

INTERNATIONAL PRACTICAL SHOOTING CONFEDERATION

SHOTGUN COMPETITION RULES JANUARY 2006 EDITION

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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. 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. ***SG & R are the same, HG is different***
 - 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 Standard Exercises and Classifiers may include mandatory reloads and may dictate a shooting position, location or stance, however, mandatory reloads must never be required in other Long Courses.
 - 1.1.5.3 Standard Exercises and Classifiers may specify that only the weak shoulder is to be used when shooting. ***HG, SG & R are all different***
- 1.1.6 Difficulty – IPSC matches present varied degrees of difficulty. No shooting challenge or time limit 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 Shotgun matches recognize the difficulty of using full power shotguns in dynamic shooting and must always employ a minimum caliber and power level to be attained by all competitors to reflect this challenge. ***HG & SG are the same, R is different***

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 8 rounds to complete and no more than 2 shooting locations. ***HG, SG & R are all different***
 - 1.2.1.2 "Medium Courses" must not require more than 16 rounds to complete. Course design and construction must not allow the opportunity for more than 8 shootable targets or 8 scoring hits to be available from any single location. ***HG, SG & R are all different***
 - 1.2.1.3 "Long Courses" must not require more than 28 targets or 32 rounds to complete. Course design and construction must not allow the opportunity for more than 8 shootable targets or 8 scoring hits to be available from any single location. ***HG, SG & R are all different***

1.2.1.4 The recommended balance for an IPSC match is a ratio of 3 Short Courses to 2 Medium Courses to 1 Long Course. Where possible, it is further recommended that no single COF in a match represents more than 15% of the total match points available.

1.2.1.5 ***R only***

1.2.2 Special Courses of Fire:

1.2.2.1 “Standard Exercises” must not require more than 24 rounds to complete. Component strings must not require more than 6 rounds (12 rounds if a mandatory reload is specified).

HG & SG are the same, R is different

1.2.2.2 Not applicable. ***R only***

1.2.2.3 "Classifiers" – Courses of fire published by a Regional Directorate 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 publishing entity in the format required (with the applicable fees, if any), in order for them to be recognized.

1.2.3 Supplementary Courses of Fire:

1.2.3.1 “Shoot-Off” must not require more than 8 rounds to complete and may require a mandatory reload.

HG, SG & R are all different

1.2.3.2 “Load one, Shoot one” may be incorporated into “Standard Exercises” in Level I and II matches only as a further test of skill with a shotgun. The shotgun must start unloaded (see Rule 8.1.1.3). Only one round at a time may be loaded, and then fired. There must not be more than one round loaded in the shotgun at any time. See Rule 10.2.10 for penalties. ***SG only***

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 The IPSC President, his delegate, or an officer of the Confederation (in that order) may withdraw IPSC sanctioning from a match. Such action may be taken at any time where, in his or their opinion, a match contravenes the purpose or spirit of the principles of course design or is in breach of any of the current IPSC Rules or is likely to bring the sport of IPSC shooting into disrepute.

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

CHAPTER 2: Course Construction and Modification

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.

2.1.3 ~~Minimum Distances for Shooting at Metal Targets – Whenever metal targets are used in a course of fire, precautions must be taken so that competitors and match officials maintain a minimum distance from them while they are being shot. Where possible, this should be done with physical barriers. If Charge Lines are used to limit the approach to metal targets, they must be placed further away from the targets so that the competitor may inadvertently fault the line and still be outside the minimum distance (see Rule 10.4.7).~~

Minimum Distances – Whenever metal targets or metal hard cover are used in a course of fire, minimum distances are to be established from them while they are being shot. Where possible, this should be done with physical barriers. If Charge Lines are used they must be placed further away so that the competitor may inadvertently fault the line and still be outside the minimum distance (see Rule 10.4.7). Care should also be taken in respect of metal props in the line of fire. *HG, SG & R are all different*

2.1.3.1 Minimum Distances for Shooting Birdshot and Buckshot – The minimum distance is 5 meters (16.40 feet). Charge Lines must be placed at least 6 meters (19.69 feet) from the targets or metal hard cover. *SG only*

2.1.3.2 Minimum Distances for Shooting Slugs – The minimum distance is 40 meters (131.23 feet). Charge Lines must be placed at least 45 meters (147.64 feet) from the targets or metal hard cover. *SG only*

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 allowed 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 will not cause competitors to breach safe angles of fire.
SG & R are the same, HG is different

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. Range 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. Standard Exercises, Shoot-Off), must provide a minimum of 3 meters (9.84 feet) of free space between each competitor. *SG & R are the same, HG is different*

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 ~~paper~~ targets (i.e. those which are not activated) must not be presented at an angle greater than 90 degrees from the vertical. ***HG & SG are the same, R is different***
- 2.1.9 All berms are “off limits” to all persons at all times, except when access to them is specifically permitted by a Range Officer (see Rule 10.6.1).
- 2.1.10 As some types of slug ammunition have detachable wads, paper targets should either be ‘backed’ (e.g. with plywood or another product of a suitable thickness), or placed at a greater distance, to prevent such wads penetrating paper targets. ***SG only***
- 2.1.11 A competitor must never be required to shoot at paper targets using birdshot ammunition. ***SG only***

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 Charge Lines and Fault Lines – Competitor movement should preferably be restricted through the use of physical barriers, however, the use of Charge and Fault Lines is permitted. Charge Lines and Fault Lines should be constructed of wooden boards or other suitable material and should rise at least 2 centimeters (0.79 inches) above ground level. This will provide both physical and visible references to competitors to prevent inadvertent faulting. Fault Lines and Charge Lines must be fixed firmly in place so as to ensure they remain consistent throughout the match. ***HG & SG are the same, R is different***
 - 2.2.1.1 Charge Lines are used to restrict unreasonable movement by competitors toward or away from targets.
 - 2.2.1.2 Fault Lines are used to force the competitor to shoot at targets from behind physical barriers. They may be positioned at any angle extending to the rear of these barriers. Fault Lines should be a minimum of 1 meter (3.28 feet) in length and unless otherwise stated in the written stage briefing, they are deemed to extend rearwards to infinity.
- 2.2.2 Not Applicable. ***HG only***
 - 2.2.2.1 ***HG only***
 - 2.2.2.2 ***HG only***
 - 2.2.2.3 ***HG only***
 - 2.2.2.4 ***HG only***
- 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.
 - 2.2.3.2 They should include Fault Lines projecting rearward at ground level from the side edges.
- 2.2.4 Not Applicable. ***HG only***

- 2.2.5 “Cooper” Tunnels – Are tunnels comprised of braced uprights supporting loose overhead materials (e.g. wooden slats), which may be 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.

2.2.6 ***HG only***

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 altered course of fire; 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 scores.
 - 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 Official, 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.
- 2.3.5 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

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 easily identified with signs. Safety Areas should include a table with the safe direction and boundaries clearly shown. Safety Areas should include a suitable gun rack or racks, as they are intended for use by all IPSC disciplines, particularly during Tournaments.

- 2.4.1 Competitors are permitted to use the Safety Areas 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 match disqualification (see Rules 10.5.1 & 10.5.12).
- 2.4.1.1 Casing, uncasing, and holstering unloaded firearms.
 - 2.4.1.2 Practice the mounting, drawing, "dry-firing" and re-holstering of unloaded firearms.
 - 2.4.1.3 Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.
 - 2.4.1.4 Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.

- 2.4.2 Dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines, loaded speed loading devices and live rounds must not be handled in a Safety Area under any circumstances (see Rule 10.5.12).

2.5 Vendor Areas

- 2.5.1 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 ensuring they are displayed in a condition that must not endanger any person. It is recommended that assembled firearms be deactivated prior to being displayed.
- 2.5.2 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.
- 2.5.3 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.
- 2.5.4 *HG only*

2.6 Unloading/Loading Station

- 2.6.1 If it is possible that some competitors arriving at a range where an IPSC match is being held may be in possession of a loaded firearm on their person (e.g. law enforcement officers etc.), match organizers should provide an Unloading/Loading Station to enable such competitors to safely unload their firearms prior to entering the range, and to safely load their firearms again on departure from the range. The Unloading/Loading Station should be conveniently located outside the entrance to the range (or outside the portion of the range allocated to the IPSC match), it should be clearly sign-marked and it must include a suitable impact zone.

CHAPTER 3: Course Information

3.1 General Regulations

The competitor is always responsible to safely fulfil 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 Directorates 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 Course of Fire – Same as Rule 3.1.1 except that the details for the course of fire are not published beforehand. The stage instructions are provided in the written stage briefing.

3.2 Written Stage Briefings

- 3.2.1 A written stage briefing 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: ***HG & R are the same, SG is different***

- Scoring Method:
- Targets (type & number):
- Minimum number of rounds (stated for guidance only):
- Ammunition type or types that are acceptable:
- The shotgun ready condition:
- Start position:
- Time starts: audible or visual signal:
- Procedure:

- 3.2.2 The Range Official in charge of a course of fire must read out the written stage briefing verbatim to each squad.
- 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 Directorate and the IPSC Executive Council.

CHAPTER 4: Range Equipment

4.1 Targets – General Principles

- 4.1.1 Only targets approved by the IPSC General Assembly and which fully comply with the specifications in Appendices B and C, and frangible targets (see Rule 4.4.1), are to be used for IPSC Shotgun matches (see Section 9.4). ***SG & R are the same, HG is different***
- 4.1.2 Scoring targets used in all IPSC Shotgun matches must be of a single color, as follows:
- 4.1.2.1 The scoring area of scoring paper targets must be of a typical cardboard color or white.
SG & R are the same, HG is different
- 4.1.2.2 The entire front of scoring metal targets may either be painted a single color, preferably white, or may be unpainted. ***HG, SG & R are all different***
- 4.1.3 No-shoots must be clearly marked or be of a single color different from scoring targets.
HG & R are the same, SG is different
- 4.1.4 Targets used in a course of fire may be partially or wholly hidden through the use of hard cover, as follows:
HG & R are the same, SG is different
- 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 ***HG & R only***
- 4.1.5 Declaring a single, intact target to represent two or more targets by use of tape, paint or any other means is prohibited.

4.2 IPSC Approved Shotgun Targets – Paper

- 4.2.1 There are five types of paper targets approved for use in IPSC Shotgun matches (see Appendix B). The IPSC Metric Target, the Classic Target and the Universal Target must not be included together in any stage. The IPSC A3/B target and the IPSC A4/A target may be included with other paper targets in any stage.
SG & R are the same, HG is different
- 4.2.2 Paper targets must have scoring lines and non-scoring borders clearly marked on the face of the target, however, scoring lines and non-scoring borders should not be visible beyond a distance of 10 meters (32.81 feet). ***HG & R are the same, SG is different***
- 4.2.2.1 The face 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 order that all affected targets have a replacement non-scoring border drawn or fitted thereon.
- 4.2.3 Paper targets must never be required to receive more than 12 hits before being scored and patched.
- 4.2.4 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:
- 4.2.4.1 By actually hiding a portion of the target (see Rule 4.1.4.1).
- 4.2.4.2 By physically cutting targets to remove the portion deemed to be hidden by hard cover. Such targets must be fitted with a replacement non-scoring border, which must extend the full width of the cut scoring area (see Rule 4.2.2).
- 4.2.4.3 By painting or taping the portion of the target deemed to be hidden by hard cover a single and visibly contrasting color.
- 4.2.4.4 Hard cover (and overlapping paper no-shoots) must not completely hide ~~obscure~~ the highest scoring zone on a partially hidden paper target.

4.3 IPSC Approved Shotgun Targets – Metal

4.3.1 Approved metal targets for use in IPSC Shotgun matches are IPSC Poppers, Metal Plates and metal targets in the general size and shape of authorized paper targets ~~Silhouettes. Silhouettes may be used that match the design and overall scoring dimensions of the IPSC Metric or Classic paper targets.~~ . All types of metal targets may be used as scoring targets or no-shoots. They must be scored in accordance with the relevant Appendices.

HG, SG & R are all different

4.3.1.1 IPSC Poppers, which must be calibrated as specified in Appendix C, are approved metal targets designed to recognize power.

4.3.1.2 IPSC Mini Poppers, which must be calibrated as specified in Appendix C, are approved metal targets designed to recognize power and are intended to simulate regular sized Poppers placed at greater distances.

4.3.1.3 Pepper Poppers and Classic Poppers may be included in the same course of fire. It is recommended that IPSC poppers which fall forwards be used.

4.3.1.4 Various sizes of metal plates may be used (see Appendix C3).

SG & R are the same, HG is different

4.3.1.5 Scoring metal targets must be shot and fall or overturn to score. Scoring metal targets which accidentally turn edge-on or sideways or which a Range Officer deems have fallen or overturned due to a shot on the apparatus supporting them, or for any other accidental reason, or as a result of a hit solely from a wad, or a combination of these reasons, will be treated as range equipment failure (see Rule 4.6.1). ***HG, SG & R are all different***

4.3.1.6 Not Applicable. ***HG only***

4.3.1.7 Metal no-shoots must be shot and fall or overturn to score. Metal no-shoots which accidentally turn edge-on or sideways or which a Range Officer deems have fallen or overturned due to a shot on the apparatus supporting them or for any other accidental reason, or as a result of a hit solely from a wad, or a combination of these reasons, will be treated as range equipment failure (see Rule 4.6.1). ***HG, SG & R are all different***

4.3.1.8 ***HG only***

4.4 Frangible and Synthetic Targets

4.4.1 Frangible targets, such as clay pigeons or tiles, may be used in IPSC Shotgun matches.

SG & R are the same, HG is different

4.4.1.1 Frangible targets must break with a visible piece missing or separated from the original target to be counted for score. ***SG & R only***

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 Directorate, synthetic targets may be used at Level I and II matches held within their Region. ***HG & SG only***

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 anytime. Violations may incur one procedural penalty per occurrence at the discretion of the Range Officer.

