Chief Range Officer and Range Master).

7.1.2 Chief Range Officer ("CRO") – Is the primary authority over all persons and activities in the courses of fire under his control, and oversees the fair, correct and consistent application of these rules (under the direct authority of the Range Master).

7.1.3 Stats Officer ("SO") – Supervises the stats room team, which collects, sorts, verifies, tabulates and retains all score sheets and ultimately produces provisional and final results (under the direct authority of the Range Master).

7.1.4 Quartermaster ("QM") – Distributes, repairs and maintains all range equipment (e.g. targets, patches, paint, props etc.), other range needs (e.g. timers, batteries, staplers, staples, clipboards etc.) and replenishes Range Officer refreshments (under the direct authority of the Range Master).

7.1.5 Range Master ("RM") – Has overall authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire and the application of these rules. All disqualifications and appeals to arbitration must be brought to his attention. The Range Master is usually appointed by and works with the Match Director. However, in respect of IPSC sanctioned Level IV or higher matches, the appointment of the Range Master is subject to the prior written approval of the IPSC Executive Council.

7.1.5.1 References to "Range Master" throughout this rulebook mean the person serving as Range Master at a match (or his authorized delegate for one or more specific functions), regardless of any international or regional rank.

7.1.6 Match Director ("MD") – Handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff and the provision of services. His authority and decisions will prevail with regard to all matters except in respect of matters in these rules which are the domain of the Range Master. The Match Director is appointed by the host organization and works with the Range Master.

7.2 Discipline of Match Officials

7.2.1 The Range Master has authority over all Match Officials other than the Match Director (except when the Match Director is actually participating as a competitor at the match), and is responsible for decisions in matters concerning conduct and discipline.

7.2.2 In the event that a Match Official is disciplined, the Range Master must send a report of the incident and details of the disciplinary action to the Match Official's Regional Director, the Regional Director of the Region hosting the match, and to the President of the International Range Officers Association (IROA).

7.2.3 A Match Official who is disqualified from a match for a safety infraction while competing will continue to be eligible to serve as a Match Official for the match. The Range Master will make any decision related to an official's participation.

7.3 Appointment of Officials

7.3.1 Match organizers must, prior to commencement of a match, appoint a Match Director and a Range Master to carry out the duties detailed in these rules. The nominated Range Master should preferably be the most competent and experienced certified Match Official present (also see Rule 7.1.5). For Level I and II matches a single person may be appointed to be both the Match Director and the Range Master.

7.3.2 References in these rules to Match Officials (e.g. "Range Officer", "Range Master" etc.), mean personnel who have been officially appointed by match organizers to actually serve in an official capacity at the match. Persons who are certified Match Officials, but who are actually participating in the match as regular competitors, have no standing or authority as Match Officials for that match. Such persons should therefore not participate in the match wearing garments bearing Match Official insignia.

7.3.3 A person acting as a Match Official is prohibited from having a holstered firearm while directly accompanying and timing a competitor during his attempt at a COF. Violations are subject to Rule 7.2.2.

CHAPTER 8: The Course of Fire

8.1 Handgun Ready Conditions

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

8.1.1 Revolvers:

8.1.1.1 Single Action Only: are not approved for IPSC matches.

8.1.1.2 Double/Selective Action: hammer fully down and cylinder closed. If self-loading pistols prepare "magazine well and chamber empty", revolvers prepare with an empty cylinder, otherwise revolvers prepare with a fully loaded cylinder.

8.1.1.3 Non-traditional revolvers (e.g. those which operate in a "self-loading" mode) are subject to the following rules and/or any other requirements stipulated by the Range Master (also see Appendix D5).

8.1.2 Self-loading Pistols:

8.1.2.1 "Single action" – Chamber loaded, hammer cocked, with external safety applied.

8.1.2.2 "Double action" – Chamber loaded, hammer fully down or decocked.

8.1.2.3 "Selective action" – Chamber loaded, hammer fully down or decocked, or chamber loaded, hammer cocked with external safety applied.

8.1.2.4 For all self-loading pistols, the term "external safety" means the primary visible safety lever on the handgun (e.g. the thumb safety on a "1911" genre handgun). In the event of doubt, the Range Master is the final authority on this matter.

8.1.2.5 If a handgun has a decocking lever, that alone must be used to decock the handgun, without touching the trigger. If a handgun does not have a decocking lever, the hammer must be safely and manually lowered all the way forward (i.e. not just to a "half-cock notch" or to another similar intermediary position).

8.1.3 If a course of fire requires that a self-loading pistol be prepared with an empty chamber, the slide must be fully forward and the hammer, if fitted, must be fully down or decocked (also see Rule 8.1.1.2).

8.1.3.1 When a written stage briefing requires that a competitor's firearm and/or allied equipment be placed on a table or another surface prior to the Start Signal, they must be placed as stipulated in the written stage briefing. Apart from components normally affixed to them (e.g. a thumb rest, thumb safety, racking or cocking handle, base pad etc.), other items must not be used to artificially elevate them (also see Rule 5.1.8).

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

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

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

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

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

8.2 Competitor Ready Condition

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

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

8.2.2 The competitor assumes the start position as specified in the written stage briefing. Unless otherwise specified, the competitor must stand erect, facing downrange, with the handgun loaded and holstered, and arms hanging naturally by the sides (see Appendix E2). A competitor who attempts or completes a course of fire where an incorrect start position was used may be required by a Range Officer to reshoot the course of fire.

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

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

8.2.5 A course of fire must never require the competitor to re-holster a handgun after the Start Signal. However, a competitor may re-holster provided this is accomplished safely, and the handgun is either unloaded or in a ready condition stated in Section 8.1. Violations will be subject to disqualification (see Rule 10.5.11).

8.3 Range Communication

The approved range commands and their sequence are as follows:

8.3.1 "Load And Make Ready" (or "Make Ready" for starts with an unloaded firearm) – This command signifies the start of "the Course of Fire". Under the direct supervision of the Range Officer the competitor must face downrange, or in a safe direction as specified by the Range Officer, fit eye and ear protection, and prepare the firearm in accordance with the written stage briefing. The competitor must then assume the required start position. At this point, the Range Officer will proceed.

8.3.1.1 Once the appropriate command has been given, the competitor must not move away from the start location prior to issuance of the Start Signal without the prior approval, and under the direct supervision, of the Range Officer. Violation will result in a warning for the first offense and may result in the application of Rule 10.6.1 for a subsequent offense in the same match.

8.3.2 "Are You Ready?" – The lack of any negative response from the competitor indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at this command, he must state "Not Ready". When the competitor is ready he should assume the required start position to indicate his readiness to the Range Officer.

8.3.3 "Standby" – This command should be followed by the Start Signal within 1 to 4 seconds (also see Rule 10.2.6).

8.3.4 "Start Signal" – The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to a Start Signal, for any reason, the Range Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from "Are You Ready?"

8.3.4.1 In the event that a competitor inadvertently begins shooting prematurely ("false start"), the Range Officer will, as soon as possible, stop and restart the competitor once the course of fire has been restored.

8.3.4.2 A competitor who reacts to a Start Signal but, for any reason, does not continue their attempt at the course of fire and fails to have an official time recorded on the timing device operated by the Range Officer, will be given a zero time and zero score for that stage.

8.3.5 "Stop" – Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Officer.

8.3.5.1 When two or more courses of fire share a common shooting bay or area, Range Officers may issue other interim commands on completion of the first COF, in order to prepare the competitor for the second and subsequent COF (e.g. "Reload if required"). Any such interim commands to be used must be clearly stated in the written stage briefing.

8.3.6 "If You Are Finished, Unload And Show Clear" – If the competitor has finished shooting, he must lower his handgun and present it for inspection by the Range Officer with the muzzle pointed downrange, magazine removed, slide locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty.

8.3.7 "If Clear, Hammer Down, Holster" – After issuance of this command, the competitor must not resume shooting (see Rule 10.6.1). While continuing to point the handgun safely downrange, the competitor must perform a final safety check of the handgun as follows:

8.3.7.1 Self-loaders – Release the slide and pull the trigger (without touching the hammer or decocker, if any). If a handgun has a device which requires a magazine be inserted to enable the trigger to be pulled, the competitor must, on issuance of the above command, inform the Range Officer, who will direct and supervise the use, and subsequent removal, of an empty magazine to facilitate this process.

8.3.7.2 Revolvers – Close the empty cylinder (without touching the hammer, if any).

8.3.7.3 If the gun proves to be clear, the competitor must holster his handgun. Once the competitor's hands are clear of the holstered handgun, the course of fire is deemed to have ended.

8.3.7.4 If the gun does not prove to be clear, the Range Officer will resume the commands from Rule 8.3.6 (also see Rule 10.4.3).

8.3.8 "Range Is Clear" – Competitors or Match Personnel must not move forward of, or away from, the firing line or final shooting location until this declaration is given by the Range Officer. Once the declaration is made, officials and competitors may move forward to score, patch, reset targets etc.

8.3.9 A competitor with a severe hearing disability may, subject to prior approval of the Range Master, be entitled to have the foregoing verbal Range Communications supplemented by visual and/or physical signals.

8.3.9.1 The recommended physical signals are taps on the competitor's weak side shoulder using a countdown protocol, namely 3 taps for "Are You Ready?", 2 taps for "Standby" and 1 tap to coincide with the Start Signal.

8.3.9.2 Competitors wishing instead to use their own electronic or other device must firstly submit it for examination, testing and approval by the Range Master before it can be used.

8.3.10 There are no fixed range communications designated for use at the chronograph station or at an equipment compliance check (which may be conducted at a venue away from the shooting range). Competitors must not handle their handguns, or remove chamber safety flags from long guns, as the case may be, until the examiner asks for them to be passed to him, in accordance with his instructions. Violations are subject to Rule 10.5.1.

8.4 Loading, Reloading or Unloading During a Course of Fire

8.4.1 When loading, reloading or unloading during a course of fire, the competitor's fingers must be visibly outside the trigger guard except where specifically permitted (see Rules 8.1.2.5 and 8.3.7.1), and the firearm must be pointed safely downrange or in another safe direction authorized by a Range Officer (see Rules 10.5.1 and 10.5.2).

8.5 Movement

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

8.5.1.1 Taking more than one step in any direction.

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

8.6 Assistance or Interference

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

8.6.1.1 Competitors confined to wheelchairs or similar devices may be given special dispensation by the Range Master in respect of mobility assistance. However, the provisions of Rule 10.2.10 may still apply, at the Range Master's discretion.

8.6.2 Any person providing assistance to a competitor during a course of fire without the prior approval of a Range Officer (and the competitor receiving such assistance) may, at the discretion of a Range Officer, incur a procedural penalty for that stage and/or be subject to Section 10.6.

8.6.3 Any person verbally or otherwise interfering with a competitor during his attempt at a course of fire may be subject to Section 10.6. If the Range Officer believes that the interference significantly affected the competitor, he must report the incident to the Range Master, who may, at his discretion, offer the affected competitor a reshoot.

8.6.4 In the event that inadvertent contact with the Range Officer, or another external influence, has interfered with the competitor during a course of fire, the Range Officer may offer the competitor a reshoot of the course of fire. The competitor must accept or decline the offer prior to seeing either the time or the score from the initial attempt. However, if the competitor commits a safety infraction during any such interference, the provisions of Sections 10.4 and 10.5 may still apply.

8.6.5 In the event that any person appears downrange from the competitor during a course of fire, it must immediately be terminated and the competitor required to reshoot the course of fire. If the competitor notices the problem before the Range Officer, he must immediately self-stop, cease firing, point his firearm in a safe direction and wait for further instructions from the Range Officer. However, if the competitor fails to comply with the above procedure, the provisions of Sections 10.4 and 10.5 will apply.

8.6.6 Drones or other remotely controlled devices are prohibited unless their use is approved in advance by the Match Director.

8.7 Sight Pictures, Dry Firing and Course Inspection

8.7.1 Competitors are prohibited from taking a sight picture and/or dry firing prior to the Start Signal. Violation will result in a warning for the first occurrence and one procedural penalty for each subsequent occurrence in the same match. Competitors may, while pointing their firearm directly at the ground in front of them, adjust electronic sights.

8.7.2 Competitors are prohibited from using any sighting aid (e.g. the whole or part of an imitation or replica firearm, any part of a real firearm including any accessories thereof etc.), except for their own hands, while conducting their inspection ("walkthrough") of a course of fire. Violations will incur one procedural penalty per occurrence (also see Rule 10.5.1).

8.7.3 No person is permitted to enter or move through a course of fire without the prior approval of a Range Officer assigned to that course of fire, or the Range Master. Violations will incur a warning for the first offense but may be subject to the provisions of Section 10.6 for subsequent offenses.

CHAPTER 9: Scoring

9.1 General Regulations

9.1.1 Approaching Targets – While scoring is in progress, competitors or their delegate must not approach any target closer than 1 meter without the authorization of the Range Officer. Violation will result in a warning for the first offense, but the competitor or his delegate may, at the discretion of the Range Officer, incur a procedural penalty for subsequent occurrences in the same match.

9.1.2 Touching Targets – While scoring is in progress competitors or their delegate must not touch, gauge or otherwise interfere with any target without the authorization of the Range Officer. Should a Range Officer deem that a competitor or their delegate has influenced or affected the scoring process due to such interference, the Range Officer may:

9.1.2.1 Score the affected target as a missed target; or

9.1.2.2 Impose penalties for any affected no-shoots.

9.1.3 Prematurely Patched Targets – If a target is prematurely patched or taped, preventing the determination of the actual score, the Range Officer must order the competitor to reshoot the course of fire.

9.1.4 Unrestored Targets – If, following completion of a course of fire by a previous competitor, one or more targets have not been properly patched or taped for the competitor being scored, the Range Officer must judge whether or not an accurate score can be determined. If there are extra scoring hits or questionable penalty hits thereon, and it is not obvious which hits were made by the competitor being scored, the affected competitor must be ordered to reshoot the course of fire.

9.1.4.1 In the event that patches or tape applied to a restored paper target are accidentally blown off by wind, muzzle blast or another reason, and it is not obvious to the Range Officer which hits were made by the competitor being scored, the competitor will be required to reshoot the course of fire.

9.1.4.2 A competitor who hesitates or self-stops during his attempt at a course of fire, due to a belief that one or more targets have not been restored or reset, is not entitled to a reshoot.

9.1.5 Impenetrable – The scoring area of all IPSC scoring targets and no-shoots is deemed to be impenetrable. If a:

9.1.5.1 Bullet strikes wholly within the scoring area of a paper target, and continues on to strike the scoring area of another paper target, the hit on the subsequent paper target will not count for score or penalty, as the case may be.

9.1.5.2 Bullet strikes wholly within the scoring area of a paper target, and continues on to hit or strike down a metal target, this will be treated as range equipment failure. The competitor will be required to reshoot the course of fire, after it has been restored.

9.1.5.3 Bullet strikes partially within the scoring area of a paper or metal target, and continues on to strike the scoring area of another paper target, the hit on the subsequent paper target will also count for score or penalty, as the case may be.

9.1.5.4 Bullet strikes partially within the scoring area of a paper or metal target, and continues on to strike down (or hit the scoring area of) another metal target, the fallen (or hit on the) subsequent metal target will also count for score or penalty, as the case may be.

