



Action Shooting Rulebook



Revision 1.A

Created by the Walden Sportsmen's Club Action Shooting Committee



Walden Sportsmen's Club

1823 Route 52
Walden, NY 12586

Email: graciti@verizon.net - Web: www.waldensportsmensclub.org

1. General Conduct & Dispute Resolution



- Eye protection is mandatory for participants, spectators & officials at the event site.
- Participants not present at the designated safety brief will not be able to participate in the match, unless pre-authorized by the Match Director.
- Participants and spectators are expected to conduct themselves in a courteous and sportsman-like manner at all times.
- The final decision on all disqualifications, scoring challenges and reshoots will be made by the Match Director or his designee.
- All competitors are **required** to assist with pasting and resetting the courses of fire. If you are unable to assist with resetting, you must speak with Match Director or designee prior to the start of the match.



2. Safety



- All events will be run on cold ranges.
 - Participants firearms will remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
- Firearms may only be handled and/or displayed in a designated safe area.
 - Safe areas will be clearly marked with signs.
 - No firearm may be loaded in a safe area.
 - No ammunition (including dummy ammunition or snap caps) may be handled in a safe area.
- Firearms may be transported to, from and between stages only in the following conditions: Handguns must be cased or holstered (*unloaded*), de-cocked and with the magazine removed.
- Rifles and shotguns must be cased, secured in a stable gun cart/caddy, or carried with the muzzle up. Actions must be open and detachable magazines removed. The use of high-visibility open bolt indicator devices is required by all participants.



- A participant who causes an accidental discharge will be stopped by an Event Official as soon as possible, and shall be disqualified from the match. Examples of accidental discharge include:
 - Any shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant.
 - A shot which occurs while loading, reloading or unloading any firearm.
 - A shot which occurs while transferring a firearm between hands.
- A participant that loses control of a firearm, which results in said firearm contacting the ground or allows the muzzle of a firearm to break the 180° safety plane will be disqualified from the match.



3. Ammunition

- Handgun ammunition shall be 9mm or larger, unless otherwise stipulated in Match announcements.
- Shotgun ammunition shall be 20 gauge or larger.
- Birdshot must be #7.5 or #8 birdshot, and be made from lead or bismuth only. Iron/steel/tungsten birdshot is unsafe and prohibited.



4. Firearms

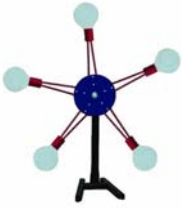
- All firearms used by participants must be serviceable and safe.



5. Scoring

- All walls extend from ground to infinity unless otherwise noted by the written stage brief.
- All walls, barricades, and barrels are hard cover. Any shots passing through a stage prop or wall will not count for score.
- Paper targets: Unless otherwise stipulated in the stage briefing, cardboard “shoot” targets must be neutralized by two (2) hits anywhere in the scoring area





- Penalties:
 - Steel NOT knocked down (+5.0 seconds)
 - Scoring paper targets missed (+5.0 seconds per miss)
 - Hit on NO SHOOT TARGET (+10.0 seconds) – Maximum of 2 hits
 - Procedural (+10.0 seconds or +20.0 seconds per written stage brief)
- Penalties for time plus scoring zones:
 - C (Charlie) Zone (+0.5 seconds)
 - D (Delta) Zone (+1.00 seconds)
 - Steel NOT knocked down (+5.0 seconds)
 - Scoring paper targets missed (+5.0 seconds per miss)
 - Hit on NO SHOOT TARGET (+10.0 seconds) – Maximum of 2 hits
 - Procedural (+15.0 seconds)
- Frangible targets (e.g. clay pigeons) must break by gunfire to score. One BB hole is considered “broken” for static targets.
- Stage Not Fired penalty is 500 seconds per stage not fired.



6. Range Commands



- **“Make Ready”** – This command signifies the start of “the Course of Fire”. Under the direct supervision of the Range Officer the competitor must face down range, or in a safe direction as specified by the Range Officer.
- **“Are You Ready?”** – If the competitor is not ready at the “Are You Ready?” command, he/she must indicate to the Range Officer that he/she is not ready.
- **“Standby”** – This command should be followed by the start signal within 1 to 4 seconds.
- **“Start Signal”** – The signal “beep” from the timer for the competitor to begin their attempt at the course of fire.
- **“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.
- **“If You Are Finished, Unload And Show Clear”** or **“Unload and Show Clear”** – If the competitor has finished shooting, he/she must lower their handgun and present it for inspection by the Range Officer with the muzzle pointed down range, magazine removed, slide locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty.





- **“If Clear, Hammer Down, Holster”** or **“If Clear, Cylinder Closed, Holster”** for revolvers only – After issuance of this command, the competitor is prohibited from firing.
- Safety check of the handgun as follows:
 - Semi Autos – release the slide and pull the trigger (without touching the hammer or decocker, if any).
 - Revolvers – close the empty cylinder (without touching the hammer, if any).
- **“Range Is Clear”** – This declaration signifies the end of the Course of fire. Once the declaration is made, officials and competitors may move forward to score, paste, reset targets etc.

7. Steel Challenge



- **Course of Fire:** Shall consist of up to four **Standard Plates** and one **Stop Plate**. Competitor must shoot the Stop Plate as their last target. Each Stage will consist of five Strings with the four best String times being added for a total time of the stage. Competitors **slowest** string time will not be counted
- **Range Commands: Same as Action Shooting Matches with the following exceptions**
 - **“Prepare for your Next String”** this command will be used in-between strings
- **Scoring:**
 - Maximum String time and Par is 30 seconds
 - Miss on Standard Plate +3 seconds to time.
 - Miss on Stop Plate will result in string time of 30 seconds.
- **Divisions:**
 - Center Fire Pistol – .380 caliber or larger center fire handgun
 - Revolver Center Fire Pistol - .38 caliber or larger handgun
 - Rimfire Pistol – any .22 LR caliber rimfire pistol (revolver or semi-auto)
 - Rimfire Rifle – Semi-Auto .22 LR caliber rimfire rifle with a **detachable magazine** for loading
- **Start Positions:**
 - Revolver and Center Fire Pistol: Pistol will be loaded and holstered in outside the waistband holster. Wrists and hands will be above shoulders.
 - Rimfire Pistol: Pistol will be aimed at designated cone, flag or sign with **finger outside the trigger guard**
 - Rimfire Rifle: Rifle will be shouldered and aimed at





designated cone, flag or sign with **finger outside the trigger guard.** Safety may be off.

- **For Rimfire Divisions (pistol and rifle) that do not require a holster firearms will be brought to shooting line in a bag or case and carried away from shooting line in bag or case. Rifles may be carried with muzzle up with high viz empty chamber indicator present and stored on rifle rack.**



Mandatory shooters meeting and safety brief.



All are **required** to paste and reset the courses of fire.



Come out and challenge yourself as a shooter.



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