4.5.2 A 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. The declaration and/or use of any loaded (see Rule 10.5.13) or unloaded 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.
- 4.6.3** 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 Shotguns

- 5.1.1 Shotguns are separated and defined by Divisions (see Appendix D), however, courses of fire must remain consistent for all Divisions. ***HG & SG are the same, R is different***
- 5.1.2 The minimum caliber for shotguns used in IPSC matches is 20 gauge (20 bore).
HG, SG & R are all different
- 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.
- 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 Appendices), there is no restriction on the trigger pull weight of a firearm ~~shotgun~~, however, the trigger mechanism must, at all times, function safely ~~and as originally designed~~.
- 5.1.5 Triggers and/or trigger shoes that extend beyond the width of the trigger guard are expressly prohibited. However, shotguns fitted with "winter triggers/guards" may be used in this mode, provided that this fitting was designed, manufactured and provided as part of the shotgun and only when the particular climate or weather conditions dictate their use. ***SG & R are the same, HG is different***
- 5.1.6 ~~Firearms~~ ~~Shotguns~~ must be serviceable and safe. Range Officers may demand examination of a competitor's firearm ~~shotgun~~ or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the match until the item is repaired to the satisfaction of the Range Master.
- 5.1.7 Competitors must use the same shotgun, barrel and type of sights for all courses of fire in a match. This includes magazine tubes which must not be changed unless they are changed as part of routine reloading during a course of fire. However, in the event that a competitor's original shotgun and/or sights become unserviceable or unsafe during a match, the competitor must, before using a substitute shotgun and/or sights, seek permission from the Range Master who may approve the substitution provided he is satisfied:
HG & R are the same, SG is different
- 5.1.7.1 The substitute shotgun satisfies the requirements of the relevant Division and is of the same type, action, and caliber and is fitted with the same type of sights.
SG & R are the same, HG is different
- 5.1.7.2 In using the substitute shotgun the competitor will not gain a competitive advantage.
- 5.1.7.3 The competitor's ammunition, when tested in the substitute shotgun attains the minimum power factor using the match chronograph (see Rule 5.6.3.9).
- 5.1.8 A competitor who substitutes or significantly modifies a shotgun and/or sights during a match without the prior approval of the Range Master will be subject to the provisions of Section 10.6.
SG & R are the same, HG is different
- 5.1.9 A competitor must never use or wear on his person more than one firearm ~~shotgun~~ during a course of fire (see Rule 10.5.7).
- 5.1.10 The shotgun must be fitted with a stock enabling it to be fired from the shoulder.
SG & R are the same, HG is different
- 5.1.11 Shotguns 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. ***HG & SG are the same, R is different***

5.1.12 Combination guns offering an additional barrel, or barrels, that is not a conventional shotgun barrel, e.g. a shotgun and rifle combination, are prohibited. *SG & R are different, N/A for HG*

5.2 Carry and Storage and Competitor Equipment

5.2.1 Carry and Storage – Except when within the boundaries of a safety area, or when under the supervision and direct command of a Range Officer, the competitor's shotgun must be unloaded and carried or stored in one of the following conditions. At the discretion of the Range Officer, failure to comply may incur a warning or may be subject to the provisions of Rule 10.5.1. *SG & R are the same, HG is different*

5.2.1.1 Slung from the shoulder with the shotgun reasonably vertical (a temporary sling fitted solely between stages for the purpose of carrying the shotgun is exempt from Rule 5.2.8) and with the action open or closed ~~onto the chamber flag~~, or *SG & R are different, N/A for HG*

5.2.1.2 Carried/shouldered with the shotgun reasonably vertical. The action may be ~~must remain~~ open or ~~be closed onto the chamber flag~~. Match Directors may require this to be “vertically upwards” or “vertically downwards” providing this is made clear to all competitors in a reasonable manner, or *SG & R are the same, N/A for HG*

5.2.1.3 Placed in racks, or otherwise placed, with the muzzle pointing in a direction as specified by a Range Officer. The action may be ~~must remain~~ open or ~~be closed onto the chamber flag~~. Match Organizers should make available, within easy access to all stages, sufficient gun racks for the numbers of competitors attending the match, or *SG & R are the same, N/A for HG*

5.2.1.4 Carried in a slip or case (it is preferred that the shotgun is carried reasonably vertical). *SG & R are the same, N/A for HG*

5.2.1.5 Competitors must use a chamber safety flag, or device, that is clearly visible externally to the gun, at all times when the shotgun is not in use (except whilst carrying out the activities permitted under Rule 2.4.1). *SG & R are the same, N/A for HG*

5.2.1.6 Under no circumstances, except when under the supervision of, and in response to a direct instruction issued by a Range Officer, will the shotgun be loaded (see Rule 10.5.13) or have empty detachable magazines fitted except that a competitor may practice the insertion and removal of empty detachable magazines while in a Safety Area. *SG & R are the same, N/A for HG*

5.2.1.7 *R only*

5.2.2 Not Applicable. *HG only*

5.2.3 Not Applicable. *HG only*

5.2.3.1 *HG only*

5.2.4 Ammunition and speed loading devices, must be carried or worn on the competitor in safely designed pouches, pockets, loops, clips or other suitable retention devices unless otherwise specified in the course description. However, loops or clips fitted to the shotgun stock, fore-end or receiver, or to a sling fitted to the shotgun, to hold individual cartridges are also specifically allowed. *HG, SG & R are all different*

5.2.5 Where a Division specifies a maximum distance that a competitor's cartridges or reloading devices may extend away from a competitor's body, a Range Officer may check compliance by measuring the gap between the competitor's body and the rims of the cartridges if held separately in clips or loops, or the center of the longest external dimension of any reloading devices. *HG & SG are different, N/A for R*

5.2.5.1 These measurements will be done while the competitor is standing naturally upright.

5.2.5.2 Any competitor who fails the foregoing test will be required to immediately adjust his equipment to comply with the requirements of the relevant Division. Equipment, which does not meet the requirements of the Division, must be withdrawn from the match until it does comply. The Range Master is the final authority in decisions relating to this action. The Range Master may make allowances for variations in these requirements due to anatomical considerations. Some competitors may not be able to fully comply. *HG & SG are different, N/A for R*

5.2.5.3 *Now HG only*

5.2.5.3 ~~Unless specified in the written stage briefing, or unless required by a Range Officer, the position of allied equipment must not be moved or changed by a competitor during a match. Any belt, or belts, intended to be used at any time during a match, must be worn for the start of each stage of the match. This rule is not intended to prevent a cartridge belt being moved around the body to allow easier access to cartridges during a course of fire.~~

5.2.6 Not Applicable. *HG only*

5.2.7 Not Applicable. *HG only*

5.2.7.1 *HG only*

5.2.7.2 *HG only*

5.2.7.3 *HG only*

5.2.7.4 *HG only*

5.2.8 Equipment that is only used when fitted to the shotgun (except chokes, ammunition, speed loaders and ammunition carriers) and is to be used at any time during the match must be fitted to the shotgun prior to the start of the match and for the duration of the match. *HG & SG are different, N/A for R*

5.2.8.1 *HG only*

5.2.9 Choke tubes and other choke altering devices are permitted. *SG only*

5.3 Appropriate Dress

5.3.1 The use of camouflage or other similar types of military or police garments is discouraged. The exception is competitors who are law enforcement or military personnel. The Match Director will be the final authority in respect of what garments competitors are allowed to wear.

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, Range Officials must make every reasonable effort to ensure that all persons wear adequate protection.

5.4.3 If a Range Official 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 Official 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 Official, in which case the provisions of the previous rule will apply.

5.4.5 Any attempt to gain a competitive 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 Magazines and speed loading devices must comply with the provisions of the relevant Division.
- 5.5.3 Spare magazines, speed loading devices 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 All ammunition used by a competitor must satisfy all the requirements of the relevant Division as defined in Appendix D.
- 5.5.6 Any ammunition deemed unsafe by a Range Officer must be immediately withdrawn from the match (See Rule 10.5.15).
- 5.5.7 Not applicable. *HG & R are the same, N/A for SG*
- 5.5.8 Only certain cartridge types, and shot sizes or types, are permissible and these are detailed in Appendix D5. Changes to this Appendix must not be applied to IPSC Shotgun matches without the express consent of the Regional Directorate. *SG only*
- 5.5.9 Competitors must not shoot at metal targets with steel or tungsten based shot or slugs (see Rule 10.4.8). *SG only*

5.6 Chronograph and Power Factors

- 5.6.1 The minimum power factor for IPSC Shotgun is stipulated in Appendix D. One or more official match chronographs ~~may must~~ be used to assist in the determination of ~~the power factor of each competitor's ammunition~~. However, in the absence of official match chronographs, the power factor declared by a competitor cannot be challenged.
HG & R are the same, SG is different
- 5.6.1.1 Ammunition tested must be of the same type i.e. birdshot or buckshot or slug, and not mixed for testing purposes. All ammunition used by a competitor in a match must be capable of satisfying the minimum power factor. Match officials may call for ~~additional~~ tests of a competitor's ammunition, ~~of the same or a different type~~, at any point during the match. *HG & R are the same, SG is different*
- 5.6.1.2 It is not considered necessary to routinely test every competitor's ammunition. Instead, random tests may be carried out at the discretion of the Match Officials.
HG & R are the same, SG is different
- 5.6.1.3 A competitor who has been asked to present his shotgun for testing may be required to submit to the test immediately and without any alterations being made to the shotgun prior to or during the test, including changing chokes and/or cleaning. The only exception being in the case of a malfunction. *HG & R are the same, SG is different*
- 5.6.2 The official match chronograph(s) must be properly set-up 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 provided the daily average is within +/- 5% of the applicable minimum power factor varies no more than 5% from any of the previous day's averages.~~

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.

5.6.3 Ammunition Testing Procedure

5.6.3.1 Ammunition must be tested using the competitor's firearm ~~shotgun~~.

5.6.3.2 An initial 8 sample rounds of the same ammunition type will be drawn from ~~the 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. ***HG & R are the same, SG is different***

5.6.3.3 From the 8 sample rounds drawn by Match Officials, the projectile(s) (the slug or shot) ~~without the wad~~ of 1 cartridge ~~is(are)~~ weighed to determine the actual weight of the projectile(s), and 3 rounds are fired over the chronograph. Wads are not to be included in the weight calculation except in the case of wads that are fixed to the back of slugs and that are designed to continue to the target as part of the slug. In the absence of scales, the competitor's declared weight of the projectile(s) will be used. Digits displayed on the official match bullet scales and chronograph will be used at face value, irrespective of the number of decimal places indicated on the particular model of measuring device used at the match. ***HG & R are the same, SG is different***

5.6.3.4 Power factor is calculated using the actual weight of the projectile(s) ~~excluding the wad~~ and the average velocity of the 3 rounds fired, according to the following formula:
HG & R are the same, SG is different

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

The final result will ignore all decimal places (e.g. for IPSC purposes, a result of 519.9999 is not 520). ***HG, SG & R are all different***

5.6.3.5 If the resultant power factor fails to meet the minimum power factor floor, another 3 rounds will be fired over the chronograph. The power factor will be recalculated using the weight of the projectile(s) and the average velocity of the 3 highest velocity rounds from the 6 rounds fired.
HG & R are the same, SG is different

5.6.3.6 If the power factor is still insufficient, the competitor may elect to have his final round:
HG & R are the same, SG is different

(a) Weighed and, if heavier than the weight of the projectiles of the first cartridge, the power factor calculation in Rule 5.6.3.5 will be recalculated using the heavier weight, or
HG & R are the same, SG is different

(b) Fired over the chronograph and the power factor recalculated using the existing recorded weight of the projectile(s), and the average velocity of the 3 highest velocity rounds from the 7 rounds fired. ***HG & R are the same, SG is different***

5.6.3.7 Not Applicable. ***HG & R only***

5.6.3.8 If the resultant power factor fails to meet the minimum power factor floor, the competitor may continue shooting the match, but not for score or match recognition.
HG & R are the same, SG is different

5.6.3.9 Not Applicable. ~~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.~~ ***HG & R only***

5.6.3.10 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.

- 5.6.3.11 If the Range Master deems that a match 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 for all other competitors it will be accepted that they have achieved the minimum power factor without challenge, subject to any applicable Division requirements (see Appendices).

5.7 Malfunctions – Competitor's Equipment

- 5.7.1 In the event that a competitor's ~~firearm~~ ~~shotgun~~ 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~~ ~~shotgun~~ pointing safely downrange at all times. The competitor may not use rods, or other tools to 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 officiating 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 officiating Range Officer or Range Master.
- 5.7.2 While rectifying a malfunction that requires the competitor to clearly move the ~~firearm~~ ~~shotgun~~ 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~~ ~~shotgun~~ malfunction cannot be corrected by the competitor within 2 minutes, he must point the firearm safely downrange and advise the Range Officer, who will terminate the course of fire (excluding any unattempted component strings in a Standard Exercise) in the normal manner. The course of fire (excluding any unattempted component strings in a Standard Exercise) 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~~ ~~shotgun~~ (see Rule 10.5.13).
- 5.7.5 Where the ~~firearm~~ ~~shotgun~~ has failed as above, the competitor must not be permitted to reshoot the course of fire or string. This includes the instance where a ~~firearm~~ ~~shotgun~~ is declared unserviceable or unsafe during a course of fire or string. However, any unattempted component strings in a Standard Exercise may still be attempted by the affected competitor after the ~~firearm~~ ~~shotgun~~ has been repaired, and prior to when match results are declared final by the Match Director.
- 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~~ ~~shotgun~~ 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~~ ~~shotgun~~ 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.

5.8 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 the: manufacturer, brand(s), calibers, cartridge case lengths, shot size, shot weight, velocity, powder dram equivalent (if available). The subject rounds will usually be exempt from Rule 5.6.3 testing by chronograph, subject to the following conditions: *HG & R are the same, SG is different*
- 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.

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.

5.8.3 For matches at Level III and above 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 the Range Master, and posted at a conspicuous place at the match, clearly state the specifications of the calibration cartridges being used for the match (see Appendix C1). This is a recommended practice for Level I and II matches. **SG only**

CHAPTER 6: Match Structure

6.1 General Principles

The following definitions are used for clarity:

- 6.1.1 String – A separately timed and scored component of a Standard Exercise. Scores and penalties are recorded following completion of each string, and results achieved in each string are then tallied to produce a final stage result (also see Rule 9.5.5).
- 6.1.2 Standard Exercise – A course of fire consisting of one or more ~~than one~~ separately timed component strings. Scores, with any penalties deducted, are accumulated on completion of the course of fire to produce the final stage results. ~~Standard Exercises must only be scored using Virginia Count or Fixed Time.~~ The course of fire for each component string may require a specific shooting position, procedure and/or one or more mandatory reloads. Only one Standard Exercise of a maximum of 24 rounds is allowed in IPSC sanctioned Level IV or higher matches.
- 6.1.3 Stage – A separately timed and scored component of a match.
- 6.1.4 Match – Consists of a minimum of 2 stages. The total sum of individual stage results will be accumulated to declare a match winner. A match must include only one type of firearm (e.g. handgun, shotgun or rifle).
- 6.1.5 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 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 Shoot-Off – An event conducted separately from a match. Eligible competitors compete directly against each other by simultaneously shooting at separate but equal target arrays in a process of elimination (see Appendix E).

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.
- 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 match score in only one Division, and that must be the first attempt in all cases. Any subsequent attempts in another Division will not count for match recognition.
- 6.2.5 Where a Division is unavailable or deleted, or where a competitor fails to either declare a specific Division prior to the commencement of a match, or satisfy the equipment or other requirements of a declared Division during the 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.

HG & R are the same, SG is different

- 6.2.5.1 Not Applicable. ***HG & R only***

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.

6.2.6 A match 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 match scores from another Division will be included 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, one Regional team in each Division may be selected on merit by each Region for IPSC Level IV or higher matches. At the discretion of the Match Organizers, other teams may be fielded but will not be eligible for team recognition or awards. Approved Category teams are specified by a vote in the General Assembly (see Appendix A2).

6.4.2 An individual competitor's scores will be used exclusively for a single team in a match.

6.4.3 Teams must 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 courses of fire. Teams will not be entitled to replace a disqualified team member.