9.1.6 Hard Cover – Unless specifically described as "soft cover" (see Rule 4.1.4.2) in the written stage briefing, all props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable "hard cover". If a:

9.1.6.1 Bullet strikes wholly within hard cover, and continues on to strike any scoring paper target or no-shoot, that shot will not count for score or penalty, as the case may be. If it cannot be determined which hit(s) on a scoring paper target or no-shoot are the result of shots fired through hard cover, the scoring paper target or no-shoot will be scored by ignoring the applicable number of highest scoring hit(s).

9.1.6.2 Bullet strikes wholly within hard cover, and continues on to hit or strike down a metal target, this will be treated as range equipment failure (see Rule 4.6.1). The competitor will be required to reshoot the course of fire, after it has been restored.

9.1.6.3 Bullet strikes partially within hard cover, and continues on to strike the scoring area of a paper target, the hit on that paper target will count for score or penalty, as the case may be.

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

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

9.2 Scoring Method

9.2.1 "Comstock" – Unlimited time stops on the last shot, unlimited number of shots to be fired, stipulated number of hits per target to count for score.

9.2.1.1 A competitor's score is calculated by adding the highest value stipulated number of hits per target, minus penalties, divided by the total time (recorded to two decimal places) taken by the competitor to complete the course of fire, to arrive at a hit factor. The overall stage results are factored by awarding the competitor with the highest hit factor the maximum points available for the course of fire, with all other competitors ranked relatively below the stage winner.

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

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

9.3 Scoring Ties

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

9.4 Target Scoring and Penalty Values

9.4.1 Hits on IPSC targets and no-shoots will be scored in accordance with the values approved by the IPSC Assembly (see Appendices B and C and below).

9.4.2 Each hit visible on the scoring area of a paper no-shoot will be penalized minus 10 points, up to a maximum of 2 hits per no-shoot.

9.4.3 Each hit visible on the scoring area of a metal no-shoot will be penalized minus 10 points, up to a maximum of 2 hits per no-shoot, regardless of whether or not it is designed to fall.

9.4.4 Each miss will be penalized minus 10 points, except in the case of disappearing targets (see Rule 9.9.2).

9.5 Target Scoring Policy

9.5.1 Unless otherwise specified in the written stage briefing, scoring paper targets must be shot with a minimum of one round each, with the best two hits to score. Scoring metal targets must be shot with a minimum of one round each and must fall to score.

9.5.2 If the bullet diameter of a hit on a scoring target touches the scoring line between two scoring areas, or the line between the non-scoring border and a scoring area, or if it crosses multiple scoring areas, it will be scored the higher value.

9.5.3 If a bullet diameter touches the scoring area of overlapping scoring targets and/or no-shoots, it will earn all applicable scores and penalties.

9.5.4 Radial tears radiating outwards from the diameter of a bullet hole will not count for score or penalty.

9.5.4.1 Enlarged holes in paper targets which exceed the competitor's bullet diameter will not count for score or penalty unless there is visible evidence within the remnants of the hole (e.g. a grease mark, striations or a "crown" etc.), to eliminate a presumption that the hole was caused by a ricochet or splatter.

9.5.5 The minimum score for a stage will be zero.

9.5.6 A competitor who fails to engage the front of each scoring target in a course of fire with at least one round will incur one procedural penalty per target for failure to engage the target, as well as appropriate penalties for misses (see Rule 10.2.7).

9.5.7 Hits visible on a scoring paper target or no-shoot, which are the result of shots fired through the rear of that or another scoring paper target or no-shoot, and/or hits which fail to create a clearly distinguishable hole through the front of a scoring paper target or no-shoot, will not count for score or penalty, as the case may be.

9.6 Score Verification and Challenge

9.6.1 After the Range Officer has declared "Range is Clear", the competitor or their delegate will be permitted to accompany the official responsible for scoring to verify the scoring.

9.6.2 The Range Officer responsible for a course of fire may stipulate that the scoring process will begin while a competitor is actually completing a course of fire. In such cases, the competitor's delegate is entitled to accompany the official responsible for scoring in order to verify the scoring. Competitors must be advised of this procedure during the squad briefing.

9.6.3 A competitor (or his delegate) who fails to verify a target during the scoring process loses all right of appeal in respect of scoring that target.

9.6.4 Any challenge to a score or penalty must be appealed to the Range Officer by the competitor (or his delegate) prior to the subject target being painted, patched, or reset, failing which such challenges will not be accepted.

9.6.5 In the event that the Range Officer upholds the original score or penalty and the competitor is dissatisfied, he may appeal to the Chief Range Officer and then to the Range Master for a ruling.

9.6.6 The Range Master's ruling in respect of the scoring of hits on targets and no-shoots will be final. No further appeals are permitted with respect to such scoring decisions.

9.6.7 During a scoring challenge, the subject target(s) must not be patched, taped or otherwise interfered with until the matter has been settled, failing which Rule 9.1.3 will apply. The Range Officer may remove a disputed paper target from the course of fire for further examination to prevent any delay in the match. Both the competitor and the Range Officer must sign the target and clearly indicate which hit(s) is (are) subject to challenge.

9.6.8 Scoring overlays approved by the Range Master must be used exclusively, as and when required, to verify and/or determine the applicable scoring zone of hits on paper targets.

9.6.9 Scoring information may be relayed through the use of hand signals (see Appendix F1). If a score is challenged, the subject targets must not be restored until they have been verified by the competitor or his delegate, in accordance with whatever arrangements have been approved in advance by the Range Master (also see Rule 9.1.3).

9.7 Score Sheets

9.7.1 The Range Officer must enter all information (including any warnings given) on each competitor's score sheet prior to signing it. After the Range Officer has signed the score sheet, the competitor must add his own signature in the appropriate place. Electronic score sheet signatures will be acceptable if approved by the Regional Director. Whole numbers should be used to record all scores or penalties. The elapsed time taken by the competitor to complete the course of fire must be recorded to 2 decimal places in the appropriate place.

9.7.2 If corrections to the score sheet are required, these will be clearly entered onto the original and other copies of the competitor's score sheets. The competitor and the Range Officer should initial any corrections.

9.7.3 Should a competitor refuse to sign or initial a score sheet, for any reason, the matter must be referred to the Range Master. If the Range Master is satisfied that the course of fire has been conducted and scored correctly the unsigned score sheet will be submitted as normal for inclusion in the match results.

9.7.4 A score sheet signed by both a competitor and a Range Officer is conclusive evidence that the course of fire has been completed, and that the time, scores and penalties recorded on the score sheet, are accurate and uncontested. The signed score sheet is deemed to be a definitive document and, with the exception of the mutual consent of the competitor and the signatory Range Officer, or due to an arbitration decision, the score sheet will only be changed to correct arithmetical errors or to add procedural penalties under Rule 8.6.2.

9.7.5 If a score sheet is found to have insufficient or excess entries, or if the time has not been recorded on the score sheet, it must be promptly referred to the Range Master who will normally require the competitor to reshoot the course of fire.

9.7.6 In the event that a reshoot is not possible for any reason, the following actions will prevail:

9.7.6.1 If the time is missing, the competitor will receive a zero score for the stage.

9.7.6.2 If insufficient hits or misses have been recorded on the score sheet, those which have been recorded will be deemed complete and conclusive.

9.7.6.3 If excessive hits or misses have been recorded on the score sheet, the highest value scoring hits recorded will be used.

9.7.6.4 Procedural penalties recorded on the score sheet will be deemed complete and conclusive, except where Rule 8.6.2 applies.

9.7.6.5 If the identity of the competitor is missing from a score sheet, it must be referred to the Range Master, who must take whatever action he deems necessary to rectify the situation.

9.7.7 In the event that an original score sheet is lost or otherwise unavailable, the competitor's duplicate copy, or any other written or electronic record acceptable to the Range Master, will be used. If the competitor's copy, or any other written or electronic record, is unavailable, or is deemed by the Range Master to be insufficiently legible the competitor will be required to reshoot the course of fire. If the Range Master deems that a reshoot is not possible for any reason, the competitor will incur a zero time and score for the affected stage.

9.7.7.1 Once a reshoot has been completed, the outcome of the reshoot will stand, even if a record of the original score is subsequently discovered.

9.7.8 No person, other than an authorized Match Official, is permitted to handle an original score sheet retained on a stage, or at any other place, after it has been signed by a competitor and a Range Officer, without the prior approval of the Range Officer or personnel directly involved with Stats. Violations will incur a warning for the first offense, but may be subject to Section 10.6 for subsequent occurrences in the same match.

9.8 Scoring Responsibility

9.8.1 Each competitor has a responsibility to maintain an accurate record of their scores by verifying the lists posted by the Stats Officer.

9.8.2 After all competitors have completed a match, the provisional stage results must be published and posted in a conspicuous place at the shooting range and, at Level IV or higher matches, at the official match hotel for the purpose of verification by competitors. The time and date the subject results were actually posted (not just printed) at each venue must be clearly stated thereon.

9.8.3 If a competitor detects an error in those results, he must file an appeal with the Stats Officer within 1 hour after the results were actually posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.

9.8.4 Competitors who are scheduled (or otherwise authorized by the Match Director) to complete all courses of fire in a match in a period of time less than the full duration of the match (e.g. 1 day format in a 3 day match etc.), are required to check their provisional match results in accordance with the special procedures and time limits specified by the Match Director (e.g. via a website), failing which scoring appeals will not be accepted. The relevant procedure must be published in advance in match literature and/or by way of a notice posted in a conspicuous place at the shooting range prior to commencement of the match (also see Section 6.6).

9.8.5 A Match Director may elect to have results posted electronically (e.g. via a website) either in addition to, or as an alternative to, physically printing them. If so, the relevant procedure must be published in advance in match literature and/or by way of a notice posted in a conspicuous place at the shooting range prior to commencement of the match. Facilities (e.g. a computer) must be provided for competitors to view the results if a Match Director has elected to only have results posted electronically.

9.9 Scoring of Disappearing Targets

9.9.1 Moving targets which present at least a portion of the A zone when at rest (either before or after initial activation), or which continuously appear and disappear for the duration of a competitor's attempt at a COF, are not disappearing and will always incur failure to engage and/or miss penalties.

9.9.2 Moving targets which do not comply with the above criteria are disappearing and will not incur failure to engage or miss penalties unless a competitor fails to activate the mechanism which initiates the target movement before or when firing his last shot for that course of fire.

9.9.3 Stationary targets which present at least a portion of the A zone, either before or after activation of a moving and/or concealing no-shoot or vision barrier, are not disappearing and will incur failure to engage and/or miss penalties.

9.9.4 Targets which present at least a portion of the A zone each time a competitor operates a mechanical activator (e.g. a rope, lever, pedal, flap, door etc.), are not subject to this section.

9.9.5 If a COF requires that a competitor be confined to an apparatus which travels from one location to another location during his attempt at a COF, any target which can only be engaged from the apparatus for part of its travel, and which cannot subsequently be reengaged, is deemed to be disappearing.

9.10 Official Time

9.10.1 Only the timing device operated by a Range Officer must be used to record the official elapsed time of a competitor's attempt at a course of fire. If a Range Officer assigned to a course of fire (or a more senior Match Official) deems that a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to reshoot the course of fire.

9.10.2 If, in the opinion of an Arbitration Committee, the time credited to a competitor for a course of fire is deemed to be unrealistic, the competitor will be required to reshoot the course of fire (see Rule 9.7.4).

9.11 Scoring Programs

9.11.1 The official scoring program for all Level IV or higher matches is the latest version of the Windows® Match Scoring System (WinMSS), unless another scoring program is approved by the IPSC President. For other level matches, no other scoring program can be used without the approval of the Regional Director of the host Region.

CHAPTER 10: Penalties ~~&~~ and Disqualifications

10.1 Procedural Penalties – General Regulations

10.1.1 Procedural penalties are imposed when a competitor fails to comply with procedures specified in a written stage briefing and/or is found to be in violation of other general rules. The Range Officer imposing the procedural penalties must clearly record the number of penalties, and the reason why they were imposed, on the competitor's score sheet.

10.1.2 Procedural penalties are assessed at minus 10 points each.

10.1.3 A competitor disputing the application or number of procedural penalties may appeal to the Chief Range Officer and/or Range Master. A competitor who continues to be aggrieved may then lodge an appeal for arbitration.

10.1.4 Procedural penalties cannot be nullified by further competitor action. For example, a competitor who fires a shot at a target while faulting a line will still incur the applicable penalties even though he subsequently shoots at the same target while not faulting the line.

10.2 Procedural Penalties – Specific Examples

10.2.1 A competitor who fires shots while any part of their body is touching the ground or any object beyond a Fault Line will receive 1 procedural penalty for each occurrence. No penalty is assessed if a competitor does not fire any shots while faulting except when Rule 2.2.1.5 applies.

10.2.1.1 However, if the competitor has gained a significant advantage on any target(s) while faulting, he may instead be assessed 1 procedural penalty for each shot fired at the subject target(s) while faulting.

10.2.2 A competitor who fails to comply with a procedure specified in the written stage briefing will incur 1 procedural penalty for each occurrence. However, if a competitor has gained a significant advantage during non-compliance, the competitor may be assessed 1 procedural penalty for each shot fired, instead of a single penalty (e.g. firing one or more shots contrary to the required location, shooting position or stance).

10.2.3 Where multiple penalties are assessed in the above cases, they must not exceed the maximum number of scoring hits that can be attained by the competitor. For example, a competitor who gains an advantage while faulting a Fault Line where only 4 metal targets are visible will receive 1 procedural penalty for each shot fired while faulting, up to a maximum of 4 procedural penalties, regardless of the number of shots actually fired.

10.2.4 A competitor who fails to comply with a mandatory reload will incur 1 procedural penalty for each shot fired after the point where the reload was required until a reload is performed.

10.2.5 In a Cooper Tunnel, a competitor who disturbs one or more pieces of the overhead material will receive 1 procedural penalty for each piece of overhead material which falls. Overhead material which falls as a result of the competitor bumping or striking the uprights, or as a result of muzzle gases or recoil, will not be penalized.

10.2.6 A competitor who is creeping (e.g. moving hands towards the firearm, a reloading device or ammunition) or physically moving to a more advantageous shooting position or stance after the "Standby" command and prior to issuance of the Start Signal, will incur 1 procedural penalty. If the Range Officer can stop the competitor in time, a warning will be issued for the first offense and the competitor will be restarted.

10.2.7 A competitor who fails to engage any scoring target with at least one round will incur 1 procedural penalty per target, plus the applicable number of misses, except where the provisions of Rule 9.9.2 apply.

10.2.8 If a course of fire (or part thereof) stipulates shooting strong or weak hand only, a competitor will incur one procedural penalty for each occurrence of touching the handgun (or scooping it from a table etc.) with the other hand after the Start Signal (or from the point where single hand shooting has been stipulated). Exceptions are releasing an external safety (without scooping), reloading or correcting a malfunction. However, the procedural penalty will be applied on a "per shot fired" basis when a competitor uses the other hand or arm to:

10.2.8.1 support the handgun or the stipulated wrist, hand or arm while firing shots;

10.2.8.2 increase stability on the ground, a barricade or another prop while firing shots.

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

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

10.2.10.1 If the request is approved by the Range Master, he must state, in advance of the competitor attempting the course of fire, the extent of the special penalty, ranging from 1% to 20% of the competitor's points "as shot", to be deducted.

10.2.10.2 Alternatively, the Range Master may waive application of any penalties in respect of a competitor who, due to having a significant physical disability, is unable to comply with the stated course requirement.