6.5 Competitor Status and Credentials

6.5.1 All competitors 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. **In any case, match organizers must not accept any competitor from a foreign Region unless the Regional Director of that Region has confirmed the competitor's eligibility to participate in the subject match.**

6.5.1.1 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 Directorate 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 6.5.1.1 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 Range Officials, match sponsors, IPSC Officers (as defined in Section 6.1 of the IPSC Constitution) and other persons may compete for score in a "pre-match", subject to the prior approval of the Match Director. Competitors in the main match must not be restricted from viewing the pre-match. All members of official Regional Teams must compete in the main match. Scores attained in the "pre-match" may, at the discretion of the Match Director, be included in the overall match results provided the dates of the "pre-match" are published in the official match schedule. (also see Section 2.3).

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 authority of the Range Master).
- 7.1.3 Stats Officer ("SO") – collects, sorts, verifies, tabulates and retains all score sheets and ultimately produces provisional and final results. Any incomplete or inaccurate score sheets must be promptly referred to the Range Master (under 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.), Range Officer appliances (e.g. timers, batteries, staplers, staples, clipboards etc.) and Range Officer rations (under 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 match 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.
- 7.1.6 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 except 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 Range 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 Range 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 Range Officials, but who are actually participating in the match as regular competitors, have no standing or authority as Range Officials for that match. Such persons should therefore not participate in the match wearing garments bearing Range Official insignia.

CHAPTER 8: The Course of Fire

8.1 Shotgun Ready Conditions

The ready condition for shotguns 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 shotgun.

8.1.1 Shotguns: *HG, SG & R are all different*

8.1.1.1 Loaded (Option 1): magazine filled and fitted (if applicable), chamber(s) loaded, hammer and/or sear cocked and safety catch engaged (if the shotgun is designed to have one).
SG & R are the same, HG is different

8.1.1.2 Loaded (Option 2): magazine filled and fitted (if applicable), chamber(s) empty and the action closed. *SG & R are the same, HG is different*

8.1.1.3 Unloaded (Option 3): fixed magazine must be empty, detachable magazines removed and chamber(s) must be empty. The action/bolt may be open or closed.
SG & R are the same, HG is different

8.1.2 Not Applicable. *HG only*

8.1.2.1 *HG only*

8.1.2.2 *HG only*

8.1.2.3 *HG only*

8.1.3 Courses of fire may require ready conditions which are different to those stated above. In such cases, the required ready condition must be clearly stated in the written stage briefing.

8.1.4 Unless complying with a Division requirement (see Appendices), Rule 8.1.1 or a “Load One, Shoot One” stage, a competitor must not be restricted on the number of rounds to be loaded or reloaded in a shotgun. 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. *HG & R are the same, SG is different*

8.1.5 *HG only*

8.1.5.1 *HG only*

8.1.5.2 *HG only*

8.1.5.3 *HG only*

8.2 Competitor Ready Condition

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

8.2.1 The shotgun is prepared, made safe and held or placed as specified in the written stage briefing, and in compliance with the requirements of the relevant Division. *HG, SG & R are all different*

- 8.2.2 The competitor's posture prior to the commencement of the stage must be one of the following as stated in the written stage briefing:

Standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, muzzle pointing downrange and with the fingers outside the trigger guard.

Or

Standing erect, relaxed and natural, with the shotgun in the ready condition held naturally in the strong hand only, barrel parallel to the ground, muzzle pointing downrange with fingers outside the trigger guard and weak hand hanging naturally at the side.

Or

An alternative starting position as stated in the written stage briefing.

A competitor who attempts or completes a course of fire where an incorrect start position was used may be required by a Range Official to reshoot the course of fire.

A course of fire must never permit a competitor to start a stage with the shotgun mounted into the shoulder and pointing towards targets.

HG, SG & R are all different

- 8.2.3 A course of fire must never require or allow a competitor to touch or hold a magazine, loading device or ammunition, other than a magazine fitted to the shotgun, after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms). ***SG & R are the same, HG is different***
- 8.2.4 ***HG only***
- 8.2.5 ***HG only***

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 down range, or in a safe direction as specified by the Range Officer, fit eye and ear protection, and prepare the firearm ~~shotgun~~ 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 "Load and Make Ready" (or "Make Ready" for starts with an unloaded firearm) 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 the "Are You Ready?" command, he must state "Not Ready". It is suggested that 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. (Note: This was originally Rule 8.6.4)

- 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 conducting Standard Exercises, Range Officials may issue other interim commands on completion of the first string, in order to prepare the competitor for the second and subsequent strings (e.g. "Reload if required"). Any such interim commands to be used must be clearly stated in the written stage briefing. ***SG & R are the same, HG is different***

- 8.3.6 "If You Are Finished, Unload And Show Clear" – If the competitor has finished shooting, he must lower his shotgun and present it for inspection by the Range Officer with the muzzle pointed down range, fixed magazine empty or detachable magazine removed and chamber(s) empty, action open.
HG, SG & R are all different

- 8.3.7 "If Clear, Hammer Down, Open Action" – After issuance of this command, the competitor must not resume shooting (see Rule 10.6.1). Pointing the shotgun down range the competitor must close the action, pull the trigger to release the hammer and then open the action again. The safety catch(es) must then be applied (if the gun type permits them to be applied with the action open) and a chamber flag must be fitted. The action may remain open or be closed ~~onto the chamber flag~~.

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).

Full compliance with Rule 8.3.7 by the competitor signifies the end of the course of fire. The competitor must then comply with Rule 5.2.1.

SG & R are the same, HG is different

8.3.7.1 ***HG only***

8.3.7.2 ***HG only***

8.3.7.3 ***HG only***

8.3.7.4 ***HG only***

- 8.3.8 "Range Is Clear" – Competitors or Range Officials 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.

8.4 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 and the ~~firearm~~ shotgun must be pointed safely down range or in another safe direction authorized by a Range Officer (see Section 10.5).

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 safety should be engaged. 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 ~~stance~~ (e.g. from standing to kneeling, from seated to standing etc.).

- 8.5.2 ***HG & R are different, N/A for SG***

8.5.2.1 ***HG only***

8.5.2.2 ***HG only***

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 10.2.11 may still apply, at the Range Master's discretion.

- 8.6.2 Any person providing assistance or interference to a competitor during a course of fire (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 In the event that inadvertent contact from the Range Officer or another external influence has interfered with the competitor during a course of fire, the Range Officer may offer the 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, in the event that the competitor commits a safety infraction during any such interference, the provisions of Section 10.3 may still apply.

8.7 Sight Pictures and Range Inspection

- 8.7.1 Competitors are always prohibited from taking a sight picture with a loaded firearm 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.
- 8.7.2 If match organizers also prohibit taking a sight picture with an unloaded firearm prior to the start signal, competitors must be advised in the written stage briefing. Violation will result in a warning for the first occurrence and one procedural penalty for each subsequent occurrence in the same match.
- 8.7.3 When permitted, competitors taking a sight picture with an unloaded firearm prior to the start signal must only do so on a single target, to verify that their sights are prepared as required. Competitors who test a targeting sequence or a shooting position while taking a sight picture will incur one procedural penalty per occurrence.
- 8.7.4 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).
- 8.7.5 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. Violators 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 (3.28 feet) 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 ~~in preparation~~ for the competitor being scored, the Range Officer must judge whether or not an accurate score can be determined. ~~or If there are extra scoring hits or questionable penalty hits thereon, and it is not obvious to the Range Officer 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.
- 9.1.5 Impenetrable – The scoring area of all IPSC scoring targets and no-shoots is deemed to be impenetrable. If a:
- 9.1.5.1 Slug or a buckshot pellet strikes wholly within the scoring area of a paper target, and continues on to strike the scoring area of another scoring paper target or no-shoot, the hit on the subsequent paper target will not count for score or penalty, as the case may be. ***HG, SG & R are all different***
- 9.1.5.2 Slug or a buckshot pellet, or pellets from a birdshot cartridge, strike wholly within the scoring area of a paper target, and continue on to strike down a scoring metal target or no-shoot, this will be treated as range equipment failure (see Section 4.6). The competitor will be required to reshoot the course of fire, after it has been restored. ***HG, SG & R are all different***
- 9.1.5.3 Slug or a buckshot pellet strikes partially within the scoring area of a paper or metal target, and continues on to strike the scoring area of another scoring paper target or no-shoot, the hit on the subsequent paper target will also count for score or penalty, as the case may be. ***HG, SG & R are all different***
- 9.1.5.4 Slug or a buckshot pellet strikes partially within the scoring area of a paper or metal target, and continues on to strike down another scoring metal target or no-shoot, the subsequent metal target will also count for score or penalty, as the case may be. ***HG & R are the same, SG is different***
- 9.1.6 All props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable "hard cover". If a: ***HG, SG & R are all different***
- 9.1.6.1 Slug or a buckshot pellet strikes wholly within hard cover, and continues on to strike the scoring area of a scoring paper target or no-shoot, the hit on the paper target will not count for score or penalty, as the case may be. ***HG & R are the same, SG is different***
- 9.1.6.2 Slug or a buckshot pellet, or pellets from a birdshot cartridge, strike wholly within hard cover, and continue on to strike down a scoring metal target or no-shoot, this will be treated as range equipment failure (see Section 4.6). The competitor will be required to reshoot the course of fire, after it has been restored. ***HG, SG & R are all different***

- 9.1.6.3 Slug or a buckshot pellet strikes partially within hard cover, and continues on to strike the scoring area of a scoring paper target or no-shoot, the hit on the paper target will count for score or penalty, as the case may be. ***HG & R are the same, SG is different***
- 9.1.6.4 Slug or a buckshot pellet strikes partially within hard cover, and continues on to strike down a scoring metal target or no-shoot, the fallen metal target will count for score or penalty, as the case may be. ***HG & R are the same, SG is different***

9.1.7 Target sticks are not Hard 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.
HG & R are the same, SG is different

9.1.8 Hits from birdshot on a paper target will not count for score. ***SG only***

9.2 Scoring Methods

9.2.1 The written stage briefing for each course of fire must specify one of the following scoring methods:

9.2.2 "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.

9.2.2.1 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.

9.2.3 "Virginia Count" – Unlimited time stops on the last shot, limited number of shots to be fired, stipulated number of hits per target to count for score.

9.2.3.1 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.

9.2.3.2 Virginia Count must only be used for Standard Exercises, Classifiers or Short Courses.

9.2.3.3 Virginia Count must not be used in Level IV or higher matches except in respect of a Standard Exercise (see Rule 6.1.2).

9.2.4 "Fixed Time" – Limited time, limited number of shots to be fired, stipulated number of overall hits to count for score.

9.2.4.1 A competitor's score is calculated by adding the highest value stipulated number of required ~~overall~~ hits, minus penalties. The overall stage results are not factored, and competitors are ranked by the actual net points achieved by them.

9.2.4.2 If paper targets are used in Fixed Time stages they should, where possible, be disappearing targets.
SG & R are the same, HG is different

9.2.4.3 Fixed Time must only be used for Standard Exercises, Classifiers or Short Courses.

9.2.4.4 Fixed Time must not be used in Level IV or higher matches except in respect of a Standard Exercise (see Rule 6.1.2).

9.2.4.5 Fixed Time courses of fire do not incur failure to shoot at or miss penalties.

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

9.2.6 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 Scoring and Penalty Values

- 9.4.1 Scoring hits on IPSC targets will be scored in accordance with the values approved by the IPSC General Assembly. (See Appendices B and C). Frangible targets will usually score 5 points.
SG & R are the same, HG is different

- 9.4.1.1 In order to recognize a difficult shot in a course of fire, a small number of ~~metal and/or frangible~~ targets may score double value for a hit. The use of such targets is restricted to not more than 10% of the total number of targets in the match. Their use must have been approved during the course review process and they must be clearly identified in the written stage briefing.
SG & R are different, N/A for HG

- 9.4.2 Each hit visible on the scoring area of a paper no-shoot will be penalized the equivalent of twice the point value of a maximum scoring hit, up to a maximum of 2 hits per no-shoot.
HG & SG are the same, R is different

- 9.4.3 Metal no-shoots must be shot and fall or overturn to score and then will be penalized the equivalent of twice the point value of a maximum scoring hit. ***SG & R are the same, HG is different***

- 9.4.4 Each miss will be penalized twice the value of the maximum scoring hit available on that target, except in the case of disappearing targets (see Rules 9.2.4.5 and 9.9.2).

9.4.5 In a Virginia Count Course of Fire or a Fixed Time Course of Fire:

- 9.4.5.1 Extra shots (i.e. shots fired in excess of the number specified in a component string or stage), will each incur one procedural penalty. Additionally, during scoring, no more than the specified number and highest scoring hits will be awarded.

- 9.4.5.2 When using slug ammunition, extra hits (i.e. hits on the scoring area of scoring paper targets in excess of the total number specified in the stage, or in a string of a multi string Standard Exercise), will each incur one procedural penalty. Note that hits on hard cover and/or no-shoots are not treated as Extra Hits. ***HG & R are the same, SG is different***

- 9.4.5.3 Stacked shots (i.e. firing the correct number of rounds in a string, but shooting at fewer targets than specified in the string), will incur one procedural penalty per occurrence. This penalty will not be applied if the written stage briefing specifically authorizes stacked shots.

9.4.6 In a Fixed Time Course of Fire:

- ~~9.4.6.1 Overtime shots (i.e. shots fired after the signal to cease fire has been given), will each be penalized the value of the maximum scoring hit available on that target, except in the case of disappearing targets.~~

- 9.4.6.1 Overtime shots are shots fired at the targets after the signal to cease fire has been given. Overtime shots will not count for score.

- 9.4.6.2 Where static scoring paper targets are used, it is assumed that overtime shots result in the highest value hits visible on the targets, so these are ignored for scoring purposes. For example, on a stage with 1xA, 6xC and 1xD hits, where 2 overtime shots have been fired, the 2 highest hits (i.e. 1xA and 1xC) are ignored, with the final score being 5xC and 1xD hits.

- 9.4.6.3 Where static paper no-shoots are used, it is assumed that all hits occurred within the specified time, and will count in the scoring process, subject to Rule 9.4.2.

- 9.4.6.4 Where static metal or frangible targets are used, any target(s) that has (have) been hit after the signal to cease fire has been given will be ignored for scoring purposes.
SG & R are the same, N/A for HG

9.5 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 hit to score in the case of slug ammunition or with the best two hits to score in the case of buckshot ammunition, i.e. the two highest scoring strikes of any pellets from any buckshot rounds fired. Metal targets must fall to score. Frangible targets must break with a visible piece missing or separated from the original target to be counted for score. If two or more targets receive scoring hits as a result of a single shot they will both, or all, be scored normally. Paper targets will be awarded the highest value hits and metal targets will be scored if they have fallen as a result of the shot. See Rule 9.5.6.
HG, SG & R are all different
- 9.5.2 If the diameter of a hit from a slug or a buckshot pellet on a scoring paper 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. ***HG & R are the same, SG is different***
- 9.5.3 If the diameter of a hit from a slug or a buckshot pellet, touches the scoring area of both a scoring paper target and a paper no-shoot, it will earn the score and incur the penalty.
HG & R are the same, SG is different
- 9.5.4 Radial tears radiating outwards from the diameter of a slug or a buckshot pellet hole will not count for score or penalty. ***HG & R are the same, SG is different***
- 9.5.4.1 Enlarged holes in paper targets which exceed the diameter of a slug or a buckshot pellet, as the case may be, 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. ***HG & R are the same, SG is different***
- 9.5.5 The minimum score for a course of fire or string will be zero.
- 9.5.6 A competitor who fails to shoot at the face of each scoring target in a course of fire with at least one round will incur one procedural penalty per target for failure to shoot at the target, as well as appropriate penalties for misses (see Rule 10.2.7). However, a competitor will not incur failure to shoot at penalties where two or more paper targets receive scoring hits as a result of a single shot, or where two or more metal targets fall as a result of a single shot. See Rule 9.5.1. If a competitor fires less shots at a target array than the number of targets in that array, and one or more paper targets does/do not receive scoring hits, or if a metal target does not fall, then failure to shoot at penalties and misses will apply as appropriate.
HG & R are the same, SG is different
- 9.5.7 Hits visible on a scoring paper target or no-shoot, which are the result of shots fired through the rear of the target or no-shoot, will not count for score or penalty, as the case may be.
- 9.5.8 If a wad has caused an extra hole in a paper target and it cannot be determined which hole has been caused by the actual slug, the competitor must reshoot the stage. ***SG only***
- 9.5.9 If a competitor shoots at a target with an ammunition type contrary to that specified in the written stage briefing the following will apply: ***SG only***
- 9.5.9.1 If the course of fire is restricted to a specific ammunition type, or types, for safety reasons then the competitor may be subject to a match disqualification (see Rules 10.4.10 and 10.4.11). ***SG only***
- 9.5.9.2 If a paper target is hit by an ammunition type that is contrary to that specified in the written stage briefing then such hits will not be counted for score and the target will be treated as a missed target. However, providing that there has been no safety infringement then the competitor is permitted to shoot at the target again with the correct ammunition type for score. See Rule 10.4.10. ***SG only***
- 9.5.9.3 If a metal target, including a no-shoot, is shot at and falls or overturns as a result of a competitor using a different ammunition type to that specified, and providing there is no safety infringement, then the target will be scored normally but the competitor will be subject to a procedural penalty (see Rule 10.2.12). ***SG only***

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 allowed to accompany the official responsible for scoring to verify the scoring. However, this may not apply to courses of fire consisting only of reactive targets or self-setting targets and/or electronically registering targets.
SG & R are the same, HG is different
- 9.6.2 The Range Official 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 must be 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 will be final. No further appeals are allowed with respect to the scoring decision.
- 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. 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.

9.7 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 Directorate. 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 scores.
- 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, the competitor will be required to reshoot the course of fire.
- 9.7.6 In the event that a reshoot is not possible or permissible 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 course of fire.
 - 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 course of fire.

9.8 Scoring Responsibility

9.8.1 Each competitor is responsible to maintain an accurate record of their scores to verify the lists posted by the Stats Officer.

9.8.2 After all competitors have completed a match, the provisional stage results should be published and posted in a conspicuous place at the shooting range by the Stats Officer for the purpose of verification by competitors.

9.8.3 If a competitor detects an error in the provisional results at the end of the match, they must file an appeal with the Stats Officer not later than 1 hour after the results are 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 a 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).

9.9 Scoring of Moving Targets

Moving targets will be scored in accordance with the following:

9.9.1 Moving targets which present at least a portion of the highest scoring area when at rest (either before or after activation), or which continuously appear and disappear, will always incur failure to shoot at and/or miss penalties (exception see Rule 9.2.4.5).

9.9.2 Moving targets, which do not comply with the above criteria, will not incur failure to shoot at or miss penalties except where Rule 9.9.3 applies.

9.9.3 Moving targets will always incur failure to shoot at and miss penalties if a competitor fails to activate the mechanism, which initiates the target movement.

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 timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to reshoot the stage.

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).

9.10.3 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 course of fire.

9.11 Scoring Programs

- 9.11.1 The scoring programs approved by IPSC are the Match Scoring System (MSS) and Windows® Match Scoring System (WinMSS). No other scoring program must be used for any IPSC sanctioned match without the prior written approval of the Regional Director of the host Region. In the case of MSS and WinMSS the most recent versions of the scoring programs available from the IPSC website are to be used.

CHAPTER 10: Penalties

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. 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 twice the value of a single maximum available scoring hit on an IPSC paper target as stated in Appendix B. If the maximum available scoring hit on an IPSC paper target is 5 points, each procedural penalty will be minus 10 points.
- 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 beyond a Fault or Charge Line will receive 1 procedural penalty for each occurrence. However, if the competitor has gained a significant advantage on any target(s) while faulting, the competitor ~~will~~ may instead be assessed 1 procedural penalty for each shot fired at the subject target(s) while faulting ~~instead of a single penalty~~. No penalty is assessed if a competitor does not fire any shots while faulting a line.
- 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 multiple shots contrary to the required 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 or Charge 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. ***HG & SG are the same, R is different***
- 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, posture 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 shoot at 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 Rules 9.2.4.5 or 9.9.2 apply.
- 10.2.8 If a course of fire stipulates the use of the weak shoulder only, the competitor will be issued procedural penalties for using the strong shoulder. This will be assessed as 1 procedural penalty per shot fired.
HG & SG are different, N/A for R
- 10.2.8.1 ***HG only***
- 10.2.8.2 ***HG only***

10.2.8.3 *HG only*

- 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, Standard Exercises and Level I & II matches may prohibit such actions, in which case 1 procedural penalty per shot fired will apply.
- 10.2.10 If a competitor fails to comply with the requirements of a "Load One, Shoot One" course of fire they will incur 1 procedural penalty for each shot fired in excess of 1 until the shotgun is empty and the proper "Load One, Shoot One" sequence is resumed. There will be no penalty for loading extra rounds in error providing they are unloaded without being fired and before continuing the course of fire.
SG & R are different, N/A for HG
- 10.2.11 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.
- 10.2.11.1 If the request is approved by the Range Master, a minimum of one procedural penalty, up to a maximum penalty of 20% of the competitor's points "as shot" (rounded up to the nearest whole number), will be deducted from the competitor's score. For example, if 100 points are available in the course of fire and the competitor actually scores 90 points, the special penalty is a deduction of 18 points. However, the Range Master may waive any or all procedural penalties in respect of a competitor who has a significant physical disability prior to the competitor making his attempt at the course of fire.
- 10.2.12 In a course of fire that stipulates that only a specific type, or types, of ammunition may be used, a competitor who fires a shot using a different ammunition type to that stipulated that continues on to strike down a scoring metal target or no-shoot will receive 1 procedural penalty per fallen target (See Rules 9.5.9.3, 10.4.10 and 10.4.11). *SG only*

10.3 Match 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 from that match, and will be prohibited from attempting any remaining courses of fire in that match regardless of the schedule or physical layout of the match.
- 10.3.2 When a match 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 match 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 match disqualification will not be affected by a match disqualification received later while that competitor is participating in a Shoot-Off or other side match.

10.4 Match 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 (9.84 feet) of the competitor, except when shooting at a paper target closer than 3 meters (9.84 feet) to the competitor. A shot which strikes the ground within 3 meters (9.84 feet) of the competitor due to a "squib" load is exempt from this rule.

- 10.4.3 A shot which occurs while preparing to or while actually loading, reloading or unloading a firearm shotgun. This includes any shot fired during the procedures outlined in Rule 8.3.7.
- 10.4.3.1 Exception – a detonation, which occurs while unloading a firearm shotgun, is not considered a shot or discharge subject to a match 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 shotgun between hands or shoulders.
HG & R are the same, SG is different
- 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 5 meters (16.40 feet) when using birdshot or buckshot ammunition or 40 meters (131.23 feet) when using slug ammunition. The distance is measured from the face of the target to the nearest part of the competitor's body in contact with the ground (see Rule 2.1.3). ***HG, SG & R are all different***
- 10.4.8 A shot fired at a metal target with a cartridge with steel or tungsten based shot or slug.
SG & R are different, N/A for HG
- 10.4.9 Exception: When it can be established that the cause of the discharge is due to a broken or defective ~~the actual breakage of~~ a part of the firearm, the competitor has not committed any safety infraction in this Section, and a match disqualification will not be invoked, however, the competitor's scores for that course of fire will be zero. 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 an actual breakage ~~a broken or defective~~ part caused the discharge. A competitor may not later appeal a match disqualification for an accidental unsafe discharge due to ~~the actual breakage of~~ a broken or defective part if they fail to present the firearm for inspection prior to leaving the course of fire.
- 10.4.10 A shot fired using slug ammunition unless this ammunition type has been specifically nominated as being acceptable for the course of fire. SG only
- 10.4.11 A shot fired using buckshot ammunition during a course of fire that has been specifically nominated as requiring birdshot ammunition for safety reasons. SG only

10.5 Match 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 elsewhere deemed safe by a Range Officer, or when under the supervision of, and in response to a direct command issued by, a Range Officer may invoke a match disqualification. This does not apply to the carrying of shotguns where Rule 5.2.1 will apply. A match disqualification may be invoked in the following circumstances: a) Violation of the gun being carried reasonably vertical in accordance with Rules 5.2.1.1 and 5.2.1.2, or b) Violation of the muzzle direction requirements of Rule 5.2.1.3, or c) Failure to comply with Rule 5.2.1.5. ***HG, SG & R are all different***
- 10.5.2 If at any time during the course of fire, a competitor allows the muzzle of his shotgun to point rearwards, that is further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up range, whether the firearm is loaded or not.
- 10.5.3 If at any time during the course of fire, or while loading, reloading or unloading, 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 shotgun, 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 (3.28 feet) of the firearm shotgun at all times (except where the firearm is placed at a greater distance, under the supervision of a Range Official, 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 shotgun is in a ready condition as specified in Rule 8.1.1.
- 10.5.3.5 ***HG only***
- 10.5.3.6 ***HG only***
- 10.5.4 Not Applicable. ***HG only***
- 10.5.5 Allowing the muzzle of a shotgun to point at any part of the competitor's body during a course of fire (i.e. sweeping). ***SG & R are the same, HG is different***
- 10.5.6 Not Applicable. ***HG only***
- 10.5.7 Using more than one shotgun at any point in time during a course of fire.
SG & R are the same, HG is different
- 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.
- 10.5.10 Failure to keep the finger outside the trigger guard during movement in accordance with Section 8.5.
- 10.5.11 Not Applicable. ***HG only***
- 10.5.11.1 ***HG only***
- 10.5.11.2 ***HG only***
- 10.5.11.3 ***HG only***
- 10.5.12 Handling live or dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines or loaded speed loading devices in a Safety Area, or failing to comply with Rule 2.4.1.
HG & R are the same, SG is different
- 10.5.13 Having a loaded firearm other than when specifically ordered to by the Range Officer. A loaded firearm is defined as a firearm having a live or dummy round in the chamber or having a live or dummy round in a magazine inserted in the firearm or having a live round in a fixed (non detachable) magazine.
SG & R are the same, HG is different
- 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, return it to the competitor in a safe condition. 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 match disqualification. ***SG & R are the same, HG is different***
- 10.5.15 Using metal piercing, incendiary and/or tracer ammunition (see Rule 5.5.4), and/or using any ammunition which has been deemed unsafe by a Range Official (see Rule 5.5.6).

10.6 Match Disqualification – Unsportsmanlike Conduct

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

10.7 Match 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.

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 match disqualification. However, the commission of the infraction as described by the Range 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 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 Arbitration Committee – At Level III or higher matches the composition of an Arbitration Committee will be subject to the following rules:
 - 11.2.1.1 The IPSC President, or his delegate, or a certified Range 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 Range 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 Arbitration Committee – For Level I and II matches the Match Director can appoint an Arbitration Committee of three experienced shooters who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the case. The arbitrators should be certified Range Officials if possible. All committee members will vote. The senior Range Official, or the senior shooter if there are no Range Officials, will be the chairman.

11.3 Time Limits and Sequences

- 11.3.1 Time Limit for Arbitration Request – Written requests for arbitration must be submitted to the Range Master within one hour of the disputed incident or occurrence. Failure to present the required documentation within the time specified will render the request invalid and no further action will be taken.
- 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 Section 11.7) 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~~ will then be asked to withdraw while the Committee hears further evidence.
- 11.5.4 Witnesses – The Committee ~~may~~ will then 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~~ will then 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 View~~ Area – The Committee may ~~inspect view~~ 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 judgement.
- 11.6.2 Implement Decision – It will be the responsibility of the Range Master to implement the Committee's decision. The Range Master will advise the appropriate match personnel who 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 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: *HG, SG & R are all different*

Aftermarket	Items not manufactured by, or available directly from, the OFM.
Berm	<u>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.</u>
Birdshot or Buckshot	Types of ammunition cartridges used in a shotgun which contain multiple pellets (see Appendix D5).
Cartridge	A casing containing propellant and shot or a slug; a round of ammunition.
Compensator	<u>A device fitted to the muzzle end of a barrel to counter muzzle rise (usually by diverting away escaping gasses).</u>
Course of fire	(Also "course" and "COF") An expression used interchangeably with "Stage" (see Rule 6.1.3).
Detonation	Ignition of the primer, other than by action of a firing pin, where the shot or a slug and/or the wad does not pass through the barrel of a firearm (e.g. when the action of a firearm is being manually retracted, when a round is dropped etc.).
Discharge	An act of firing a gun; to fire (a gun)
Dry firing	The activation of the trigger and/or action of a firearm which is totally devoid of ammunition.
False start	Beginning an attempt at a COF prior to the "Start signal" (see Rule 8.3.4).
Grain	A unit of measurement used to calculate a power factor (437.5 grains per ounce, 15.432 grains per gram, 1 grain = 0.0648 grams).
Loading	The insertion of ammunition into a firearm.
Location	A geographical place within a course of fire.
Match Official	A person who has an official duty or function at a match, but who is not necessarily qualified as, or acting in the capacity of, a Range Official.
May	<u>Entirely optional.</u>
Must	<u>Mandatory.</u>
No-shoot(s)	<u>Target(s) that incur penalties when hit.</u>
Not Applicable	The rule or requirement does not apply to the particular discipline, Division or match level.
OFM	Original firearm manufacturer.
Prototype	<u>A firearm in a configuration which is not in mass production and/or is not available to the general public.</u>
Range Official	A person who is officially serving at a match in the capacity of a Range Officer (see Chapter 7).