10.2.10.3 If the request is denied by the Range Master, normal procedural penalties will apply.

10.2.11 A competitor who fires shots over a barrier constructed to a height of at least 1.8 meters will incur 1 procedural penalty for each shot fired (also see Rule 2.2.3.1).

10.3 Disqualification – General Regulations

10.3.1 A competitor who commits a safety infraction or any other prohibited activity during an IPSC match will be disqualified, and will be prohibited from attempting any remaining courses of fire regardless of the schedule or physical layout of the match, pending the verdict of any appeal submitted in accordance with Chapter 11 of these rules.

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

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

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

10.3.5 Scores for a competitor who has completed a pre-match or main match without a disqualification will not be affected by a disqualification received while that competitor is participating in a Shoot-Off or other side match (also see Rule 6.2.4).

10.4 Disqualification – Accidental Discharge

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

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

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

10.4.3 A shot which occurs while actually loading, reloading or unloading a firearm. This includes any shot fired during the procedures outlined in Rules 8.3.1 and 8.3.7 (also see Rule 10.5.9).

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

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

10.4.5 A shot which occurs while transferring a handgun between hands.

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

10.4.7 A shot fired at a metal target from a distance of less than 7 meters, measured from the front of the target to the nearest part of the competitor's body in contact with the ground (see Rule 2.1.3).

10.4.8 In this Section, if it can be established that the cause of the discharge is due to a broken or defective part of the firearm, the competitor has not committed any safety infraction in this Section, and a disqualification will not be invoked, but the competitor's scores for that stage will be zero.

10.4.8.1 The firearm must be immediately presented for inspection to the Range Master or his delegate, who will inspect the firearm and carry out any tests necessary to establish that a broken or defective part caused the discharge. A competitor may not later appeal a disqualification for an accidental discharge due to a broken or defective part if they fail to present the firearm for inspection prior to leaving the course of fire.

10.5 Disqualification – Unsafe Gun Handling

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

10.5.1 Handling a firearm at any time except when in a designated Safety Area or when under the supervision of, and in response to a direct command issued by, a Range Officer.

10.5.2 Allowing the muzzle of a firearm to point uprange, or past the default, or specific safe angles of fire during a course of fire, (limited exceptions: see Rules 2.1.2.1, 5.2.7.3 and 10.5.6).

10.5.3 If at any time during the course of fire, a competitor drops his firearm or causes it to fall, loaded or not. Note that a competitor who, for any reason during a course of fire, safely and intentionally places the firearm on the ground or other stable object will not be disqualified provided:

10.5.3.1 The competitor maintains constant physical contact with the firearm, until it is placed firmly and securely on the ground or another stable object; and

10.5.3.2 The competitor remains within 1 meter of the firearm at all times (except where the firearm is placed at a greater distance, under the supervision of a Range Officer, in order to comply with a start position); and

10.5.3.3 The provisions of Rule 10.5.2 do not occur; and

10.5.3.4 The firearm is in the ready condition as specified in Section 8.1; or

10.5.3.5 The firearm is unloaded and the action is open.

10.5.4 Drawing or holstering a handgun within the confines of a tunnel.

10.5.5 Allowing the muzzle of a handgun to point at any part of the competitor's body during a course of fire (i.e. sweeping). A disqualification is not applicable if sweeping occurs while drawing or re-holstering a gun, provided the competitor's fingers are clearly outside the trigger guard.

10.5.6 Allowing the muzzle of a loaded handgun to point rearwards uprange beyond a radius of 1 meter from a competitor's feet during drawing or re-holstering. The 1 meter concession only applies when a competitor is facing directly downrange.

10.5.7 Wearing or using more than one firearm during a course of fire.

10.5.8 Failure to keep the finger outside the trigger guard while clearing a malfunction where the competitor clearly moves the firearm away from aiming at targets.

10.5.9 Failure to keep the finger outside the trigger guard during loading, reloading, or unloading except where specifically permitted (see Rules 8.1.2.5, ~~and~~ 8.3.7.1 and 8.7.1).

10.5.10 Failure to keep the finger outside the trigger guard during movement in accordance with Rule 8.5.1.

10.5.11 Having a loaded and holstered handgun, in any of the following conditions:

10.5.11.1 A single action self-loading pistol with the chamber loaded and the safety not applied.

10.5.11.2 A double action or selective action pistol with the hammer cocked and the safety not applied.

10.5.11.3 A revolver with the hammer cocked.

10.5.12 Handling live or dummy ammunition in a Safety Area, contrary to Rule 2.4.4.

10.5.12.1 The word "handling" does not preclude competitors from entering a Safety Area with ammunition in magazines or speed loaders on their belt, in their pockets or in their range bag, provided the competitor does not physically remove the loaded magazines or loaded speed loaders from their retaining or storage device while within the Safety Area.

10.5.13 Having a loaded firearm other than when specifically authorized by a Range Officer.

10.5.14 Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, place it directly into the competitor's gun case, gun bag or holster. Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction. However, a competitor who retrieves a dropped firearm will receive a disqualification.

10.5.15 Using prohibited and/or unsafe ammunition (see Rules 5.5.4, 5.5.5 and 5.5.6), and/or using a prohibited firearm (see Rules 5.1.10 and 5.1.11).

10.6 Disqualification – Unsportsmanlike Conduct

10.6.1 Competitors will be disqualified for conduct which a Range Officer deems to be unsportsmanlike. Examples include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behavior likely to bring the sport into disrepute. The Range Master must be notified as soon as possible.

10.6.2 A competitor who is deemed by a Range Officer to have intentionally removed or caused the loss of eye or ear protection in order to gain a reshoot or advantage will be disqualified.

10.6.3 Other persons may be expelled from the range for conduct which a Range Officer deems to be unacceptable. Examples include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a competitor's attempt thereof, and any other behavior likely to bring the sport into disrepute.

10.7 Disqualification – Prohibited Substances

10.7.1 All persons are required to be in complete control both mentally and physically during IPSC matches.

10.7.2 IPSC considers the abuse of alcoholic products, non-prescription and non-essential drugs and the use of illegal or performance enhancing drugs, irrespective of how they are taken or administered, to be an extremely serious offense.

10.7.3 Except when used for medicinal purposes, competitors and officials at matches must not be affected by drugs (including alcohol) of any sort during matches. Any person, who in the opinion of the Range Master is visibly under the influence of any of the items described herein, will be disqualified from the match and may be required to leave the range.

10.7.4 IPSC reserves the right to prohibit any general or specific substances and to introduce tests for the presence of these substances at any time (see separate IPSC Anti-Doping Rules).

CHAPTER 11: Arbitration and Interpretation of Rules

11.1 General Principles

11.1.1 Administration – Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant match levels the outcome is much more important to the individual competitor. However, effective match administration and planning will prevent most if not all disputes.

11.1.2 Access – Appeals may be submitted to arbitration in accordance with the following rules for any matter except where specifically denied by another rule. Appeals arising from a disqualification for a safety infraction will only be accepted to determine whether exceptional circumstances warrant reconsideration of the disqualification. However, the commission of the infraction as described by the Match Official is not subject to challenge or appeal.

11.1.3 Appeals – The Range Officer makes decisions initially. If the appellant disagrees with a decision, the Chief Range Officer for the stage or area in question should be asked to rule. If a disagreement still exists, the Range Master must be asked to rule.

11.1.4 Appeal to Committee – Should the appellant continue to disagree with the decision he may appeal to the Arbitration Committee by submitting a first party appeal.

11.1.5 Retain Evidence – An appellant is required to inform the Range Master of his wish to present his appeal to the Arbitration Committee and may request that the officials retain any and all relevant documentary or other evidence pending the hearing. Audio and/or video recordings ~~will not~~ may be accepted as evidence.

11.1.6 Preparing the Appeal – The appellant is responsible for the preparation and delivery of the written submission, together with the appropriate fee. Both must be submitted to the Range Master within the specified period of time.

11.1.7 Match Official's Duty – Any Match Official in receipt of a request for arbitration must, without delay, inform the Range Master and must note the identities of all witnesses and officials involved and pass this information on to the Range Master.

11.1.8 Match Director's Duty – Upon receiving the appeal from the Range Master, the Match Director must convene the Arbitration Committee in a place of privacy as soon as possible.

11.1.9 Arbitration Committee's Duty – The Arbitration Committee is bound to observe and apply the current IPSC Rules and to deliver a decision consistent with those rules. Where rules require interpretation or where an incident is not specifically covered by the rules, the Arbitration Committee will use their best judgment in the spirit of the rules.

11.2 Composition of Committee

11.2.1 Level III or Higher Matches – The composition of the Arbitration Committee will be subject to the following rules:

11.2.1.1 The IPSC President, or his delegate, or a certified Match Official appointed by the Match Director, (in that order) will serve as Chairman of the committee with no vote.

11.2.1.2 Three arbitrators will be appointed by the IPSC President, or his delegate, or by the Match Director, (in that order), with one vote each.

11.2.1.3 When possible arbitrators should be competitors in the match and should be certified Match Officials.

11.2.1.4 Under no circumstances must the Chairman or any member of an Arbitration Committee be a party to the original decision or subsequent appeals, which led to the arbitration.

11.2.2 Level I and II Matches – The Match Director can appoint an Arbitration Committee of three experienced persons who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the appeal. The arbitrators should be certified Match Officials if possible. All committee members will vote. The senior Match Official, or the senior person if there are no Match Officials, will be the chairman.

11.3 Time Limits and Sequences

11.3.1 Time Limit for Appeal to Arbitration – Written appeals to arbitration must be submitted to the Range Master on the appropriate form, accompanied by the applicable fee, within one hour of the time of the disputed call as recorded by Match Officials. Failure to comply will render the appeal invalid, and no further action will be taken. The Range Master must, on the appeal form, immediately record the time and date he received the appeal.

11.3.2 Decision Time Limit – The Committee must reach a decision within 24 hours of the request for arbitration or before the results have been declared final by the Match Director, whichever comes first. If the Committee fails to render a decision within the prescribed period, both a first and third party appellant (see Rule 11.7.1) will automatically succeed in their appeal, and the fee will be returned.

11.4 Fees

11.4.1 Amount – For Level III or higher matches, the appeal fee to enable an appellant to appeal to arbitration will be US$100.00 or the equivalent of the maximum individual match entry fee (whichever is lower), in local currency. The appeal fee for other matches may be set by the Match Organizers, but must not exceed US$100 or equivalent in local currency. An appeal brought by the Range Master in respect of a match issue will not incur a fee.

11.4.2 Disbursement – If the Committee's decision is to uphold the appeal, the fee paid will be returned. If the Committee's decision is to deny the appeal, the appeal fee and the decision must be forwarded to the Regional or National Range Officers Institute (RROI or NROI) in respect of Level I and II matches, and to the International Range Officers Association (IROA) in respect of Level III and higher matches.

11.5 Rules of Procedure

11.5.1 Committee's Duty and Procedure – The Committee will study the written submission and retain on behalf of the organizers the monies paid by the appellant until a decision has been reached.

11.5.2 Submissions – The Committee may require the appellant to personally give further details of the submission and may question him on any point relevant to the appeal.

11.5.3 Hearing – The appellant may be asked to withdraw while the Committee hears further evidence.

11.5.4 Witnesses – The Committee may hear Match Officials as well as any other witnesses involved in the appeal. The Committee will examine all evidence submitted.

11.5.5 Questions – The Committee may question witnesses and officials on any point relevant to the appeal.

11.5.6 Opinions – Committee members will refrain from expressing any opinion or verdict while an appeal is in progress.

11.5.7 Inspect Area – The Committee may inspect any range or area related to the appeal and require any person or official they regard as useful to the process to accompany them.

11.5.8 Undue Influence – Any person attempting to influence the members of the Committee in any way other than evidence may be subject to disciplinary action at the discretion of the Arbitration Committee.

11.5.9 Deliberation – When the Committee is satisfied that they are in possession of all information and evidence relevant to the appeal, they will deliberate privately and will reach their decision by majority vote.

11.6 Verdict and Subsequent Action

11.6.1 Committee Decision – When a decision is reached by the Committee, they will summon the appellant, the official and the Range Master to present their judgment.

11.6.2 Implement Decision – It will be the responsibility of the Range Master to implement the Committee's decision. The Range Master will post the decision in a place available to all competitors. The decision is not retroactive and will not affect any incidents prior to the decision.

11.6.3 Decision is Final – The decision of the Committee is final and may not be appealed unless, in the opinion of the Range Master, new evidence received after the decision, but before the results have been declared final by the Match Director, warrants reconsideration.

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

11.7 Third Party Appeals

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

11.8 Interpretation of Rules

11.8.1 Interpretation of these rules and regulations is the responsibility of the IPSC Executive Council.

11.8.2 Persons seeking clarification of any rule are required to submit their questions in writing, either by fax, letter or email to IPSC headquarters.

11.8.3 All rule interpretations published on the IPSC website will be deemed to be precedents and will be applied to all IPSC sanctioned matches commencing on or after 7 days from the date of publication. All such interpretations are subject to ratification or modification at the next IPSC Assembly.

CHAPTER 12: Miscellaneous Matters

12.1 Appendices

All Appendices included herein are an integral part of these rules.

12.2 Language

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

12.3 Disclaimers

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

12.4 Gender

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

12.5 Glossary

Throughout these rules, the following definitions apply:

Aftermarket..... Items not manufactured by the OFM, and/or bearing identifying marks of a different OFM.
Aim / Aiming..... Aligning the barrel of a firearm at targets.
Allied Equipment..... Magazines, speed loaders and/or their respective retention devices (including magnets).
Attempt at (COF)..... The period from issuance of the Start Signal to when the competitor indicates that he has finished shooting, in response to Rule 8.3.6.
Berm ..... A raised structure of sand, soil or other materials used to contain bullets and/or to separate one shooting bay and/or COF from another.
Bullet ..... The projectile in a round intended to strike a target.
Caliber ..... The diameter of a bullet measured in millimeters (or thousandths of an inch).
Cartridge case ..... The main body of a round, which contains all component parts.
Chamber Safety Flag ..... A brightly colored device, no part of which resembles a round or any part thereof. The flag must be incapable of being inserted into a firearm which has a loaded chamber and must, while fitted, prevent a round from being inserted into the chamber. The flag must have an integral tab or ribbon clearly protruding from the firearm.
Compensator..... A device fitted to the muzzle end of a barrel to counter muzzle rise (usually by diverting away escaping gasses).
Detonation ..... Ignition of the primer of a round, other than by action of a firing pin, where the bullet does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped).
Discharge ..... See Shot.
Downrange..... The general area of a stage, shooting bay or range, where the muzzle of a firearm may be safely pointed during a course of fire and/or where bullets are intended or are likely to impact.
Draw (Drawing)..... The act of removing a handgun from its holster. A draw is deemed to have ended when the handgun has cleared the holster.
Dry firing ..... The activation of the trigger and/or action of a firearm which is totally devoid of ammunition.
Dummy Ammunition..... Includes practice or training rounds, blanks, snap caps and empty cases.
Engage ..... Firing a shot at a target. Firing a shot at, but missing, a target is not a "failure to engage". The malfunction of a firearm or a round which prevents a shot being fired, is deemed to be a "failure to engage".
Face, (facing) uprange ..... The competitor's face, chest and toes are all facing uprange.
False start..... Beginning an attempt at a COF prior to the Start Signal (see Rule 8.3.4).