Region	A country or other geographical area, recognized by IPSC.
Regional Director	The person, recognized by IPSC, who represents a Regional Directorate.
Regional Directorate	The organization recognized by IPSC, which directs the IPSC shooting activities in a Region.
Reloading	Replenishment or the insertion of additional ammunition into a firearm.
Reshoot	A competitor's further attempt at a course of fire, authorized in advance by a Range Officer or an Arbitration Committee.
Round	A cartridge of ammunition containing shot or a slug.
Shell	(Also "shotshell") A cartridge of ammunition used in a shotgun.
Shooting position	The physical presentation of a person's body (e.g. standing, sitting, kneeling, prone).
Shot (1)	The pellets found or used in shotgun cartridges or shells
Shot (2)	An act of firing a gun
Shot (3)	To have fired, the past tense of shoot.
<u>Should</u>	<u>Optional but highly recommended.</u>
Sight picture	Aiming at a target without actually shooting at it (see Section 8.7).
Slug	A single projectile in a shotgun cartridge or shell intended to strike a target.
Snap Cap	(Also "spring cap") A type of dummy round.
Squib Load	A defective cartridge resulting in one or more projectiles and/or the wad failing to exit the barrel, or exiting 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).
Sweeping	Pointing the muzzle of a firearm at any part of any person's body (see Rule 10.5.5).
<u>Target(s)</u>	<u>A term that can include both scoring target(s) and no-shoot(s) unless a Rule (e.g. 2.1.8.1) differentiates between them.</u>
Unloading	Removal of ammunition from a firearm.
Wad	Incorporated within a shotgun cartridge or shell to create a gas seal and which may also hold the shot together (not necessarily intended to strike a target).
<u>Will</u>	<u>Mandatory.</u>

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: N/A = Not Applicable, R = Recommended, M = Mandatory

	Level I	Level II	Level III	Level IV	Level V
01. Must follow latest edition IPSC rules	M	M	M	M	M
02. Competitors must be individual members of their IPSC Region of residence (Section 6.5)	R	M	M	M	M
03. Match Director	M	M	M	M	M
04. Range Master (actual or designated)	M	M	M	M	M
05. Range Master approved by Regional Directorate	R	R	M	R	R
06. Range Master approved by IPSC Executive Council	N/A	N/A	N/A	M	M
07. Chief Range Officer(s)	R	R	R	M	M
08. One RROI/NROI or IROA official per stage	R	R	M	M	M
09. COF approval by Regional Directorate	R	R	M	N/A	N/A
10. COF approval by IPSC committee	N/A	N/A	M	M	M
11. IPSC sanctioning *	N/A	N/A	M	M	M
12. Chronograph <i>HG & R are the same, SG is different</i>	N/A R	R	R M	M	M
13. Three month advance registration with IPSC	N/A	N/A	M	N/A	N/A
14. IPSC Assembly approval on three year cycle	N/A	N/A	N/A	M	M
15. Inclusion in IPSC Match Calendar	N/A	N/A	M	M	M
16. Post match reports to IROA	N/A	N/A	M	M	M
17. Recommended minimum rounds <i>HG, SG & R are all different</i>	40	75	150	200	250
18. Recommended minimum stages	2	5	12	20	25
19. Recommended minimum competitors <i>HG, SG & R are all different</i>	10	50	100	150	250
20. Match rating (points)	1	2	3	4	5

* Point 11: Note that "N/A" means that international sanctioning of Level I and Level II matches is not required. However each Regional Directorate is entitled to establish their own criteria and procedures for sanctioning of Level I and Level II matches held within their 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, 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 are as follows:

- (a) Lady
- (b) Junior Competitors who are under the age of 21 on the first day of the match
- (c) Senior Competitors who are over the age of 50 on the first day of the match
- (d) Super Senior Competitors who are over the age of 60 on the first day of the match. A competitor over the age of 60 on the first day of the match may enter Senior category only if Super Senior is unavailable.

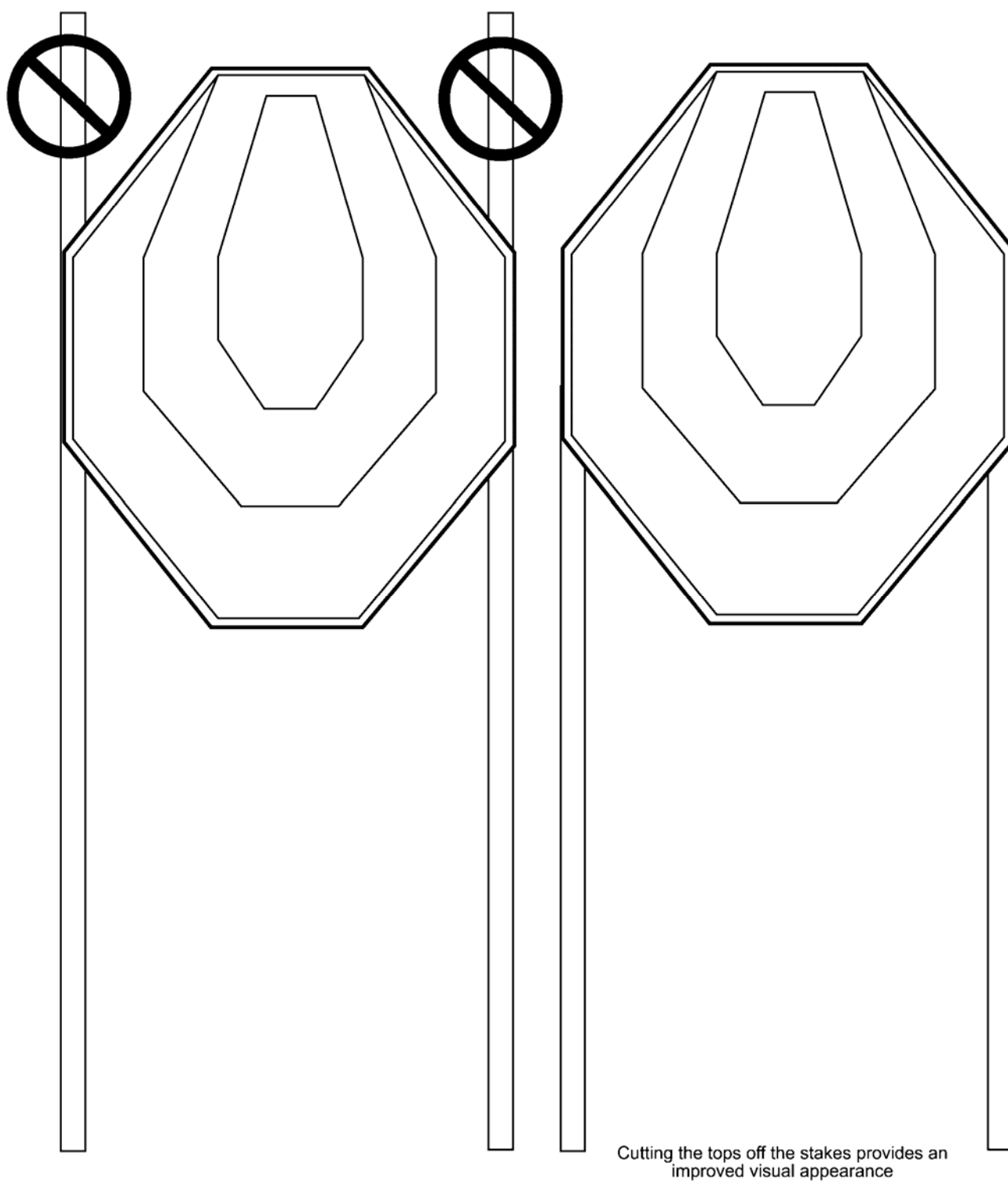
4. Team Categories:

IPSC matches may recognize the following for team awards:

- (a) Regional teams by Division
- (b) Regional teams by Division for Ladies Category
- (c) Regional teams by Division for Junior Category

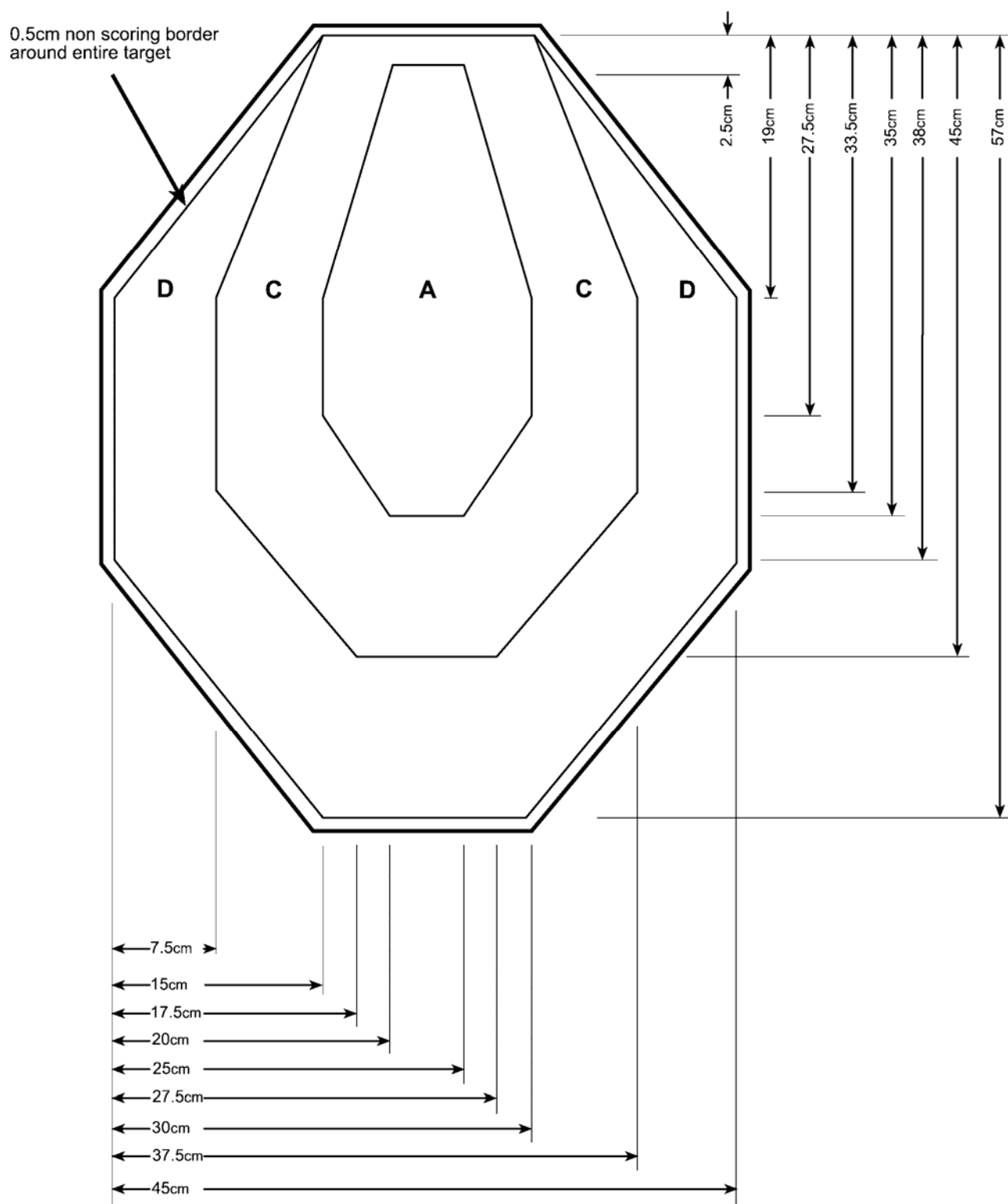
APPENDIX B1

Target Presentation



APPENDIX B2

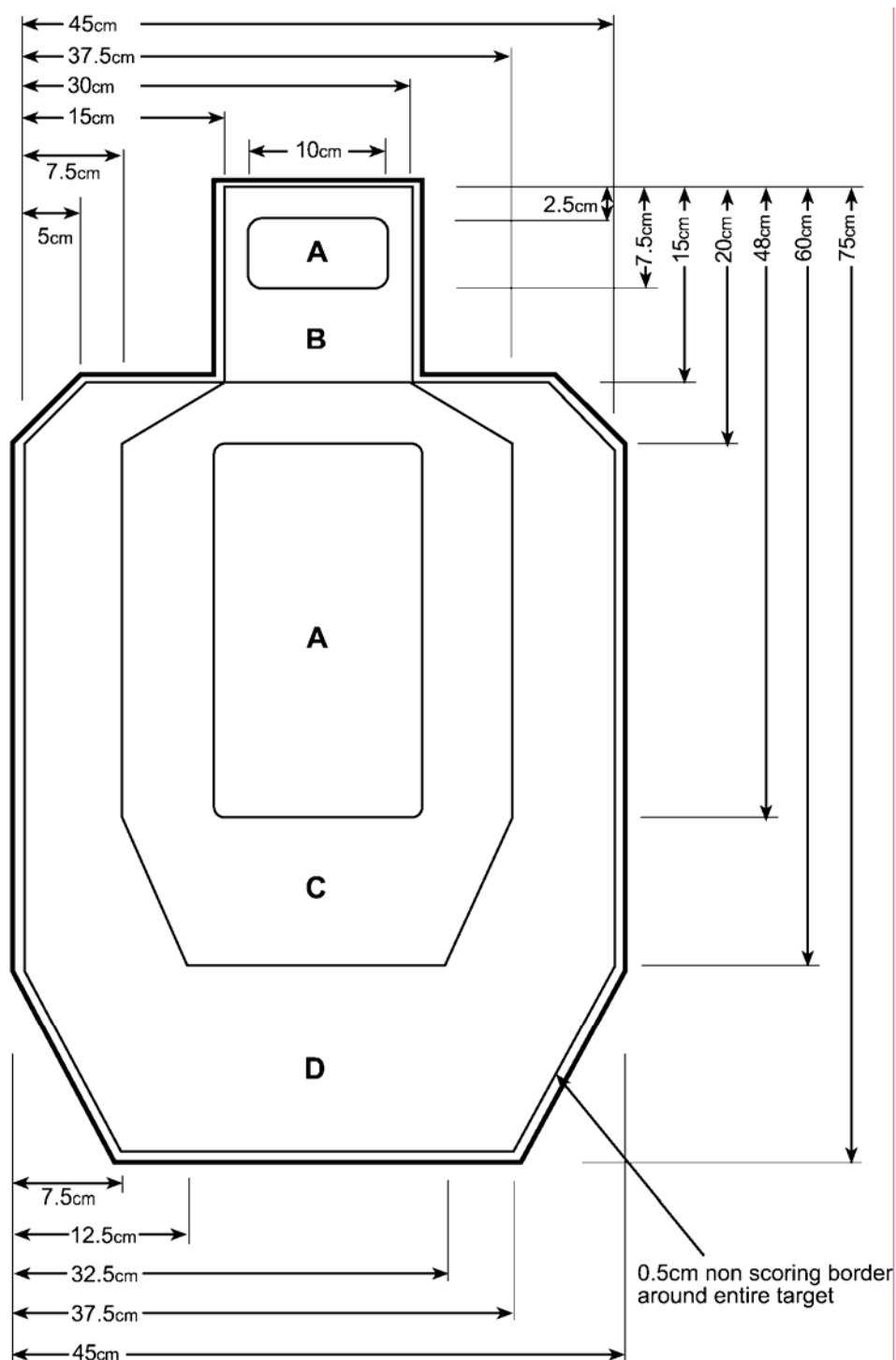
IPSC Classic Target



Scoring	
Zone	Major
A	5
C	4
D	2

APPENDIX B3

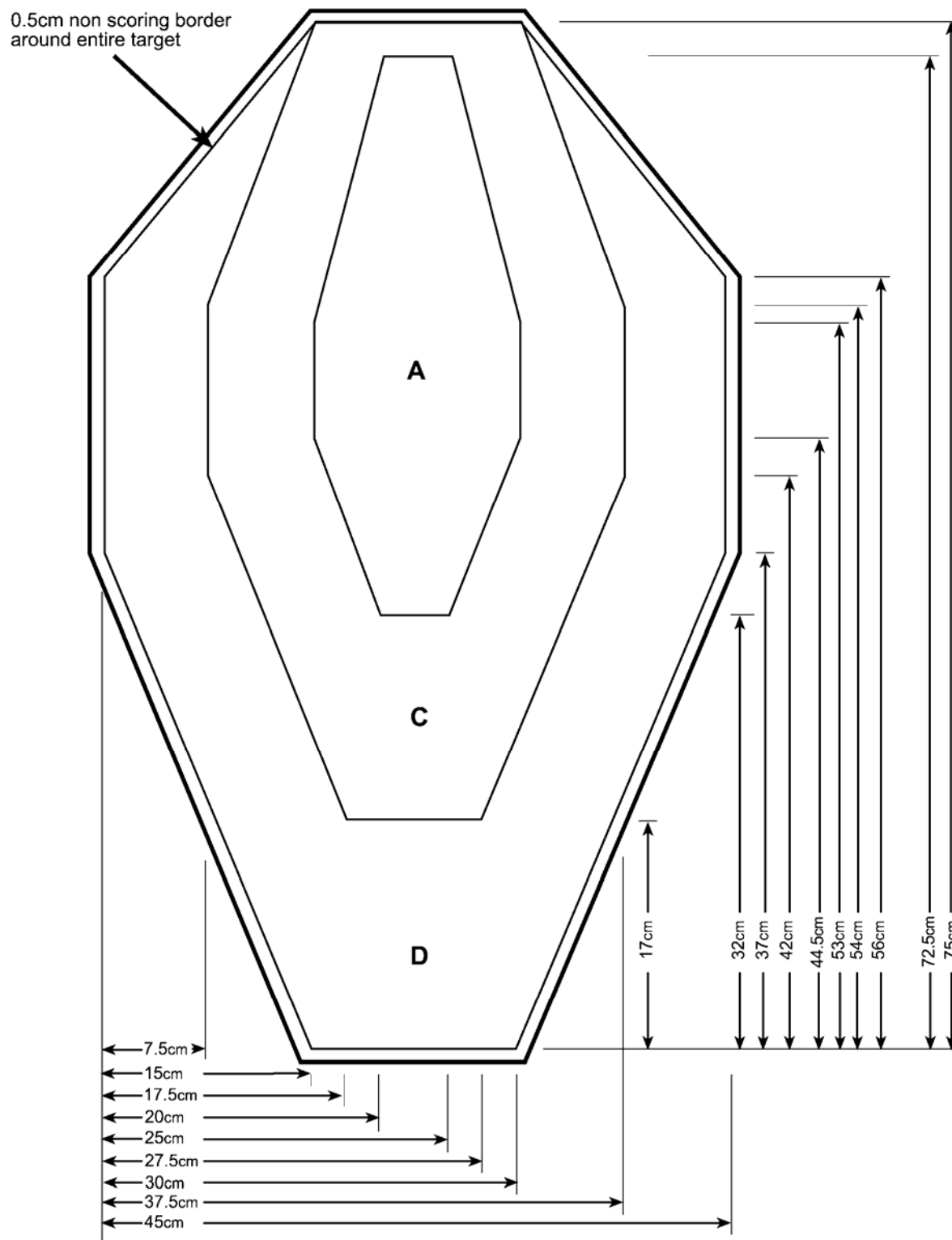
IPSC Metric Target



Scoring	
Zone	Major
A	5
B	4
C	4
D	2

APPENDIX B4

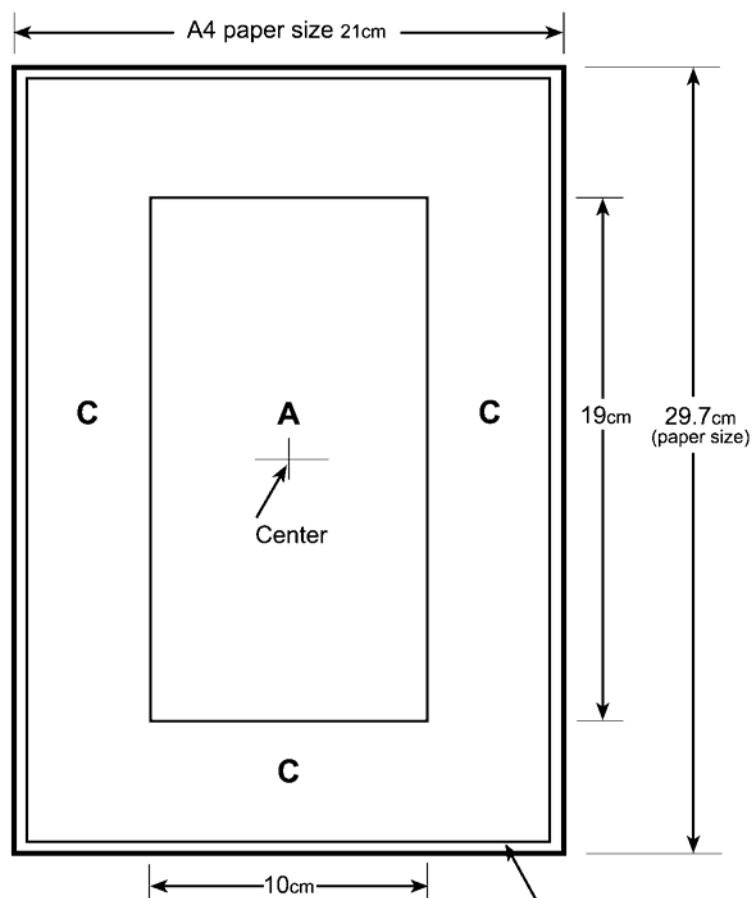
IPSC Universal Target



Scoring	
Zone	Major
A	5
C	4
D	2

APPENDIX B5

IPSC A4/A Target

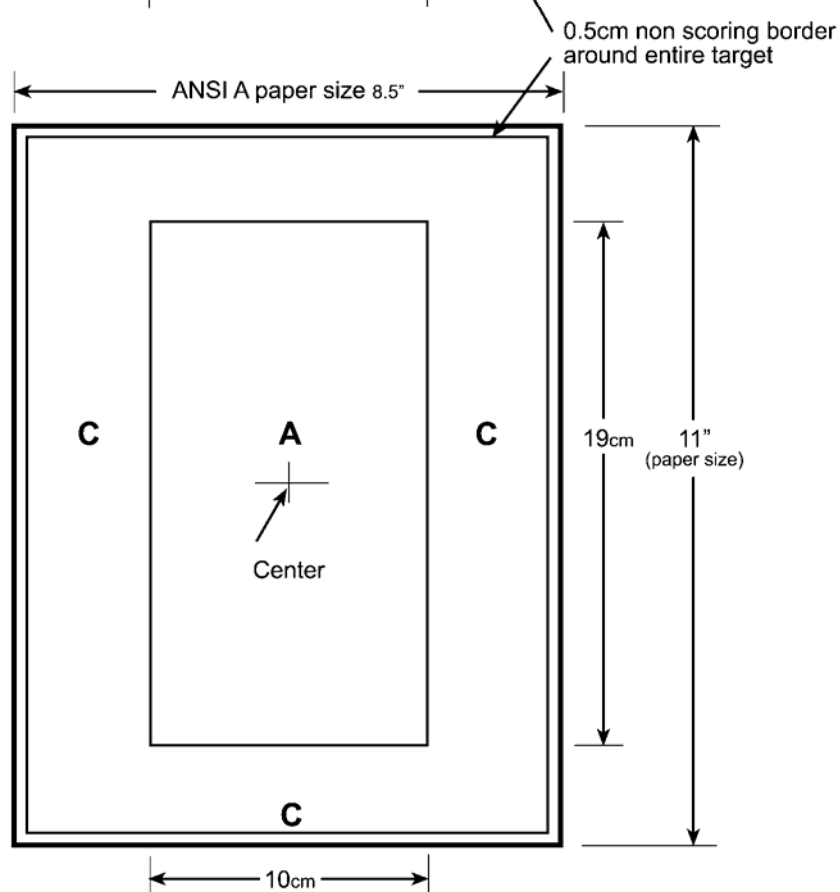


Scoring:

A Zone: 5 points
C Zone: 4 points

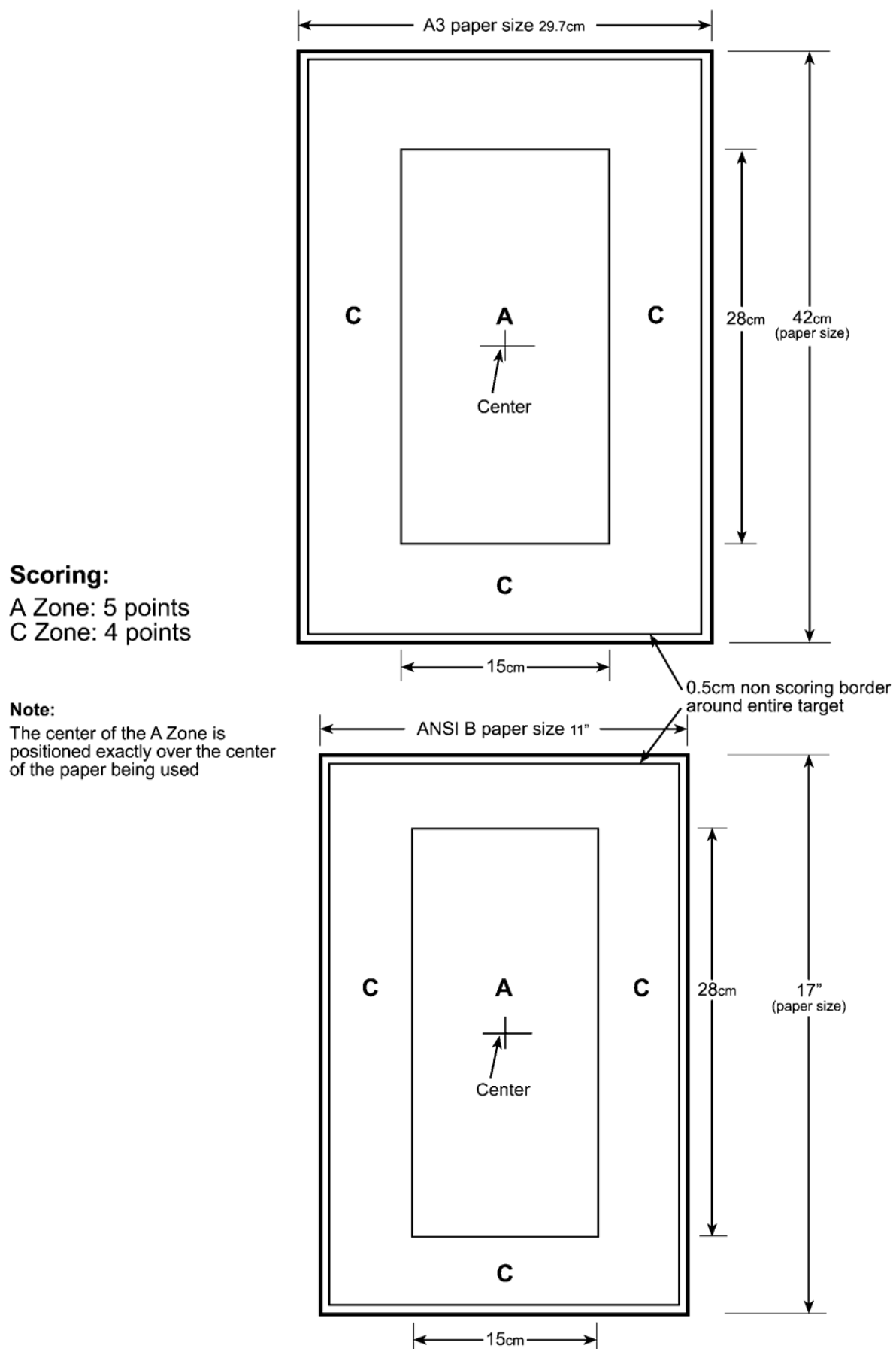
Note:

The center of the A Zone is positioned exactly over the center of the paper being used



APPENDIX B6

IPSC A3/B Target



APPENDIX C1

HG & R are the same, SG is different

Target Calibration and Testing

1. The Range Master must designate a specific supply of ammunition and one or more shotguns to be used as official calibration tools by officials authorized by him to serve as testing officers.
2. ~~Prior to commencement of a match, the calibration ammunition should be chronographed using the procedure specified in Rule 5.6.3. The calibration ammunition, when tested through each designated shotgun, must not achieve a power factor greater than 520 to qualify (this applies to birdshot ammunition only). In the absence of a match chronograph~~ The manufacturer's data for the test ammunition will be assumed to be accurate and will not be subject to any protest. ~~For a nominated buckshot stage then OO buckshot (9 pellets) factory ammunition from a recognized manufacturer of the Range Masters choice will be used irrespective of its it's power factor, likewise for slugs, and the choice of this ammunition may not be protested.~~
3. Once the supply of ammunition and the designated shotgun have been ~~tested and~~ approved by the Range Master, they are not subject to challenge by competitors.
4. The Range Master must make arrangements prior to the commencement of a match so as to be satisfied that all ~~metal targets poppers, plates and silhouettes~~ will fall, and frangible targets will break, when properly hit and he will determine which of these targets he considers necessary to be tested. Testing is only likely to be necessary on longer distance targets or for targets that are in the close proximity to no-shoots. In the former case to ascertain that they will fall, or break, when properly hit and in the latter to confirm that it is indeed possible to successfully shoot the scoring target without incurring a penalty because of the pattern spread of the shot (birdshot and buckshot ammunition).
5. The Range Master must make arrangements prior to the commencement of a match so as to be satisfied that any paper targets or frangible targets in close proximity to any no-shoot can be successfully shot when required without incurring a penalty because of the pattern spread of the shot (~~buckshot ammunition~~). He will determine which of these targets he considers necessary to be tested.
6. Unobstructed metal targets must be set to fall when adequately hit within the calibration zone from a designated shotgun using the calibration ammunition. Calibration zones for poppers are indicated in the diagrams in the following pages. The calibration or test zone for other unobstructed metal targets ~~plates or silhouettes~~ is the centre of the target. The testing officers, in consultation with the Range Master if considered necessary, will determine whether each test shot results in an adequate hit. It may be that not all of the shot pattern hits the target but the centre of the pattern should approximately strike the centre of the zones described above. If the target does not fall when properly hit ~~by the official~~, it must be re-calibrated/re-tested, if necessary the target must be moved until a successful test is accomplished. All testing is to be conducted from the closest possible point (directly up range) from where a competitor could shoot at the target.
7. For any target that is in close proximity to no-shoots a test shot should be fired to determine that the target can be successfully shot for score without incurring penalty. If, in the opinion of the testing official, a failed attempt was as a result of poor marksmanship or insufficient allowance for the spread of shot then 2 additional shots shall be fired, both of which must be successful else the target, or the no-shoot must be moved until a successful test is accomplished.
8. If, during a course of fire, a metal target does not fall when hit ~~shot~~, a competitor has three alternatives:
 - (a) The target 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 target is left standing but the competitor does not request the target to be tested. In this case, no further action is required and the course of fire is scored "as shot", with the subject target scored as a miss.