Frangible target..... A target, such as a clay pigeon or tile, capable of being easily broken into two or more pieces when hit.

Grain..... A common unit of measurement used in respect of the weight of a bullet (1 grain = 0.0648 grams).

Holster..... A handgun retention device, worn on a competitor's belt.

Loaded..... A firearm having a live or dummy round in the chamber or cylinder, or having a live or dummy round in an inserted or fitted magazine(s).

Loading..... The initial insertion of ammunition into a firearm in response to the "Load And Make Ready" command. Loading begins as soon as the competitor grips a round of ammunition, a magazine or speed loader, and ends when the firearm is securely holstered (or placed elsewhere in accordance with the written stage briefing), and the competitor's hands are clear of the firearm. For an unloaded Handgun Ready Condition, loading ends when the magazine is fully seated (or when the cylinder is fully closed).

Location..... A geographical place within a course of fire.

Match Personnel..... People who have an official duty or function at a match, but who are not necessarily qualified as, or acting in the capacity of, Match Officials.

May..... Entirely optional.

Must..... Mandatory.

No-shoot(s)..... Target(s) that incur penalties when hit.

Not applicable..... The rule or requirement does not apply to the particular discipline or Division.

OFM..... Original firearm manufacturer.

Primer..... The part of a round which causes a detonation or a shot to be fired.

Props..... Items, other than targets or fault lines, used in the creation, operation or decoration of a COF.

Prototype..... A firearm in a configuration which is not in mass production and/or is not available to the general public.

Region..... A country or other geographical area, recognized by IPSC.

Regional Director..... The person, recognized by IPSC, who represents a Region.

Reloading..... Replacement of a magazine already inserted in a firearm with a different magazine, or the insertion of additional ammunition into a firearm while the competitor is actually making his attempt at a COF. Reloading commences when the magazine (or cylinder) release button is activated, and ends when the competitor's hand is clear of the newly inserted magazine (or when the cylinder is fully closed). Exception: safely firing the chambered round at a target before inserting a fresh magazine.

Reshoot..... A competitor's subsequent attempt at a course of fire, authorized in advance by a Range Officer or an Arbitration Committee.

Round..... A cartridge of ammunition used in a handgun or rifle.

Shooting position..... The physical presentation of a person's body (e.g. standing, sitting, kneeling, prone).

Shot..... A bullet which passes completely through the barrel of a firearm.

Should..... Optional but highly recommended.

Sight picture..... Aiming at a target without actually shooting at it.

Snap Cap..... (Also "spring cap") A type of dummy round.

Squib..... Any part of a round lodged inside the barrel of a firearm and/or a bullet which exits the barrel at extremely low velocity.

Stance..... The physical presentation of a person's limbs (e.g. hands by the side, arms crossed etc.).

Start position..... The location, shooting position and stance prescribed by a COF prior to issuance of the Start Signal (see Rule 8.3.4).

Strong Hand..... The hand a person uses to initially grip a handgun when drawing it from a holster attached to their belt (the weak hand is the other hand). Competitors with only one hand can use that hand for both Strong and Weak Hand stages, subject to Rule 10.2.10.

Sweeping..... Pointing the muzzle of a firearm at any part of ~~any person's~~ the competitor's body during a course of fire when a handgun is held or touched while not securely holstered, or when a long gun is held while a chamber safety flag is not inserted (see Rule 10.5.5).

Target(s)..... A term that can include both scoring target(s) and no-shoot(s) unless a Rule (e.g. 4.1.3) differentiates between them.

Target Array..... A collection of approved targets that can only be seen from any single location or view.

Tie-down rig..... A holster where the lower portion is secured to a competitor's leg by a strap or other means.

Unloaded..... A firearm which is totally devoid of any live or dummy rounds in its chamber(s) and/or in an inserted or fitted magazine(s).

Unloading ..... Removal of ammunition from a firearm when the competitor has completed his attempt at a COF or when otherwise directed to unload by a Range Official. Unloading commences as soon as the magazine (or cylinder) release button is activated, and ends when the handgun is devoid of ammunition. Note that a competitor who, after activating the magazine or cylinder release button in response to the command given in Rule 8.3.6, safely fires the chambered round at a target and/or who reinserts ammunition, is deemed to have terminated the unloading process and resumed shooting.

Uprange ..... The general area of a stage, shooting bay or range, rearwards of the default maximum safe angle of fire (see Rule 2.1.2), where the muzzle of a firearm must not be pointed during a course of fire (exception: see Rules 10.5.2 and 10.5.6).

View ..... A vantage point available at a location (e.g. one of the ports, one side of a barricade etc.).

Will ..... Mandatory.

12.6 Measurements

Throughout these rules, where measurements are expressed, those in brackets are only provided as a guide.

APPENDIX A1: IPSC Match Levels

Key: R = Recommended, M = Mandatory

	Level I	Level II	Level III	Level IV	Level V
1. Must follow latest edition IPSC rules	M	M	M	M	M
2. Competitors must be individual members of their IPSC Region of residence (see Section 6.5)	R	M	M	M	M
3. Match Director	M	M	M	M	M
4. Range Master (actual or designated)	M	M	M	M	M
5. Range Master approved by Regional Director	R	R	M	R	R
6. Range Master approved by IPSC Executive Council				M	M
7. One Chief Range Officer per Area	R	R	R	M	M
8. One NROI official per stage	R	R	M	M	M
9. One IROA official per stage			R	M	M
10. IROA Stats Officer			R	M	M
11. One Range Staff (target restorer) for each 6 rounds	R	R	R	R	R
12. COF approval by Regional Director	R	R	M		
13. COF approval by IPSC committee			M	M	M
14. IPSC sanctioning (see Point 24 below)			M	M	M
15. Chronograph		R	R	M	M
16. Three month advance registration with IPSC			M		
17. IPSC Assembly approval on three year cycle				M	M
18. Inclusion in IPSC Match Calendar			M	M	M
19. Post-match reports to IROA			M	M	M
20. Recommended minimum rounds					
Handgun	40	80	150	300	450
Rifle (see Rule 1.2.1)	40	80	150	200	250
Shotgun	40	80	150	200	250
21. Number of stages					
Handgun	-	-	-	24	30
Recommended minimum stages					
Handgun	3	6	12	-	-
Rifle	3	6	12	24	30
Shotgun	3	6	12	24	30
22. Recommended minimum competitors					
Handgun	10	50	120	200	300
Rifle	10	50	120	200	300
Shotgun	10	50	120	200	300
23. Match rating (points)	1	2	3	4	5

24. International sanctioning of Level I and Level II matches is not required. However, each Regional Director is entitled to establish his own criteria and procedures for sanctioning of such matches held within his own Region.

APPENDIX A2: IPSC Recognition

Prior to the commencement of a match, the organizers must specify which Division(s) will be recognized.

Unless otherwise specified, IPSC sanctioned matches will recognize Divisions and Categories based on the number of registered competitors who actually compete in the match, including competitors disqualified during the match (e.g. if a Division at a Level III match has 10 competitors, but one or more are disqualified during the match, the Division will continue to be recognized), based on the following criteria:

1. Divisions:

Level I & II ..... A minimum of 5 competitors per Division (recommended).
Level III ..... A minimum of 10 competitors per Division (mandatory).
Level IV & V ..... A minimum of 20 competitors per Division (mandatory).

2. Categories:

Division status must be achieved before Categories are recognized.

All level matches ..... A minimum of 5 competitors per Division Category (see approved list below).

3. Individual Categories:

Categories approved for individual recognition by Division are as follows:

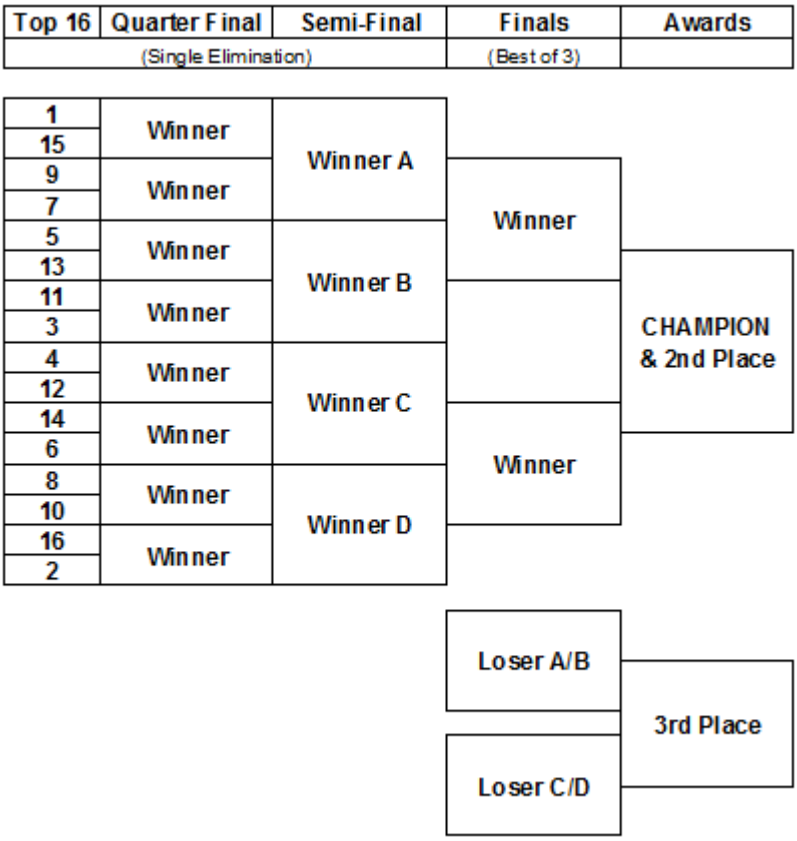
(a) Lady ..... Competitors of the female gender.
(b) Super Junior ..... Competitors who are under the age of 16 on the first day of the match. A Super Junior has the option of electing to shoot in Junior Category, but not in both. If there are insufficient competitors for Super Junior Category to be recognized, all competitors registered in this Category will automatically be transferred to Junior Category.
~~(b)~~ (c) Junior ..... Competitors who are under the age of ~~18~~ 21 on the first day of the match.
~~(c)~~ (d) Senior ..... Competitors who are over the age of 50 on the first day of the match.
~~(d)~~ (e) Super Senior ..... Competitors who are over the age of 60 on the first day of the match. A Super Senior has the option of electing to shoot in Senior Category, but not in both. If there are insufficient competitors for Super Senior Category to be recognized, all competitors registered in this Category will automatically be transferred to Senior Category.

4. Team Categories:

IPSC matches may recognize the following for team awards:

(a) Regional teams by Division.
(b) Regional teams by Division for Lady Category.
(c) Regional teams by Division for Super Junior Category.
~~(c)~~ (d) Regional teams by Division for Junior Category.
~~(d)~~ (e) Regional teams by Division for Senior Category.
~~(e)~~ (f) Regional teams by Division for Super Senior Category.
~~(f)~~ (g) Regional teams by Family.
Family Teams consist of two members, one being a Junior and the other either a parent or grandparent of the Junior. Notwithstanding Rules 6.4.2 and 6.4.2.1, the two team members may compete in different Divisions and a female individually registered as "Lady" may participate as the Junior provided that she satisfies the Junior age limit. Family Team results will be calculated by adding the match percentiles attained by the two members. ~~This Team Category is under evaluation and, unless extended, it will expire on 31 December 2017.~~

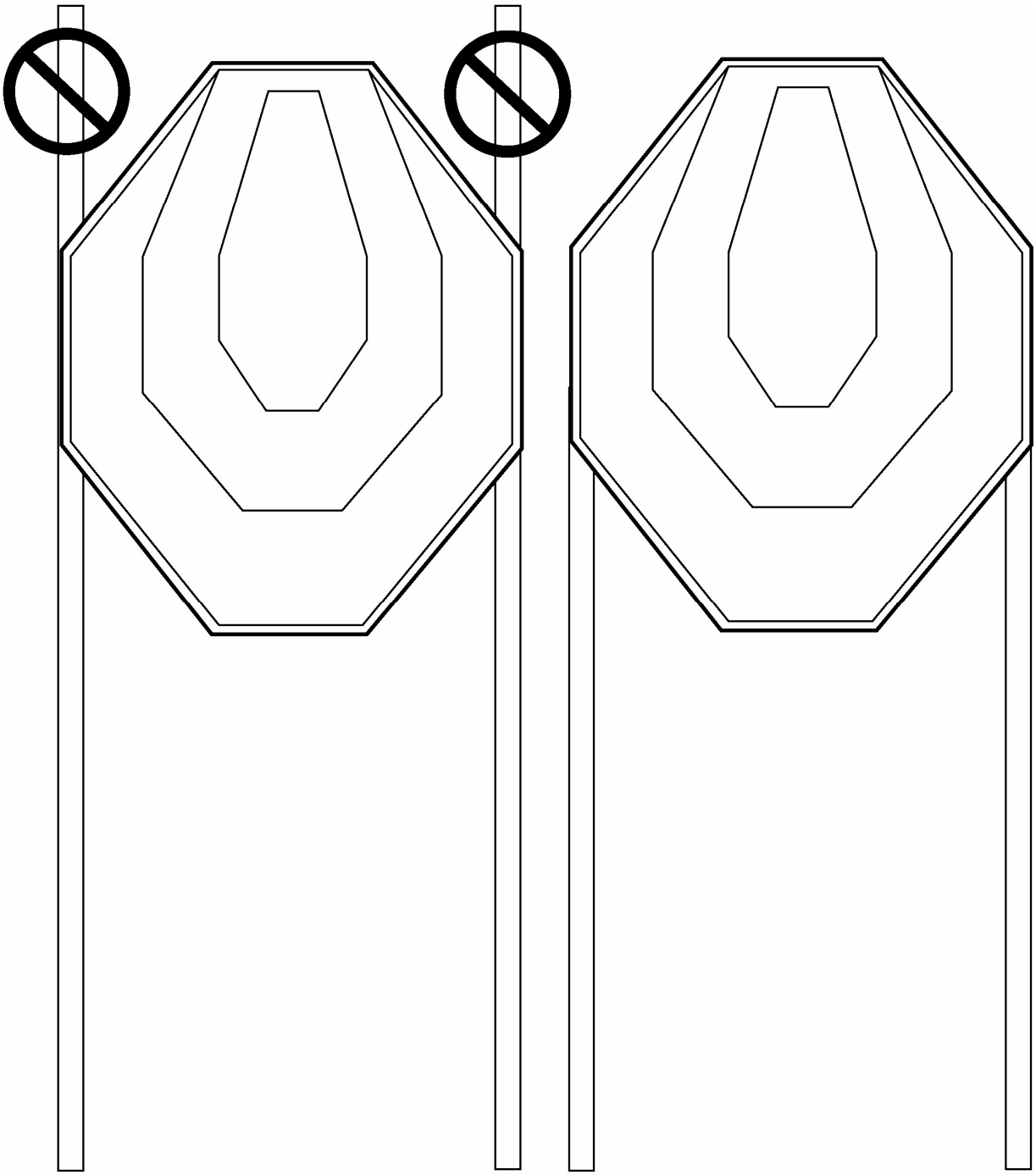
APPENDIX A3: Shoot-Off Elimination Table