- (c) The target is left standing and the competitor requests the target to be tested. In this case, the target 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 re-shoot the course of fire. If the competitor or any other person violates this rule, the target will be scored as a miss and the rest of the course of fire will be scored "as shot". A competitor is permitted a maximum of 3 requests for testing during a match of up to (and including) 15 stages and to a maximum of 4 requests for testing during a match of over 15 stages.
9. When testing is requested under 8(c) above, the testing officer will visually inspect the target for obstructions that may have prevented proper operation. Then, if no obstruction is found the following will apply:
- (a) If the first shot fired by the testing officer hits the calibration zone of a metal target, or below, and the target falls, the target is deemed to be properly calibrated, and it will be scored as a miss.
 - (b) If the first ~~the~~ shot fired by the testing officer adequately hits the calibration zone of a metal target (see also (c) below) and the target does not fall, the target is deemed to have failed, and the competitor must be ordered to re-shoot the course of fire, once the target has been recalibrated.
 - (c) For targets in close proximity to no-shoots and where it is not possible to centre the pattern of the shot without incurring a penalty, the testing officer will determine whether the test shot resulted in an adequate hit. The testing officer's decision can not be protested.
 - (d) If the first shot fired by the testing officer misses the target altogether, another shot must be fired until either 9(a), 9(b) or 9(c) occurs.
10. For targets in close proximity to no-shoots and where a metal no-shoot is struck down or the scoring area of a paper no-shoot is hit then the procedure will be as laid down in Section 9.6 of the rules. The Chief Range officer or Range Master may, in their absolute discretion, decide to test the achievability to shoot the scoring target without penalty. They may decide to exclude a hit or hits on a no-shoot from the stage score but no re-shoot will be given. The ruling will be final. No further appeal or protests will be allowed with respect to the scoring decision.

Test Gun Specification:

Calibre: 12 gauge

Maximum barrel length – 66 cms (26 inches).

True cylinder or open choked barrel.

Any action type.

Test Cartridge Specification:

All ammunition used in a match is required to conform to a minimum PF of 480 and it is the competitor's responsibility to choose appropriate cartridges. However, for calibration and testing purposes the cartridge specifications below will apply.

For Birdshot Stages

Diameter of shot to be between 2.54mm (0.10 inch) – 2.28 mm (0.09 inch)

Max weight of Cartridge 28.3 grams (1 ounce)

Manufacturers stated velocity to be between 1200 – 1120 fps

(This equates to a PF of 519 – 484 with 28 gram loads)

Birdshot — no. 7 or 7 1/2 or local equivalent.

Power factor — 520 or less

(e.g. A cartridge of 28gr (1 ounce) shot weight at 1180 fps)

For Buckshot Stages

Buckshot: OO or SG or local equivalent (factory ammunition at the Range Master's discretion)

Max of 9 pellets per cartridge

Manufacturers stated velocity to be between 1350 – 1120 fps (lower velocities in the permitted range are preferred for testing)

(This equates to a PF of 584 – 484 with 28 gram loads)

For Slug Stages

Max weight of slug 28.3 grams (1 ounce)

Maximum power factor to be less than 590 as calculated from manufacturer's stated data. (A PF of around 520 or less is preferred)

Factory ammunition (28 gr/1 ounce slugs) at the Range Master's discretion

APPENDIX C2

IPSC Poppers

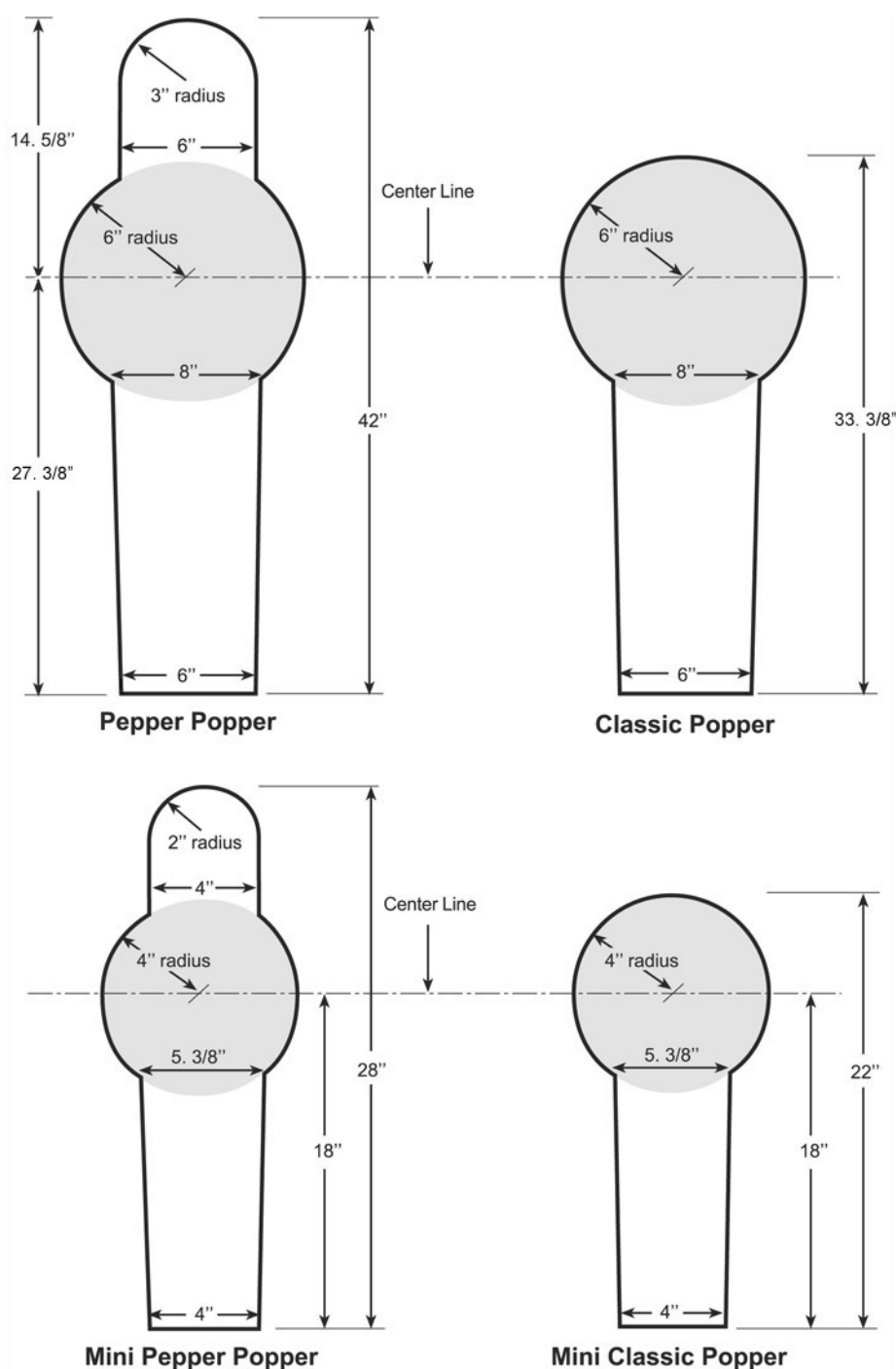
Scoring value: 5 points. Penalty value: -10points.

In order to enhance course design, it is permissible to have a small number of metal targets score double value for a hit or a miss in this discipline. Any such targets must be clearly pointed out in the stage briefing and must have been approved during the course review process. *SG & R are the same, HG is different*

There are two versions of Poppers: the Pepper Popper and the Classic Popper. These versions may be included together in the same stage or may be used on their own in a course of fire or in conjunction with either metal plates or IPSC paper targets or both.

IPSC Popper Calibration Zones

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



APPENDIX C3

IPSC Metal Plates

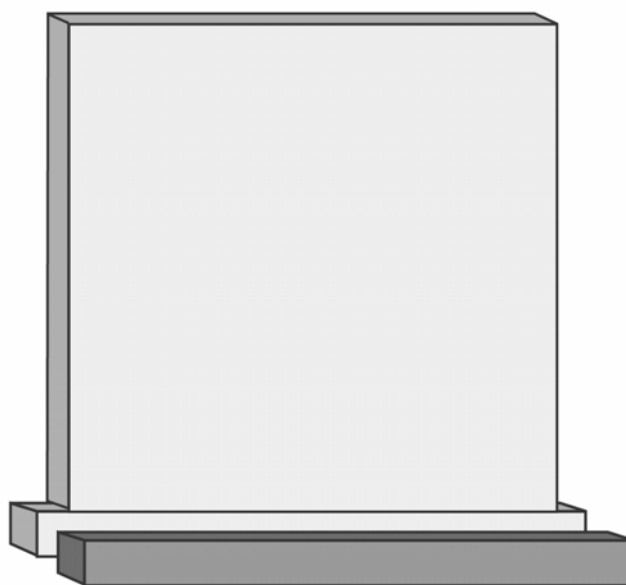
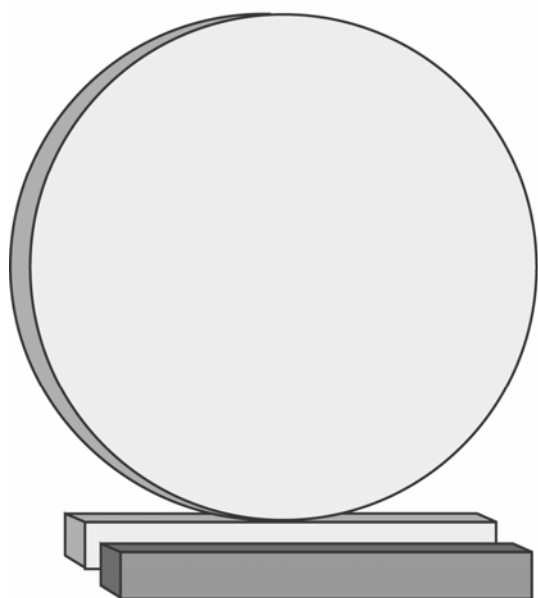
Scoring value: 5 points. Penalty value: -10points.

In order to enhance course design, it is permissible to have a small number of metal targets score double value for a hit or a miss in this discipline. Any such targets must be clearly pointed out in the stage briefing and must have been approved during the course review process. ***SG & R are the same, HG is different***

Plates may be used on their own in a course of fire. ***SG & R are the same, HG is different***

Various square or rectangular sizes are permitted providing they are between: 15cm x 15cm (minimum) and 45cm x 30cm (maximum). Round metal plates are also permitted with a minimum diameter of 15cm and a maximum diameter of 30cm. Preferred sizes are 15cm x 15cm, 20cm x 15cm, 25cm x 20cm and round plates with a diameter of 20cm, 25cm or 30cm. ***SG & R are the same, HG is different***

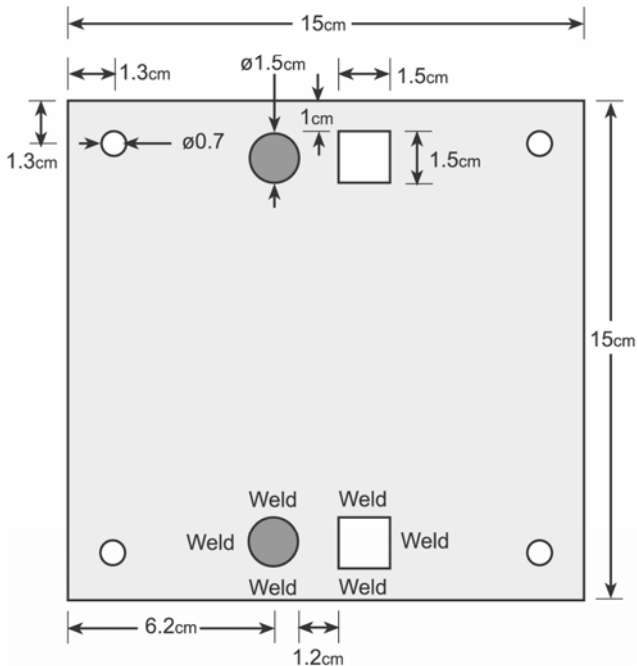
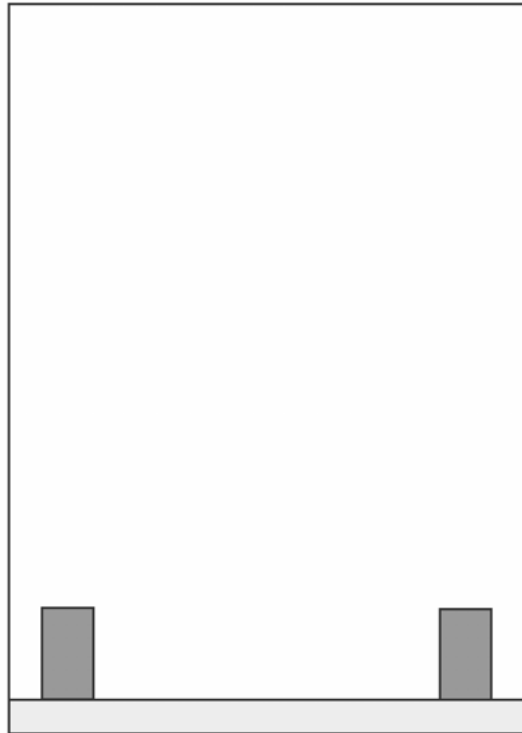
Metal targets in the general size and shape of authorized paper targets may be used. ~~Metal silhouettes may be used that match the design and overall scoring dimensions of the IPSC Metric or Classic paper targets (see Appendices B2 and B3 for sizes).~~ ***SG only***



APPENDIX C3

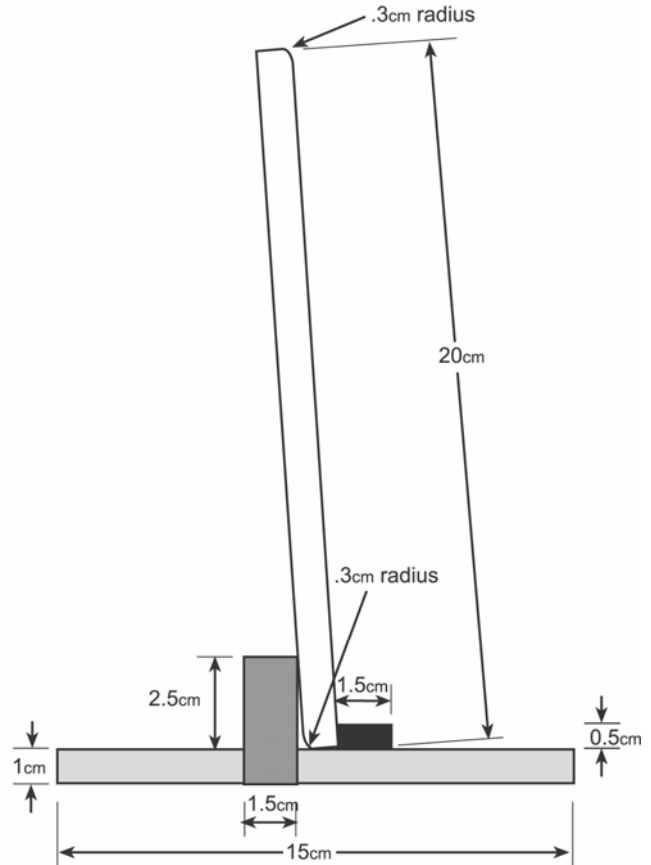
IPSC Separating Metal Plates

**Target complete
Front elevation**



**Target Base
(plan view)**

**Target complete
Side elevation**



Notes:

These targets offer precise and consistent resetting and are very reliable. They stand up to repeated shots.