APPENDIX A4: Approved Stage Ratios

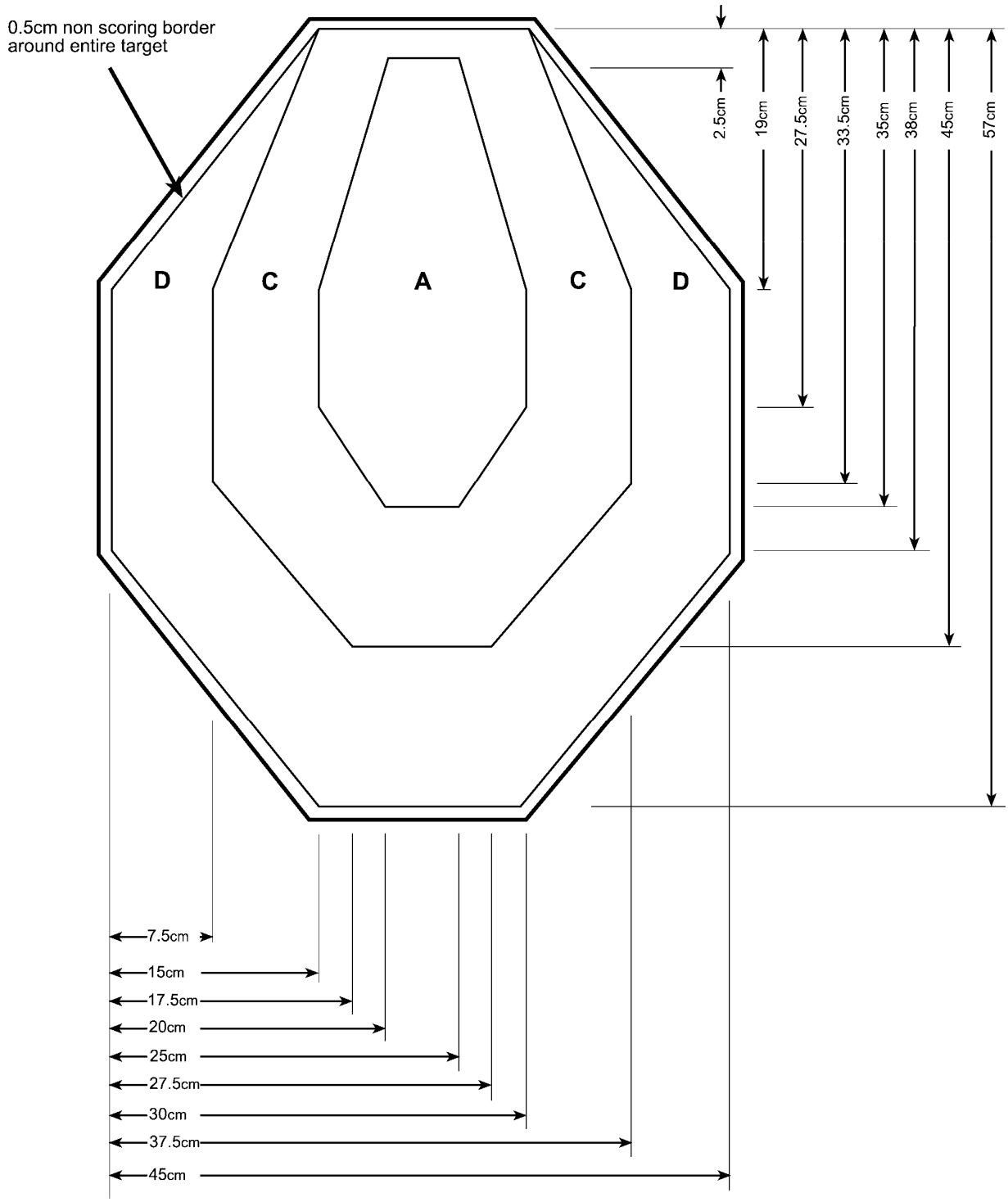
Stages	Short	Medium	Long
12	6	4	2
13	7	4	2
13	6	5	2
14	7	5	2
14	8	4	2
14	6	6	2
15	8	5	2
15	7	6	2
16	8	6	2
16	9	5	2
17	9	6	2
18	9	6	3
19	10	6	3
19	9	7	3
20	10	7	3
20	11	6	3
20	9	8	3
21	11	7	3
21	10	8	3
22	11	8	3
22	12	7	3
23	12	8	3
24	12	8	4
25	13	8	4
25	12	9	4
26	13	9	4
26	14	8	4
26	12	10	4
27	14	9	4
27	13	10	4
28	14	10	4
28	15	9	4
29	15	10	4
30	15	10	5

APPENDIX B1: Target Presentation



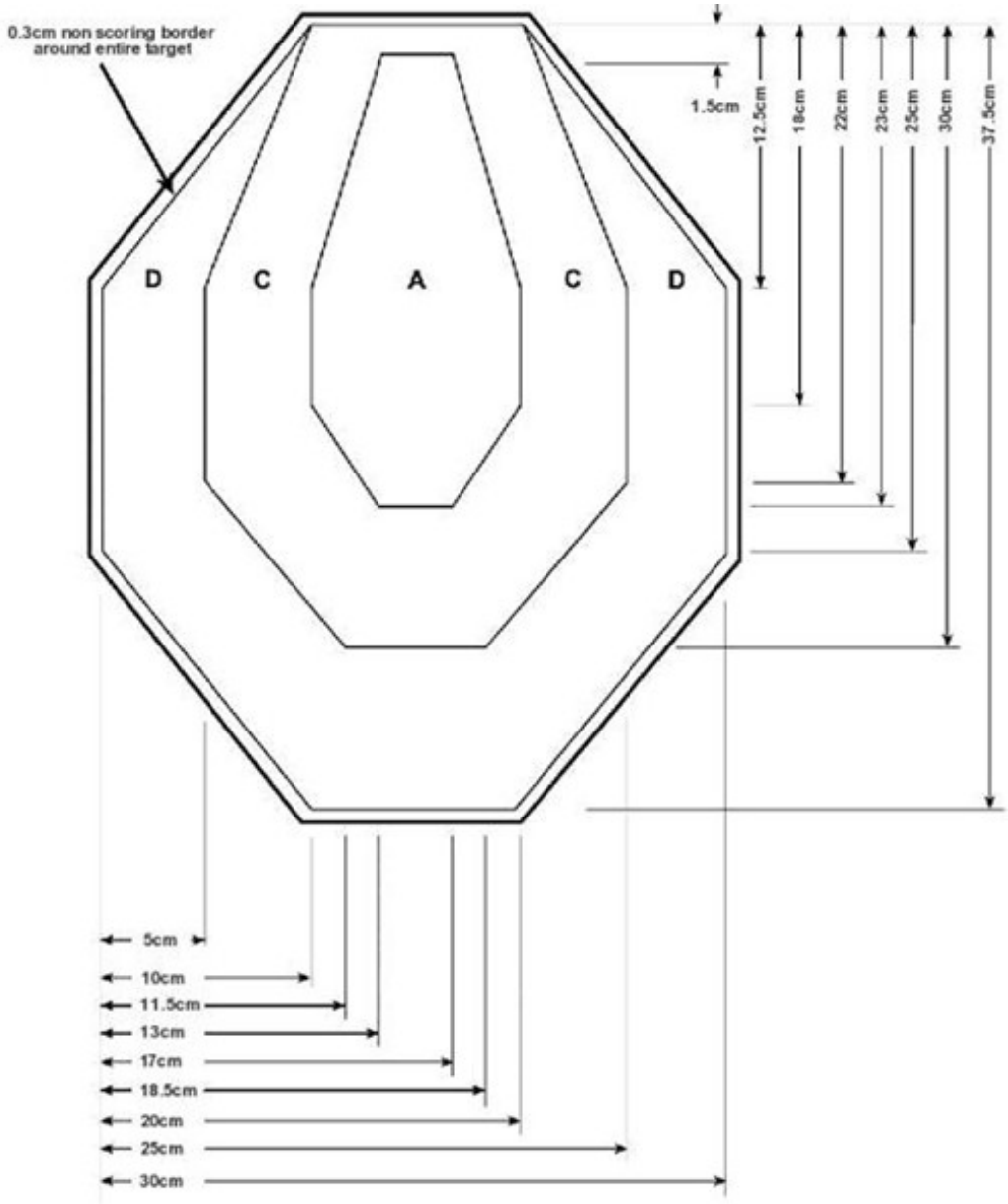
Cutting the tops off the sticks provides an improved visual appearance.

APPENDIX B2: IPSC Target



Scoring		
Major	**Zone**	**Minor**
5	**A**	5
4	**C**	3
2	**D**	1

APPENDIX B3: IPSC Mini Target



Scoring		
Major	**Zone**	**Minor**
5	**A**	5
4	**C**	3
2	**D**	1

APPENDIX C1: Calibration of IPSC Poppers

1. The Range Master must designate a specific supply of ammunition and one or more firearms to be used as official calibration tools by officials authorized by him to serve as calibration officers.

2. Prior to commencement of a match, the power factor of the calibration ammunition must be measured using the procedure specified in Rule 5.6.3.3, except that only 4 rounds for each calibration firearm are required. The calibration ammunition, when tested through each designated firearm, must achieve a power factor of between 120 to 125 to qualify.

3. Once the supply of ammunition and the designated firearms have been tested and approved by the Range Master, they are not subject to challenge by competitors.

4. The Range Master must arrange for each popper to be calibrated prior to commencement of a match, and whenever required during a match.

5. For initial calibration, each popper must be set to fall when hit within the calibration zone with a single shot fired from a designated firearm using the calibration ammunition. The shot must be fired from the shooting location in the course of fire furthest from where at least part of the calibration zone of the popper being calibrated is visible to competitors. Calibration zones are indicated in the diagrams in the following pages.

6. If, during a course of fire, a popper does not fall when hit, a competitor has three alternatives:

   (a) The popper is shot again until it falls. In this case, no further action is required and the course of fire is scored "as shot".

   (b) The popper is left standing but the competitor does not challenge the calibration. In this case, no further action is required and the course of fire is scored "as shot", with the subject popper scored as a miss.

   (c) The popper is left standing and the competitor challenges the calibration. In this case, the popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule, the competitor must reshoot the course of fire. If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the course of fire will be scored "as shot".

   (d) If the popper falls for any other reason (e.g. wind action), before it can be calibrated, a reshoot must be ordered.

7. In the absence of any interference, a calibration officer must conduct a calibration test of the subject popper (when required under 6(c) above), from as near as possible to the point from where the competitor shot the popper, when the following will apply:

   (a) If the first shot fired by the calibration officer hits the calibration zone or below and the popper falls, the popper is deemed to be properly calibrated, and it will be scored as a miss.

   (b) If the first shot fired by the calibration officer hits the calibration zone or below and the popper does not fall, the popper is deemed to have failed and the competitor must be ordered to reshoot the course of fire, once the popper has been recalibrated.

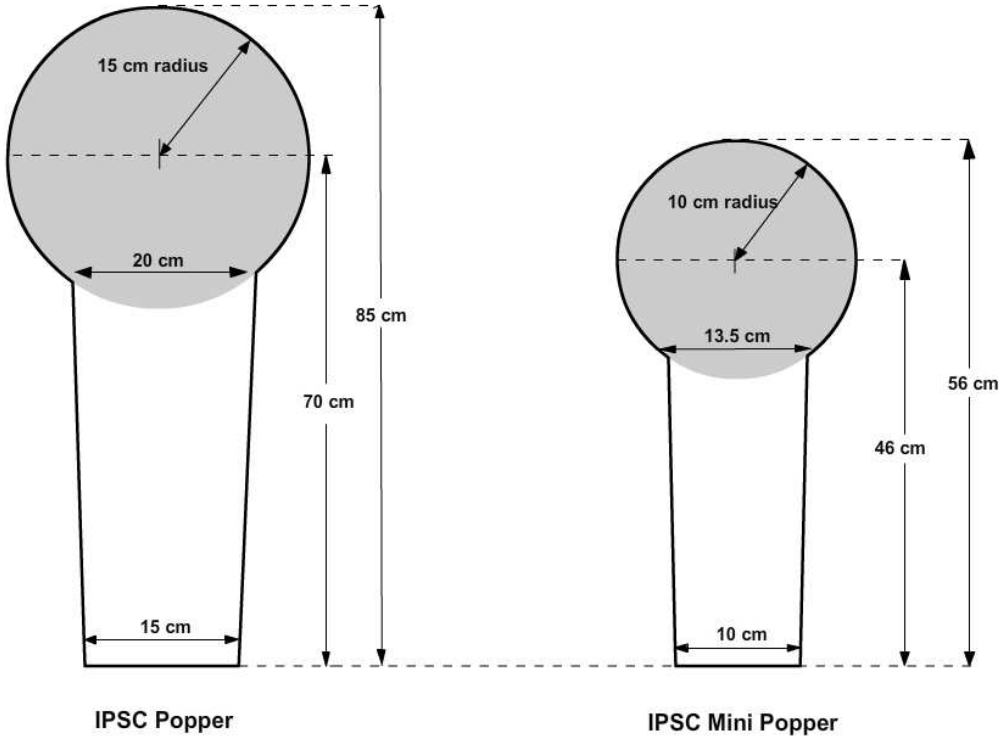
   (c) If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until one of 7(a) or 7(b) occurs.

8. Note that authorized metal plates are not subject to calibration or challenge (see Rule 4.3.3.2).

APPENDIX C2: IPSC Poppers

HANDGUN		RIFLE / SHOTGUN
5 points	**Scoring** **Minor / Major**	5 or 10 points (Rules 9.4.1.1 & 9.4.1.2)
Minus 10 points	**Penalty** **Miss / No-Shoot**	Minus 10 points

The calibration zone for each popper is indicated by the shaded area.



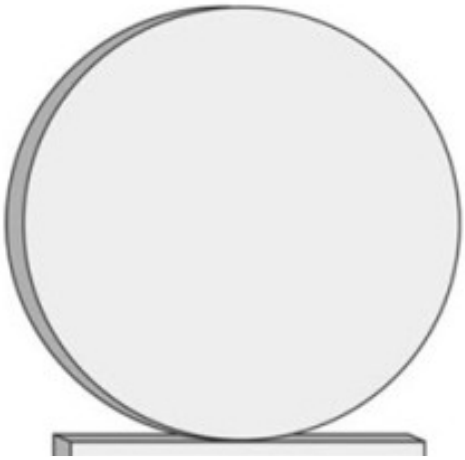
Tolerance +/- 0.5 cm

Metal targets and no-shoots which can accidentally turn edge-on or sideways when hit are expressly prohibited. Using them may result in the withdrawal of IPSC sanction (see Rule 4.3.1.1).

APPENDIX C3: IPSC Metal Plates

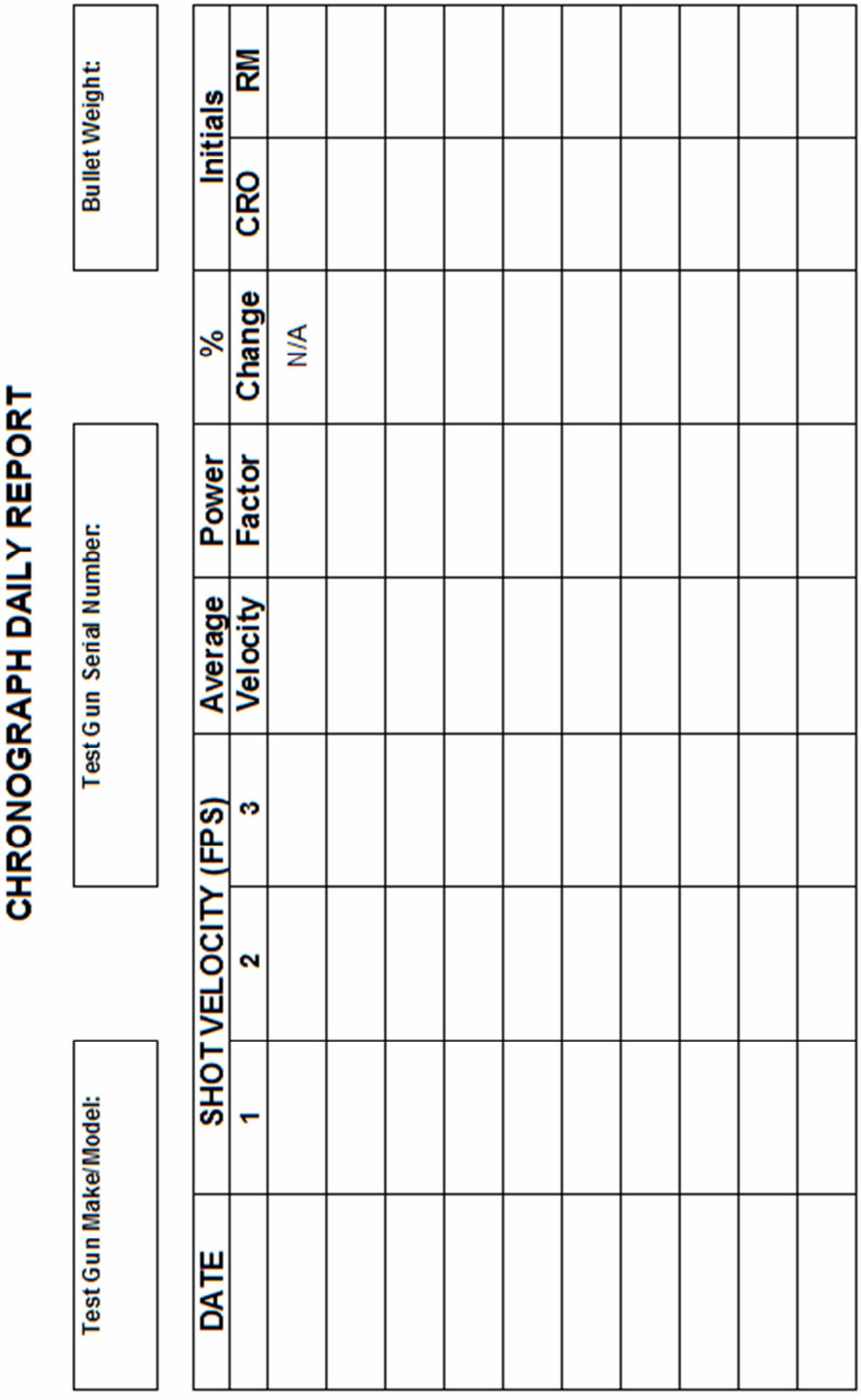
HANDGUN			RIFLE / SHOTGUN	
5 points		**Scoring** **Minor / Major**	5 or 10 points (Rules 9.4.1.1 & 9.4.1.2)	
Minus 10 points		**Penalty** **Miss / No-Shoot**	Minus 10 points	
Round	**Rectangular**	**Dimensions**	**Round**	**Rectangular**
20 cm Ø	15x15 cm	**Minimum**	15 cm Ø	15x15 cm
30 cm Ø	30x30 cm	**Maximum**	30 cm Ø	45x30 cm

RIFLE		
Target Distance	**Test Firing** (Rule 2.5.3)	
~~75~~ 50 – 100 m	15 cm Ø	15x15 cm
101 – 200 m	20 cm Ø	20x20 cm
201 – 300 m	30 cm Ø	30x30 cm
Distances and sizes must be clearly indicated		



Important Construction Notes
Metal plates which can accidentally turn edge-on or sideways when hit are expressly prohibited. Using them may result in the withdrawal of IPSC sanction (see Rule 4.3.1.1). For Handgun matches plates should be mounted on hard cover or on metal stakes at least 1 m high.

APPENDIX C4: Daily Chronograph Report Form



CHRONOGRAPH DAILY REPORT

Test Gun Make/Model:

Test Gun Serial Number:

Bullet Weight:

DATE	SHOT VELOCITY (FPS)			Average	Power	%	Initials	
	1	2	3	Velocity	Factor	Change	CRO	RM
						N/A		

APPENDIX D1: Open Division

1.	Minimum power factor for Major	160
2.	Minimum power factor for Minor	125
3.	Minimum bullet weight	120 grain for Major
4.	Minimum bullet caliber / cartridge case length	9 mm (0.354") / 19 mm (0.748")
5.	Minimum bullet caliber for Major	No
6.	Minimum trigger pull (see Appendix E4a)	No
7.	Maximum handgun size	No
8.	Maximum magazine length	170 mm (see Appendix E1)
9.	Maximum ammunition capacity	No
10.	Max. distance of handgun and allied equipment from torso	50 mm (see Rule 5.2.5)
11.	Rule 5.2.10 / Appendix E2 applies	No
12.	Optical/electronic sights	Yes
13.	Compensators, ports, sound and/or flash suppressors	Yes

Special conditions:

14. Ammunition which fails to meet the minimum bullet weight above, but which chronographs at Major power factor, will be treated as unsafe and must be withdrawn (see Rule 5.5.6). If the weight of the first bullet weighed under Rule 5.6.3.3 fails to meet the minimum bullet weight required for Major power factor, Rule ~~5.6.3.6~~ 5.6.3.7 will apply, and a second bullet will be weighed as a final and definitive bullet weight test.

APPENDIX D2: Standard Division

1.	Minimum power factor for Major	170
2.	Minimum power factor for Minor	125
3.	Minimum bullet weight	No
4.	Minimum bullet caliber / cartridge case length	9 mm (0.354") / 19 mm (0.748")
5.	Minimum bullet caliber for Major	10 mm (0.40"), see below
6.	Minimum trigger pull (see Appendix E4a)	No
7.	Maximum handgun size	Yes, see below
8.	Maximum magazine length	Yes, see below
9.	Maximum ammunition capacity	No
10.	Max. distance of handgun and allied equipment from torso	50 mm (see Rule 5.2.5)
11.	Rule 5.2.10 / Appendix E2 applies	Yes
12.	Optical/electronic sights	No
13.	Compensators, ports, sound and/or flash suppressors	No, see below

Special conditions:

14. A handgun in its ready condition (see Section 8.1), but unloaded and with an empty magazine inserted or empty cylinder closed, must fit wholly within the confines of a box which has internal dimensions of 225 mm x 150 mm x 45 mm (tolerance of +1 mm, -0 mm). Note that all magazines must comply.

15. The handgun is placed inside the box (and ultimately removed) by the competitor with the slide ~~(or revolver barrel)~~ parallel to the longest side of the box. Rear adjustable sights may be slightly depressed but the slide must be fully forward, and all other features of the handgun, (e.g. collapsible and/or folding sights, slide rackers, thumb rests, grips etc.), must be fully extended or deployed when the gun is seated inside the box. Additionally, telescoping magazines and/or magazines with compressible base pads are expressly prohibited.

16. Only porting of barrels is prohibited. Slides may be ported.

17. 357SIG is also an approved caliber for Major, subject to achieving the applicable minimum power factor. This concession has been extended until 31 December ~~2017~~ 2020.

APPENDIX D3: Classic Division

1.	Minimum power factor for Major	170
2.	Minimum power factor for Minor	125
3.	Minimum bullet weight	No
4.	Minimum bullet caliber / cartridge case length	9 mm (0.354") / 19 mm (0.748")
5.	Minimum bullet caliber for Major	10 mm (0.40"), see below
6.	Minimum trigger pull (see Appendix E4a)	No
7.	Maximum handgun size	Yes, see below
8.	Maximum magazine length	Yes, see below
9.	Maximum ammunition capacity	Yes, see below
10.	Max. distance of handgun and allied equipment from torso	50 mm (see Rule 5.2.5)
11.	Rule 5.2.10 / Appendix E2 applies	Yes
12.	Optical/electronic sights	No
13.	Compensators, ports, sound and/or flash suppressors	No

Special conditions:

14. A handgun in its ready condition (see Section 8.1), but unloaded and with an empty magazine inserted, must fit wholly within the confines of a box which has internal dimensions of 225 mm x 150 mm x 45 mm (tolerance of +1 mm, -0 mm). Note that all magazines must comply.

15. The handgun is placed inside the box (and ultimately removed) by the competitor with the slide parallel to the longest side of the box. Rear adjustable sights may be slightly depressed during insertion but the slide must be fully forward when the gun is seated inside the box.

16. Handguns must be based on and visibly resemble the profile and contours of the classic 1911-genre design. This means a single-stack, one piece metal frame, slide with stirrup cuts, and a dust cover (with or without an accessory rail) which has a maximum length of 75 mm when measured from the leading edge of the dust cover to the rear of the slide stop pin.

    16.1 Magazine wells cannot exceed a maximum outside width of 35 mm. Compliance is checked by way of a 35 mm wide, and at least 5 mm deep, notch carved into the outside of the box, or by use of a ruler or caliper, as approved by the officiating Range Master.

17. Prohibited modifications / parts are slide lightening cuts, weak hand thumb rests and slide rackers.

18. Permitted modifications are shaped slides (flat-top, tri-top etc.), shaped trigger guards (squared, undercut etc.), bob-tail backstraps, bull or coned barrels, external extractors, finger-grooves (machined, add-on, wrap-around etc.), custom magazine release buttons, triggers, hammers, single/ambidextrous thumb safeties, any open sights (which may be embedded into the slide), and extended slide lock levers and thumb shields provided they do not act as a thumb rest.

    18.1 Other modifications permitted include those of a cosmetic nature (e.g. custom grip panels, scrimshaw or similar surface engravings, checkering, serrations etc.).

19. Magazines accessible to a competitor during a COF must not contain more than 8 rounds (for Major power factor) or 10 rounds (for Minor power factor) at the Start Signal.

20. 357SIG is also an approved caliber for Major, subject to achieving the applicable minimum power factor. This concession has been extended until 31 December ~~2017~~ 2020.

APPENDIX D4: Production Division

1.	Minimum power factor for Major	Not applicable
2.	Minimum power factor for Minor	125
3.	Minimum bullet weight	No
4.	Minimum bullet caliber / cartridge case length	9 mm (0.354") / 19 mm (0.748")
5.	Minimum bullet caliber for Major	Not applicable
6.	Minimum trigger pull (see Appendix E4a)	2.27kg (5lbs.) for first shot or 1.36kg (3lbs.) for every shot, see below
7.	Maximum handgun size	Maximum barrel length 127 mm
8.	Maximum magazine length	No
9.	Maximum ammunition capacity	Yes, see below
10.	Max. distance of handgun and allied equipment from torso	50 mm (see Rule 5.2.5)
11.	Rule 5.2.10 / Appendix E2 applies	Yes
12.	Optical/electronic sights	No
13.	Compensators, ports, sound and/or flash suppressors	No

Special conditions:

14. Only handguns listed as approved in the Production Division List on the IPSC website may be used in Production Division. Note that handguns deemed by IPSC to be single-action-only are expressly prohibited. The official IPSC protocol used to measure barrel length is described in Appendix E4b.

15. The minimum trigger pull must either be 2.27kg (5lbs.) for the first shot fired and no restriction for subsequent shots fired, or 1.36kg (3lbs.) for every shot fired.

1~~5~~ 6. Handguns with external hammers must be fully decocked (see Rule 8.1.2.5), at the Start Signal. First shot attempted must be double action. Competitors in this Division who, after the issuance of the Start Signal and prior to attempting the first shot, cock the hammer on a handgun which has a loaded chamber, will incur one procedural penalty per occurrence. Note that a procedural penalty will not be assessed in respect of courses of fire where the ready condition requires the competitor to prepare the handgun with an empty chamber. In these cases, the competitor may fire the first shot single action.

1~~6~~ 7. Original parts and components offered by the OFM as standard equipment, or as an option, for a specific model handgun on the IPSC approved handgun list are permitted, subject to the following:

1~~6~~ 7.1 Modifications to them, other than minor detailing (the removal of burrs and/or adjustments unavoidably required in order to fit replacement OFM parts or components), are prohibited. Other prohibited modifications include those which facilitate faster reloading (e.g. racking or cocking handles, flared, enlarged and/or add-on magwells, etc.), ~~changing the original color and/or finish of a handgun,~~ and/or adding ~~stripes,~~ stippling. Changing the original color and/or finish of a handgun, and/or adding stripes or other embellishments is permitted.

1~~6~~ 7.2 Magazines accessible to a competitor during a COF must not contain more than 15 rounds at the Start Signal. Identifying marks or decals, internal capacity limiters, bumper pads and additional witness holes, which add or remove negligible weight to/from magazines, are permitted.

1~~6~~ 7.3 Sights may be trimmed, adjusted and/or have colors applied. Sights may also be fitted with fiber optic or similar inserts.

1~~7~~ 8. Aftermarket parts, components and accessories are prohibited, except as follows:

1~~7~~ 8.1 Aftermarket magazines are permitted, subject to 1~~6~~ 7.2 above.

1~~7~~ 8.2 Aftermarket open sights (see Rule 5.1.3.1) are permitted, provided their installation and/or adjustment requires no alteration to the handgun.

1~~7~~ 8.3 Aftermarket grip panels which match the profile and contours of the OFM standard or optional grip panels for the approved handgun and/or the application of tape on grips (see Appendix E3a) are permitted. However, rubber sleeves are prohibited.

18.4 Aftermarket springs and trigger assemblies are permitted.

APPENDIX D4a: Production Optics Division

1.	Minimum power factor for Major	Not applicable
2.	Minimum power factor for Minor	125
3.	Minimum bullet weight	No
4.	Minimum bullet caliber / cartridge case length	9 mm (0.354") / 19 mm (0.748")
5.	Minimum bullet caliber for Major	Not applicable
6.	Minimum trigger pull (see Appendix E4a)	2.27kg (5lbs.) for first shot or 1.36kg (3lbs.) for every shot, see below
7.	Maximum handgun size	Maximum barrel length 127 mm
8.	Maximum magazine length	No
9.	Maximum ammunition capacity	Yes, see below
10.	Max. distance of handgun and allied equipment from torso	50 mm (see Rule 5.2.5)
11.	Rule 5.2.10 / Appendix E2 applies	Yes
12.	Optical/electronic sights	Mandatory, see below
13.	Compensators, ports, sound and/or flash suppressors	No

Special conditions:

14. Only handguns listed as approved in the Production Division List on the IPSC website and fitted with an optical/electronic sight may be used in Production Optics or Production Optics Light Divisions. Note that handguns deemed by IPSC to be single-action-only are expressly prohibited. The official IPSC protocol used to measure barrel length is described in Appendix E4b.

15. The minimum trigger pull must either be 2.27kg (5lbs.) for the first shot fired and no restriction for subsequent shots fired, or 1.36kg (3lbs.) for every shot fired.

16. Handguns with external hammers must be fully decocked (see Rule 8.1.2.5), at the Start Signal. First shot attempted must be double action. Competitors in this Division who, after the issuance of the Start Signal and prior to attempting the first shot, cock the hammer on a handgun which has a loaded chamber, will incur one procedural penalty per occurrence. Note that a procedural penalty will not be assessed in respect of courses of fire where the ready condition requires the competitor to prepare the handgun with an empty chamber. In these cases, the competitor may fire the first shot single action.

17. Original parts and components offered by the OFM as standard equipment, or as an option, for a specific model handgun on the IPSC approved handgun list are permitted, subject to the following:

    17.1 Modifications to them, other than minor detailing (the removal of burrs and/or adjustments unavoidably required in order to fit replacement OFM parts or components), are prohibited. Other prohibited modifications include those which facilitate faster reloading (e.g. racking or cocking handles, flared, enlarged and/or add-on magwells, etc.), and/or adding stippling. Changing the original color and/or finish of a handgun, and/or adding stripes or other embellishments is permitted.

    17.2 Magazines accessible to a competitor during a COF must not contain more than 15 rounds at the Start Signal. Identifying marks or decals, internal capacity limiters, bumper pads and additional witness holes, which add or remove negligible weight to/from magazines, are permitted.

    17.3 Sights may be removed, trimmed, adjusted and/or have colors applied. Sights may also be fitted with fiber optic or similar inserts.

18. Aftermarket parts, components and accessories are prohibited, except as follows:

    18.1 Aftermarket magazines are permitted, subject to 17.2 above.

    18.2 Aftermarket open and optical/electronic sights (see Rules 5.1.3.1 and 5.1.3.2) and mounting plates are permitted, provided their installation and/or adjustment requires no alteration to the handgun other than the milling of the slide in order to facilitate the installation of an optical/electronic sight.

    18.3 Aftermarket grip panels which match the profile and contours of the OFM standard or optional grip panels for the approved handgun and/or the application of tape on grips (see Appendix E3a) are permitted. However, rubber sleeves are prohibited.

18.4 Aftermarket springs and trigger assemblies are permitted.

19. Optical/electronic sights must be mounted on the upper rear of the slide either in addition to, or replacement of, the rear open sight. Racking or cocking handles or other similar protuberances cannot form part of the sight or its mounting.

20. This Division is under evaluation and, unless extended, it will expire on 31 December 2020.

APPENDIX D4b: Production Optics Light Division

1.	Minimum power factor for Major	Not applicable
2.	Minimum power factor for Minor	125
3.	Minimum bullet weight	No
4.	Minimum bullet caliber / cartridge case length	9 mm (0.354") / 19 mm (0.748")
5.	Minimum bullet caliber for Major	Not applicable
6.	Minimum trigger pull (see Appendix E4a)	2.27kg (5lbs.) for first shot or 1.36kg (3lbs.) for every shot, see below
7.	Maximum handgun size	Maximum barrel length 127 mm
8.	Maximum magazine length	No
9.	Maximum ammunition capacity	Yes, see below
10.	Max. distance of handgun and allied equipment from torso	50 mm (see Rule 5.2.5)
11.	Rule 5.2.10 / Appendix E2 applies	Yes
12.	Optical/electronic sights	Mandatory, see below
13.	Compensators, ports, sound and/or flash suppressors	No

Special conditions:

14. Only handguns listed as approved in the Production Division List on the IPSC website and fitted with an optical/electronic sight may be used in Production Optics or Production Optics Light Divisions. Note that handguns deemed by IPSC to be single-action-only are expressly prohibited. The official IPSC protocol used to measure barrel length is described in Appendix E4b.

15. The minimum trigger pull must either be 2.27kg (5lbs.) for the first shot fired and no restriction for subsequent shots fired, or 1.36kg (3lbs.) for every shot fired.

16. Handguns with external hammers must be fully decocked (see Rule 8.1.2.5), at the Start Signal. First shot attempted must be double action. Competitors in this Division who, after the issuance of the Start Signal and prior to attempting the first shot, cock the hammer on a handgun which has a loaded chamber, will incur one procedural penalty per occurrence. Note that a procedural penalty will not be assessed in respect of courses of fire where the ready condition requires the competitor to prepare the handgun with an empty chamber. In these cases, the competitor may fire the first shot single action.

17. Original parts and components offered by the OFM as standard equipment, or as an option, for a specific model handgun on the IPSC approved handgun list are permitted, subject to the following:

    17.1 Modifications to them, other than minor detailing (the removal of burrs and/or adjustments unavoidably required in order to fit replacement OFM parts or components), are prohibited. Other prohibited modifications include those which facilitate faster reloading (e.g. racking or cocking handles, flared, enlarged and/or add-on magwells, etc.), and/or adding stippling. Changing the original color and/or finish of a handgun, and/or adding stripes or other embellishments is permitted.

    17.2 Magazines accessible to a competitor during a COF must not contain more than 15 rounds at the Start Signal. Identifying marks or decals, internal capacity limiters, bumper pads and additional witness holes, which add or remove negligible weight to/from magazines, are permitted.

    17.3 Sights may be removed, trimmed, adjusted and/or have colors applied. Sights may also be fitted with fiber optic or similar inserts.

18. Aftermarket parts, components and accessories are prohibited, except as follows:

    18.1 Aftermarket magazines are permitted, subject to 17.2 above.

    18.2 Aftermarket open and optical/electronic sights (see Rules 5.1.3.1 and 5.1.3.2) and mounting plates are permitted, provided their installation and/or adjustment requires no alteration to the handgun other than the milling of the slide in order to facilitate the installation of an optical/electronic sight.

    18.3 Aftermarket grip panels which match the profile and contours of the OFM standard or optional grip panels for the approved handgun and/or the application of tape on grips (see Appendix E3a) are permitted. However, rubber sleeves are prohibited.

18.4 Aftermarket springs and trigger assemblies are permitted.

19. Optical/electronic sights must be mounted on the upper rear of the slide either in addition to, or replacement of, the rear open sight. Racking or cocking handles or other similar protuberances cannot form part of the sight or its mounting.

20. Only handguns with a maximum weight of 1kg with an empty magazine inserted may be used in Production Optics Light Division.

21. This Division is under evaluation and, unless extended, it will expire on 31 December 2020.

APPENDIX D5: Revolver Division

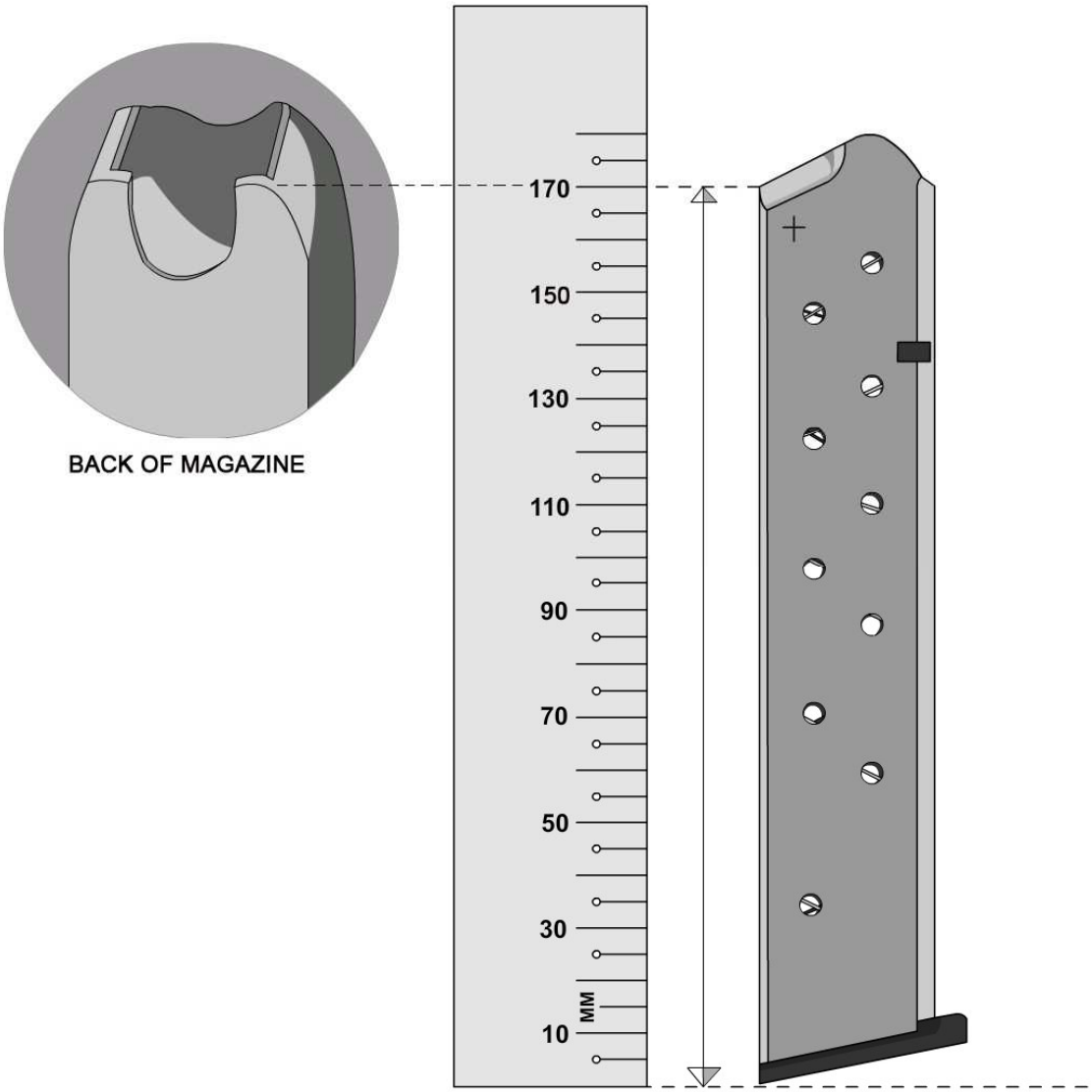
1.	Minimum power factor for Major	170 (see below)
2.	Minimum power factor for Minor	125
3.	Minimum bullet weight	No
4.	Minimum bullet caliber / cartridge case length	9 mm (0.354") / 19 mm (0.748")
5.	Minimum bullet caliber for Major	No
6.	Minimum trigger pull (see Appendix E4a)	No
7.	Maximum handgun size	No
8.	Maximum magazine length	Not applicable
9.	Maximum ammunition capacity	No, see below.
10.	Max. distance of handgun and allied equipment from torso	50 mm (see Rule 5.2.5)
11.	Rule 5.2.10 / Appendix E2 applies	No
12.	Optical/electronic sights	No
13.	Compensators, ports, sound and/or flash suppressors	No

Special conditions:

14. No limit on cylinder capacity. Revolvers with a capacity of 7 rounds or more do not qualify for Major, even if rounds achieve Major power factor during testing by chronograph.

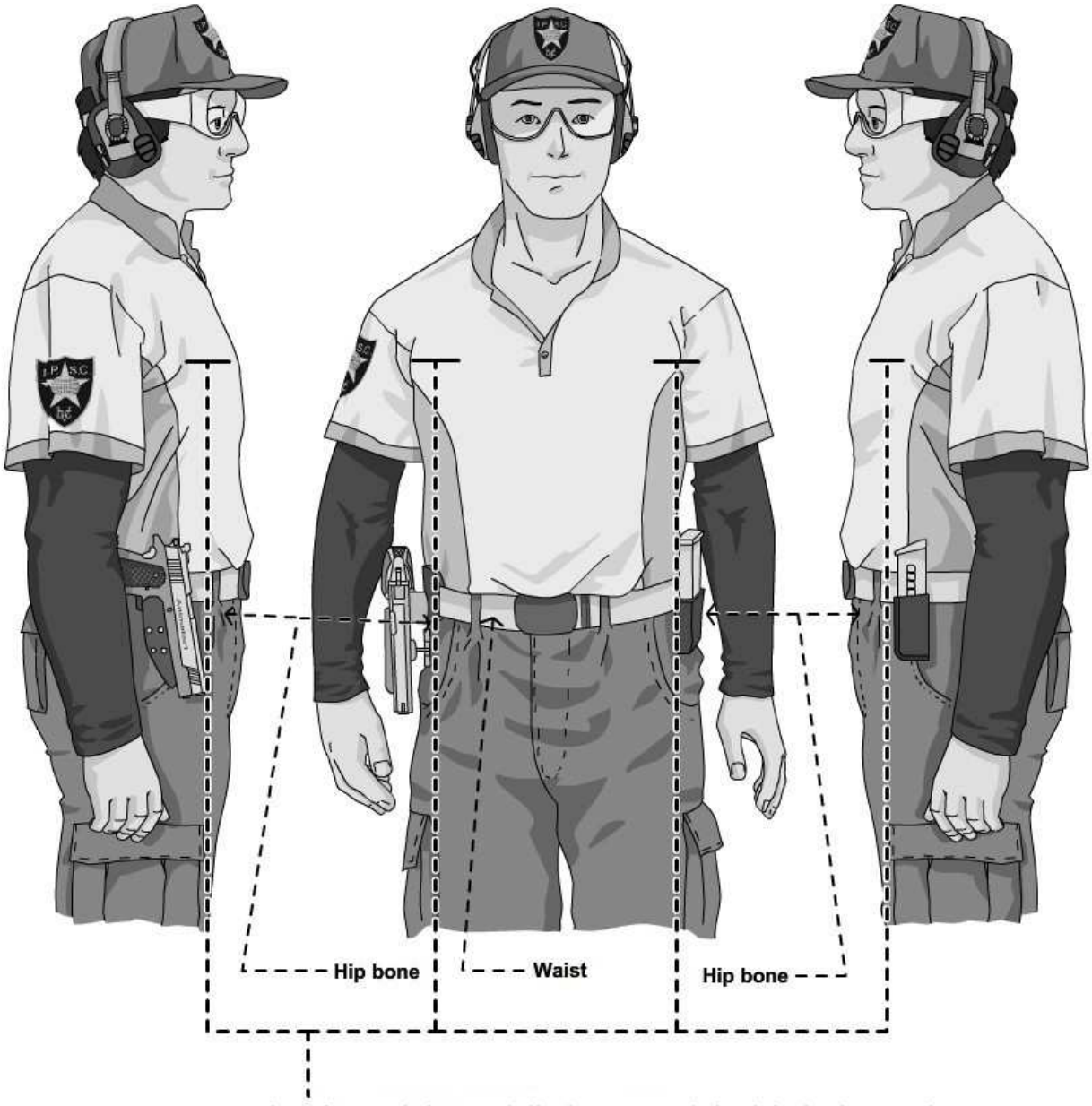
15. "Self-loading" revolvers with retractable slides are prohibited in this Division.

APPENDIX E1: Magazine Measurement Procedure



The magazine is placed vertically upright on a flat surface, with the measurement taken from the flat surface upwards to the rear of the feed-lips, as illustrated. Only straight, rigid magazines are permitted (i.e. flexible, drum, "J", "L", "T" or similar shape magazines are prohibited).

APPENDIX E2: Diagram of Equipment Position



Foremost limit for gun, holster and allied equipment behind the hip bone at the Start Signal. The diagram also displays arms "hanging naturally" (see Rule 8.2.2).

APPENDIX E3a: Production Divisions - Boundaries of Tape on Grips

The maximum external surface area to which tape can be applied in a single layer (unavoidable minor overlapping up to 2 cm permitted), is illustrated in the diagrams below:

Tape can only be applied within areas indicated by the dotted lines, which includes the front and rear sections of the grip. However, tape cannot be used to disable a grip safety, nor can tape be applied to any part of the slide, trigger, trigger guard, or on any lever or button.

APPENDIX E3b: All Divisions – Heel of Butt of Handgun

The heel of the butt of the handgun in the above image is not in compliance with Rule 5.2.7.2.

APPENDIX E4a: Trigger Pull Testing Procedure

When a minimum trigger pull is required by a Division, handguns will be tested as follows:

2.27kg (5lbs.) for the First Shot

1. The unloaded handgun will be prepared as if the handgun is ready to fire a double action shot;

2. The trigger weight or scale will be attached as closely as possible to the center of the trigger face;

3. The trigger of the handgun must either:

   (a) Raise and hold a 2.27kg (5lbs.) weight when the muzzle of the handgun is pointed vertically skywards and the handgun is gently raised; or

   (b) Register not less than 2.27kg (5lbs.) on a scale using the procedure specified by the Range Master;

4. One of the above tests will be conducted a maximum of 3 times;

5. If the hammer or striker does not fall on any 1 of the 3 attempts in 3(a) above, or if the scale registers not less than 2.27kg (5lbs.) in 3(b) above, the handgun has passed the test;

6. If the hammer or striker falls on all three (3) attempts in 3(a) above, or if the scale registers less than 2.27kg (5lbs.) in 3(b) above, the handgun has failed the test and, unless it passes the 1.36kg (3lbs.) for Every Shot test below, Rule 6.2.5.1 will apply.

1.36kg (3lbs.) for Every Shot

1. The unloaded handgun will be prepared as if the handgun is ready to fire a shot;

2. The trigger weight or scale will be attached as closely as possible to the center of the trigger face;

3. The trigger of the handgun must either:

   (a) Raise and hold a 1.36kg (3lbs.) weight when the muzzle of the handgun is pointed vertically skywards and the handgun is gently raised; or

   (b) Register not less than 1.36kg (3lbs.) on a scale using the procedure specified by the Range Master;

4. One of the above tests will be conducted a maximum of 3 times;

5. If the hammer or striker does not fall on any 1 of the 3 attempts in 3(a) above, or if the scale registers not less than 1.36kg (3lbs.) in 3(b) above, the handgun has passed the test;

6. If the hammer or striker falls on all three (3) attempts in 3(a) above, or if the scale registers less than 1.36kg (3lbs.) in 3(b) above, the handgun has failed the test and, unless it passes the 2.27kg (5lbs.) for the First Shot test above, Rule 6.2.5.1 will apply.

APPENDIX E4b: Barrel Length Measurement Protocol

A fully assembled and unloaded handgun is pointed vertically skywards, then a dowel with a 127 mm marker is inserted into the muzzle end of the barrel until the dowel rests on the breech face. If the 127 mm marker is at or ~~above~~ beyond the muzzle end of the barrel ~~crown~~, the handgun is compliant for Production Division.

For revolvers, measure from the muzzle end of the barrel to the face of the forcing cone where the barrel ends. If the length is 127 mm or less, the revolver is compliant for Production Division.

APPENDIX E5: Sample Equipment Check Sheet

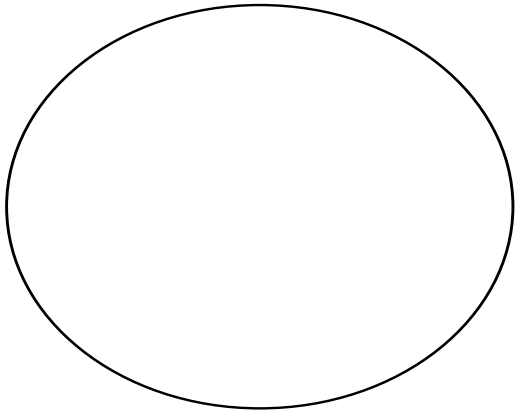
Competitor Name: _____

Competitor #: _____ Squad #: _____ Category: L / SJ / J / S / SS

Division:
Open / Standard / Classic / Production / Production Optics / Production Optics Light / Revolver

Gun Make: _____ Model: _____ Serial #: _____

Caliber: _____ Declared PF: Major / Minor



Front of Belt

(Legend: **H**=Holster, **P**=Pouch, **M**=Magnet)

Stage	Verified	Stage	Verified	Stage	Verified
1		11		21	
2		12		22	
3		13		23	
4		14		24	
5		15		25	
6		16		26	
7		17		27	
8		18		28	
9		19		29	
10		20		30	

APPENDIX F1: Scoring Hand Signals

Alpha	**Charlie**	**Delta**

Miss	**No-Shoot**	**Re-Score**

When two shots per target are used, both arms are employed.

INDEX

Subject	Section or Rule
Accidental Discharge	10.4
Accuracy	1.1.3
Alcohol	10.7
Ammunition	5.5
Official Match	5.8
Prohibited	5.5.4/5.5.5
Spare	5.5.3
Unsafe	5.5.6
Angles of Fire	2.1.2
Appeals	11.1
Fee	
Amount	11.4.1
Forfeited	11.4.2
Procedure	11.5
Time Limit	11.3
Approaching Targets	9.1.1
Appropriate Dress	5.3
Arbitration Committee	
Composition	11.2
Procedures	11.5
Rulings	11.6
Time Limits	11.3
Verdict	11.6
Assistance	8.6
Balance: Speed, Accuracy & Power	1.1.3
Barrel Measurement Protocol	Appendix E4b
Barrels (more than one)	5.1.12
Barriers	2.2.3
Belt	
Attachment	5.2.3
Divisions and Regulations	Appendix D
Female	5.2.3.1
Broken Firearm	5.7
Butt of Handgun	Appendix E3b
Caliber	
Divisions	Appendix D
Minimum	5.1.2
Category	6.3/Appendix A2
Challenge	1.1.7
Changes to Ranges or Equipment	2.3
Chief Range Officer	7.1.2
Chronograph	
Availability	5.6.1
Power Factor	5.6.1
Procedure, Competitor	5.6.3
Verification	5.6.2
Classic Division	Appendix D3
Classification/Classifiers	1.2.2.1
Climbing Obstacles	2.2.2
Common Firing Line	2.1.7
Competitor Status and Credentials	6.5
Competitor's Equipment Failure	5.7
Comstock Scoring	9.2.1
Penalties	9.4
Contest Types	6.1
Cooper Tunnel	
Construction	2.2.5
Penalties	10.2.5
Course Construction	
Criteria	2.2
General Regulations	2.1

Modification 2.3
Course Design
General 1.1
Course Information
General Regulations 3.1
Local, Regional and National Rules 3.3
Stage Briefings 3.2
Courses of Fire
Balance 1.2.1.4
Definition 6.1.1
Publication of 3.1
Types of 1.2
Cover
Hard 4.1.4.1/4.2.3
Soft 4.1.4.2
Creeping 10.2.6
Difficulty 1.1.6
Disappearing Targets 9.9.2
Disqualification 10.3
Accidental Discharge 10.4
Finger Inside Trigger Guard ..... 10.5.8 to 10.5.10
Movement 10.5.10
Prohibited Substances 10.7
Team Member 6.4.6
Unsafe Gun Handling 10.5
Unsportsmanlike Behavior 10.6
Diversity 1.1.4
Divisions 6.2
Deleted 6.2.5
Disqualification 6.2.6
Failure to Comply 6.2.5.1
Failure to Declare 6.2.5
More Than One 6.2.4
Recognition 6.2.1/Appendix A2
Double Action 8.1.2.2/8.1.5.2
Dropped Firearm 10.5.3/10.5.14
Dropped Magazines, Speed Loaders or Ammunition 5.5.3
Drugs 10.7
Duty Rigs 5.2.8
DVC 1.1.3
Ear Protection 5.4
Empty Chamber 1.2.1.5
Equipment Check Sheet ..... Appendix E5
Eye Protection 5.4
Failure to Engage 9.5.6
Disappearing/Moving Targets 9.9
Penalty 10.2.7
False Start 8.3.4.1
Fault Lines
Barriers 2.2.3.2
Introduction or Modification of 2.3
Penalties 10.2.1
Use of 2.2.1
Faulting 10.2.1
No Shots Fired 10.2.1
Shots Fired 10.2.1
Firearms ..... 5.1/Appendix D
Firing Line 2.1.7
Firing Positions 1.1.5/2.1.7
Freestyle 1.1.5
Grand Tournament 6.1.5
Handgun
Auto or Burst 5.1.11
Distance From Body 5.2.5
Height 5.2.7.2

Match Official 7.3.3
Modification 5.1.8
More Than One 5.1.9
Muzzle Angle 5.2.7.3
Placing on Ground 10.5.3
Ready Condition 8.1
Ready Position 8.2.1
Re-holstering 2.2.2.4/8.2.5
Replacement 5.1.7
Serviceable and safe 5.1.6
Shoulder Stocks 5.1.10
Tie Down Rigs 5.2.7.1
Trigger Pull 5.1.4/Appendix E4a
Handling Ammunition 10.5.12
Handling of Firearms
Safety Area 2.4/10.5.1
Unsafe 10.5.1
Hard Cover
Concealed Targets 4.1.4/4.2.3
Holster
Belt 5.2.3
Changing Position 5.2.4.2
Choice 5.2.6
Covered Trigger 5.2.7.4
Duty Rigs 5.2.8
Equipment 5.2
Inside a tunnel 10.5.4
Position 5.2.5/Appendix E2
Retaining Strap 5.2.6
Hygiene Areas 2.7
ICS 6.7
Impenetrable Props 9.1.6
Impenetrable Targets 9.1.5
Interference 8.6
Interpretation of Rules 11.8
IPSC Membership 6.5.1
IPSC Mini Target ..... Appendix B3
IPSC Target ..... Appendix B2
Junior Category ..... Appendix A2
Junior Teams ..... Appendix A2
Lady Category ..... Appendix A2
Lady Teams ..... Appendix A2
League 6.1.6
Loaded Firearm 10.5.13
Long Courses 1.2.1.3
Magazines
Division ..... Appendix D
Dropped 5.5.3
Spare 5.5.3
Major 5.6.1.2
Malfunctions
Competitors Equipment 5.7
Range Equipment 4.6
Management, Match 7
Match
Categories 6.3/Appendix A2
Definition 6.1.3
Director 7.1.6
Divisions ..... 6.2/Appendix D
General Principles 6.1
Levels ..... Appendix A1
Officials 7.1
Pre-Match 6.6.2
Sovereignty 6.1.7
Maximum Points 9.2

Medium Courses 1.2.1.2
Membership and Affiliation 6.5
Metal Targets
Authorized 4.3
Types 4.3
Versions 4.3
Minimum Distance
Metal Targets 2.1.3
Minimum Score 9.5.5
Minor 5.6.1.1
Movement 8.5
Moving Targets
Penalties 9.9
Scoring 9.9
Muzzle
Angle When Holstered 5.2.7.3
Direction 10.5.2
No-shoots
Hits 9.4.2/9.4.3
Obstacles 2.1.6
Official Times 9.10
Open Division ..... Appendix D1
Penalties 10
Penalty in Lieu of Requirement 10.2.10
Plates 4.3/Appendix C3
Poppers
Configuration ..... Appendix C2
Dimensions ..... Appendix C2
Operation & Calibration ..... Appendix C1
Scoring ..... Appendix C2
Targets 4.3
Power 1.1.3
Power Factor 5.6
Procedural Penalty 10.1/10.2
Assistance/Interference 8.6
Targets – Approaching/Touching 9.1.1/9.1.2
Production Division ..... Appendix D4
Production Optics Division ..... Appendix D4a
Production Optics Light Division ..... Appendix D4b
Prohibited Substance 10.7
Props 2.2.6
Published Courses 3.1.1
Quality 1.1.2
Quartermaster 7.1.4
Radial Tears 9.5.4
Range
Changes 2.3
Commands 8.3
Equipment 4
Equipment Failure 4.6
Management 7
Master 7.1.5
Officer 7.1.1
Procedure Change/Revision 3.2.3
Procedures
False Start 8.3.4.1
Sight Pictures 8.7
Surface 2.1.5
Ready
Conditions 8.1/8.2
Positions 8.2
Recognition of Divisions, Categories and Teams ..... Appendix A2
Re-holster
Competitor's Option 8.2.5
Course Design 8.2.5

Reengagement 10.2.9
Reloading 8.4
Mandatory 1.1.5.2
Replacement Firearm 5.1.7
Representation 6.5.2
Reshoot Refusal by Competitor 2.3.3.3
Revolver
Division ..... Appendix D5
Following Course of Fire 8.3.7
Ready Condition 8.1.1
Rounds Loaded 8.1.4
Rounds To Be Scored 3.2.1
Safety
Course Design 1.1.1
Firearms 5.1.6
Glasses 5.4
Host's Responsibilities 2.1.1
Impractical Behavior 2.1.4
Local Rules 3.3
Safety Area
Construction 2.4.2
Live or Dummy Ammunition 2.4.4
Use 2.4.3
Sanction 1.3
Scaling Aids 2.2.2
Schedule 6.6
Score Sheets 9.7
Scoring
Hand Signals ..... Appendix F1
Method 9.2
Misses 9.4.4
No-shoots 9.4.2/9.4.3
Penalties 10.1/10.2
Policy 9.5
Programs 9.11
Responsibility 9.8
Ties 9.3
Values 9.4
Verification 9.6
Selective Action 8.1.2.3/8.1.5.3
Senior Category ..... Appendix A2
Senior Teams ..... Appendix A2
Shoot-Off 1.2.2.2
Short Courses 1.2.1.1
Shoulder Stocks 5.1.10
Sights 5.1.3
Single Action 8.1.2.1/8.1.5.1
Speed 1.1.3
Speed loaders 5.5.2
Stage 6.1.2
Stage Briefings
Changes or Modification 3.2.3
Information 3.2
Requirement 3.2.1
Stage Points/Results 9.2
Stage Ratios ..... Appendix A4
Standard Division ..... Appendix D2
Standby 8.3.3
Stats Officer 7.1.3
Strong Hand 1.1.5.3/1.1.5.4
Super Junior Category ..... Appendix A2
Super Junior Teams ..... Appendix A2
Super Senior Category ..... Appendix A2
Super Senior Teams ..... Appendix A2
Sweeping 10.5.5

Tape on Grips ..... Appendix E3a
Target(s)
Activators 4.1.6
Angle 2.1.8.4
Approaching 9.1.1
Authorized 4.1.1
Challenge 9.6
Covers 2.3.5
Dimensions ..... Appendix B&C
Disappearing/Moving 9.9
Failure To Comply With Specifications 4.1.1.1
Frangible 4.4
Impenetrable 9.1.5
Malfunction 4.6
Placement 2.1.8
Prematurely Patched 9.1.3
Presentation 2.1.8.4/4.6.2.2
Scoring 9.4
Touching 9.1.2
Unrestored 9.1.4
Team Member
Disqualification 6.4.6
Replacement ..... 6.4.4 to 6.4.6
Teams 6.4
Test Firing/Sighting-In 2.5
Tie Down Rigs 5.2.7.1
Timing Devices 9.10
Tournament 6.1.4
Trigger
Covered 5.2.7.4
Pull 5.1.4/Appendix E4a
Shoes 5.1.5
Tunnels 2.2.4
Unsafe Gun Handling 10.5
Unsportsmanlike Conduct 10.6
Vendor Areas 2.6
Weak Hand 1.1.5.3/1.1.5.4
Draw 8.2.4