The strike plates can be set on the bases vertically or horizontally.

Other sizes of strike plates will sit securely on these bases.

The bases can be nailed or bolted to timber or even to the ground (15cm nails) to secure in place.

The bases can be welded to steel or fixed to timber spikes to allow them to be set into the ground.

The targets can be made from a thicker material but 1cm is recommended as the minimum. The heavier the plate the less distance it will travel when hit.

If a hole is drilled in the strike plate a chain can be fitted to restrict the distance that the plate may travel when hit.

Various square or rectangular sizes are permitted providing between: 15cm x 15cm (minimum) and 45cm x 30cm (maximum). Preferred sizes are 15cm x 15cm, 20cm x 15cm and 25cm x 20cm.

APPENDIX D1 *HG, SG & R are all different*

Open Division

1.	<u>Minimum Power Factor Floor</u>	480 520
2.	Minimum shot weight	No
3.	Minimum caliber	20 gauge / 20 bore
4.	Maximum shotgun weight	No
5.	Minimum trigger pull	No
6.	Restriction on action types	No
7.	Magazine length restrictions	No
8.	Detachable magazines	Permitted
9.	Magazine capacity restrictions	No
10.	Speed loading devices	Permitted
11.	Modifications/attachments to loading port floor plate	Permitted
12.	<u>Compensators, sound and/or flash suppressors</u>	Permitted
13.	Ports	Permitted
14.	Optical or Electronic sights	Permitted
15.	Barrel heat shields	Permitted
16.	Maximum overall length for complete gun	No Restriction
17.	Modifications allowed	Yes
18.	Factory produced guns only (minimum 100 units)	No
16.	<u>Max. distance of cartridges or reloading devices from body</u>	50mm

Special Conditions:

19. Prototypes are allowed.

PLEASE NOTE THAT THERE HAS BEEN NO ATTEMP IN THIS DOCUMENT TO FULLY INDICATE THE CHANGES TO THE DIVISIONS. SOME DUPLICATED ITEMS HAVE BEEN DELETED AND OTHER ITEMS MOVED OR MERGED. IT IS STRONGLY RECOMMENDED THAT YOU CAREFULLY COMPARE THE 2004 DIVISION RULES AGAINST THESE NEW 2006 RULES.

APPENDIX D2 *HG, SG & R are all different*

Modified Division

1.	Minimum Power Factor Floor	480 520
2.	Minimum shot weight	No
3.	Minimum caliber	20 gauge / 20 bore
4.	Maximum shotgun weight	No
5.	Minimum trigger pull	No
6.	Restriction on action types	No
7.	Magazine length restrictions	No
8.	Detachable magazines	No
9.	Magazine capacity restrictions	No
10.	Speed loading devices	No
11.	Modifications/attachments to loading floor plate. Restricted, see below.	Permitted
12.	Compensators, sound and/or flash suppressors	Permitted
13.	Ports	Permitted
14.	Optical or Electronic sights	No
15.	Barrel heat shields	Permitted
16.	Max. distance of cartridges or reloading devices from body (<u>excluding cartridges carried in or on the gun or sling</u>)	50mm
17.	Maximum overall shotgun length	1320mm
18.	Modifications allowed. Restricted – see below	Permitted
19.	Factory produced guns only (minimum 100 units)	Yes

Special Conditions:

19. Modified Division is subject to an overall maximum length of the gun. The gun in its fully loaded ready condition and with any extended magazine tube fitted must fit into a rectangular shaped boxed which is open on one long side. The internal dimension of this box must be 1320mm long (with a tolerance of : +1mm, -0mm). The shotgun is to be placed in the box with the barrel parallel to the one long edge. However, for reasons of safety and expediency the test will usually be carried out with the gun unloaded providing the overall gun size remains the same whether loaded or unloaded. The Range Master's decision on this matter is final. The gun must not be artificially compressed in any way during the test solely for the purpose to fit in the box.
20. Revolving tubes, or any other configuration involving more than one magazine tube, are not permitted.
21. External modifications such as weights, or devices to control or reduce recoil are specifically not allowed, except for recoil pads fitted to the rear face of the stock of the shotgun.
22. Modifications or attachments can be made or added to the loading floor plate to facilitate easier loading. In Modified Division such modifications or attachments must not exceed 75mm (3 inches) in length and must not protrude more than 32 mm (1 ¼ inches) from the standard frame of the shotgun in any direction.
23. Modifications which are specifically allowed:
 - Replacement of: "Open Sights" with other "Open Sights", barrels, trigger mechanisms or components thereof, safety catches (ambidextrous safety catches are approved), action release buttons, cocking levers, magazine tube followers and/or springs, fore-ends and/or stock (pistol grip stocks are allowed).
 - Extended magazine tubes.
 - Enlargement and/or rounding of ejection ports; enlargement and/or rounding of loading ports.
 - Checkering of frames, stocks and fore-ends.
 - Cosmetic enhancements that do not give a competitive advantage such as custom grips, plating, etc.
24. Internal modifications to improve accuracy, reliability and function are allowed.
25. Additional cartridge loops or clips, specifically including side saddles, may be fitted to the stock, fore-end, receiver or sling (providing they do not compromise any safety issues).

PLEASE NOTE THAT THERE HAS BEEN NO ATTEMPT IN THIS DOCUMENT TO FULLY INDICATE THE CHANGES TO THE DIVISIONS. SOME DUPLICATED ITEMS HAVE BEEN DELETED AND OTHER ITEMS MOVED OR MERGED. IT IS STRONGLY RECOMMENDED THAT YOU CAREFULLY COMPARE THE 2004 DIVISION RULES AGAINST THESE NEW 2006 RULES.

APPENDIX D3 *HG, SG & R are all different*

Standard Division

1.	Minimum Power Factor Floor	480 520
2.	Minimum shot weight	No
3.	Minimum caliber	20 gauge / 20 bore
4.	Maximum shotgun weight	No
5.	Minimum trigger pull	No
6.	Restriction on action types	No
7.	Magazine length restrictions	No Yes. See Note 29 below
8.	Detachable magazines	No
9.	Capacity restrictions for initial load prior to the start signal	Max. of 9 rounds loaded Max. of 8 in the case of Rule 8.1.1.2
10.	Speed loading devices	No
11.	Modifications/attachments to loading floor plate	Permitted but restricted, see below
12.	Compensators, sound and/or flash suppressors	No
13.	Ports	No
14.	Optical or Electronic sights	No
15.	Barrel heat shields	Permitted
16.	Max. distance of cartridges or reloading devices from body (excluding cartridges carried in or on the gun or sling)	50mm
17.	Modifications allowed. Restricted – see below	Permitted
18.	Factory produced guns only (minimum 500 400 units)	Yes

Special Conditions:

19. Any complete shotgun produced by a factory and available to the general public.
20. Prototypes are specifically not allowed.
21. Changing caliber from the factory standard is specifically not allowed.
22. External modifications such as weights, or devices to control or reduce recoil are specifically not allowed, except for recoil pads fitted to the rear face of the stock of the shotgun.
23. Modifications which are specifically allowed:
 - Replacement of: “Open Sights” with other “Open Sights”, barrels, trigger mechanisms or components thereof, safety catches (ambidextrous safety catches are approved), action release buttons, cocking levers, magazine tube followers and/or springs, fore-ends and/or stock (pistol grip stocks are allowed).
 - Feed ramps as replacements of the carrier release button (Remington 1100 and 1187).
 - Extended magazine tubes.
 - Enlargement and/or rounding of ejection ports; enlargement and/or rounding of loading ports.
 - Checkering of frames, stocks and fore-ends.
 - Cosmetic enhancements that do not give a competitive advantage such as custom grips, plating, etc.
24. Internal modifications to improve ~~accuracy, reliability, and function~~, are allowed, ~~e.g. replacement trigger mechanisms~~.
25. Additional cartridge loops or clips, specifically including side saddles, may be fitted to the stock, fore-end, receiver or sling (providing they do not compromise any safety issues).

PLEASE NOTE THAT THERE HAS BEEN NO ATTEMPT IN THIS DOCUMENT TO FULLY INDICATE THE CHANGES TO THE DIVISIONS. SOME DUPLICATED ITEMS HAVE BEEN DELETED AND OTHER ITEMS MOVED OR MERGED. IT IS STRONGLY RECOMMENDED THAT YOU CAREFULLY COMPARE THE 2004 DIVISION RULES AGAINST THESE NEW 2006 RULES.

APPENDIX D4 *HG, SG & R are all different*

Standard Manual Division

1.	<u>Minimum</u> Power Factor Floor	480 520
2.	Minimum shot weight	No
3.	Minimum caliber	20 gauge / 20 bore
4.	Maximum shotgun weight	No
5.	Minimum trigger pull	No
6.	Manual action only	Yes
7.	Magazine length restrictions	<u>No</u> Yes. See Note 29 below
8.	Detachable magazines	No
9.	Capacity restrictions for initial load prior to the start signal	Max. of 9 rounds loaded Max. of 8 in the case of Rule 8.1.1.2
10.	Speed loading devices	No
11.	Modifications/attachments to loading floor plate	Permitted but restricted, see below
12.	Compensators, sound and/or flash suppressors	No
13.	Ports	No
14.	Optical or Electronic sights	No
15.	Barrel heat shields	Permitted
16.	Max. distance of cartridges or reloading devices from body (<u>excluding cartridges carried in or on the gun or sling</u>)	50mm
17.	Modifications allowed. Restricted – see below	Permitted
18.	Factory produced guns only (minimum <u>500</u> 400 units)	Yes

Special Conditions:

19. Any complete manual action shotgun (pump/slide/break-open) produced by a factory and available to the general public.
20. Prototypes are specifically not allowed.
21. Changing caliber from the factory standard is specifically not allowed.
22. External modifications such as weights, or devices to control or reduce recoil are specifically not allowed, except for recoil pads fitted to the rear face of the stock of the shotgun.
23. Modifications which are specifically allowed:
 - Replacement of: “Open Sights” with other “Open Sights”, barrels, trigger mechanisms or components thereof, safety catches (ambidextrous safety catches are approved), action release buttons, magazine tube followers and/or springs, fore-ends and/or stock (pistol grip stocks are allowed).
 - Extended magazine tubes.
 - Enlargement and/or rounding of ejection ports; enlargement and/or rounding of loading ports.
 - Checkering of frames, stocks and fore-ends.
 - Cosmetic enhancements that do not give a competitive advantage such as custom grips, plating, etc.
24. Internal modifications to improve ~~accuracy, reliability, and function~~, are allowed, ~~e.g. replacement trigger mechanisms~~.
25. Additional cartridge loops or clips, specifically including side saddles, may be fitted to the stock, fore-end, receiver or sling (providing they do not compromise any safety issues).

PLEASE NOTE THAT THERE HAS BEEN NO ATTEMPT IN THIS DOCUMENT TO FULLY INDICATE THE CHANGES TO THE DIVISIONS. SOME DUPLICATED ITEMS HAVE BEEN DELETED AND OTHER ITEMS MOVED OR MERGED. IT IS STRONGLY RECOMMENDED THAT YOU CAREFULLY COMPARE THE 2004 DIVISION RULES AGAINST THESE NEW 2006 RULES.

APPENDIX D5 *HG & SG are different, N/A for R*

Ammunition/Cartridge Types

General

1.	Minimum Power Factor Floor	480 520
2.	Minimum shot weight	No
3.	Minimum caliber	20 gauge / 20 bore
4.	Length (see note 14 below)	No restrictions
5.	Factory produced ammunition only	No, Home loads are acceptable
6.	Lead shot	Permitted subject to local environmental restrictions
7.	Bismuth shot	Permitted
8.	Tungsten Based shot	Permitted for paper, <u>frangible and synthetic</u> targets only not accepted for use against metal targets
9.	Steel shot	Permitted for paper, <u>frangible and synthetic</u> targets only not accepted for use against metal targets
10.	Metal piercing	Prohibited
11.	Incendiary	Prohibited
12.	Tracer	Prohibited
13.	Wad	It will be permissible for a match organizer to require the use of fiber wads only for environmental reasons but such requirement must be notified in advance of the match dates

~~14. There are no restrictions with regards to cartridge length. A nominal cartridge size is quoted in Note 29 for Standard and Standard Manual Divisions purely to establish a definition for magazine size. This is in no way sets any criteria for the length of cartridges that may be used in a match.~~

14. Specific ~~Various~~ types of shotgun ammunition may be nominated ~~specified~~ by match organizers as a requirement to be used in certain stages (e.g. When shooting at paper/card targets, or specific slug only stages).
15. The use of all ammunition types will be subject to the Regions/local legalities and the use of solid slug ammunition should be treated with particular care.
16. Match organizers may restrict the use of buckshot to certain nominated sizes only or to a maximum number of pellets per cartridge, particularly, for example, when shooting at paper/card targets where the patching of the targets could become unmanageable with certain buckshot types. However, it must be noted that for 20 gauge and 16 gauge it is extremely difficult to acquire ammunition other than 1 Buck, 2 Buck or 3 Buck and these are supplied with between 12-20 pellets. It will therefore be permissible to apply different criteria for 12 gauge, 16 gauge and 20 gauge with regards to the maximum number of pellets per cartridge when shooting at paper targets. For 12 gauge the maximum size recommended to be acceptable to shoot at paper targets (to facilitate speed of patching) is 00 Buck with 9 pellets per cartridge.
17. The Match Director and/or the Range Master may restrict the ammunition to be used to certain maximum shot sizes or certain types only for reasons of safety. Any such requirement is to be advised prior to the match dates.
18. There is no requirement for all cartridge types to feature in a single match.

Birdshot

Hits from birdshot on a paper target will not count for score.

Acceptable Birdshot Sizes

Shot diameters of 3.5 ~~3-3~~ mm to 2.0mm (.138 inches to .08 inches) are all acceptable.

Taking USA shot sizes as a nominal guide then birdshot sizes of 3 to 9 are all acceptable.

Local equivalents to this are acceptable also e.g. for the UK shot sizes 2 to 9 are acceptable

Buckshot

Acceptable Buckshot Sizes (but see note above)

American	UK	Inches	Metric	Typical Pellets Per Cartridge 12 ga. nominal
000 Buck	LG	.36ins	9.1mm	6-8
00 Buck	SG	.33ins	8.4mm	9-12
0 Buck		.32ins	8.1mm	12
1 Buck	Spec. SG	.30ins	7.6mm	12-16
2 Buck		.27ins	6.9mm	18
3 Buck		.25ins	6.4mm	20
4 Buck	SSG	.24ins	6.1mm	27

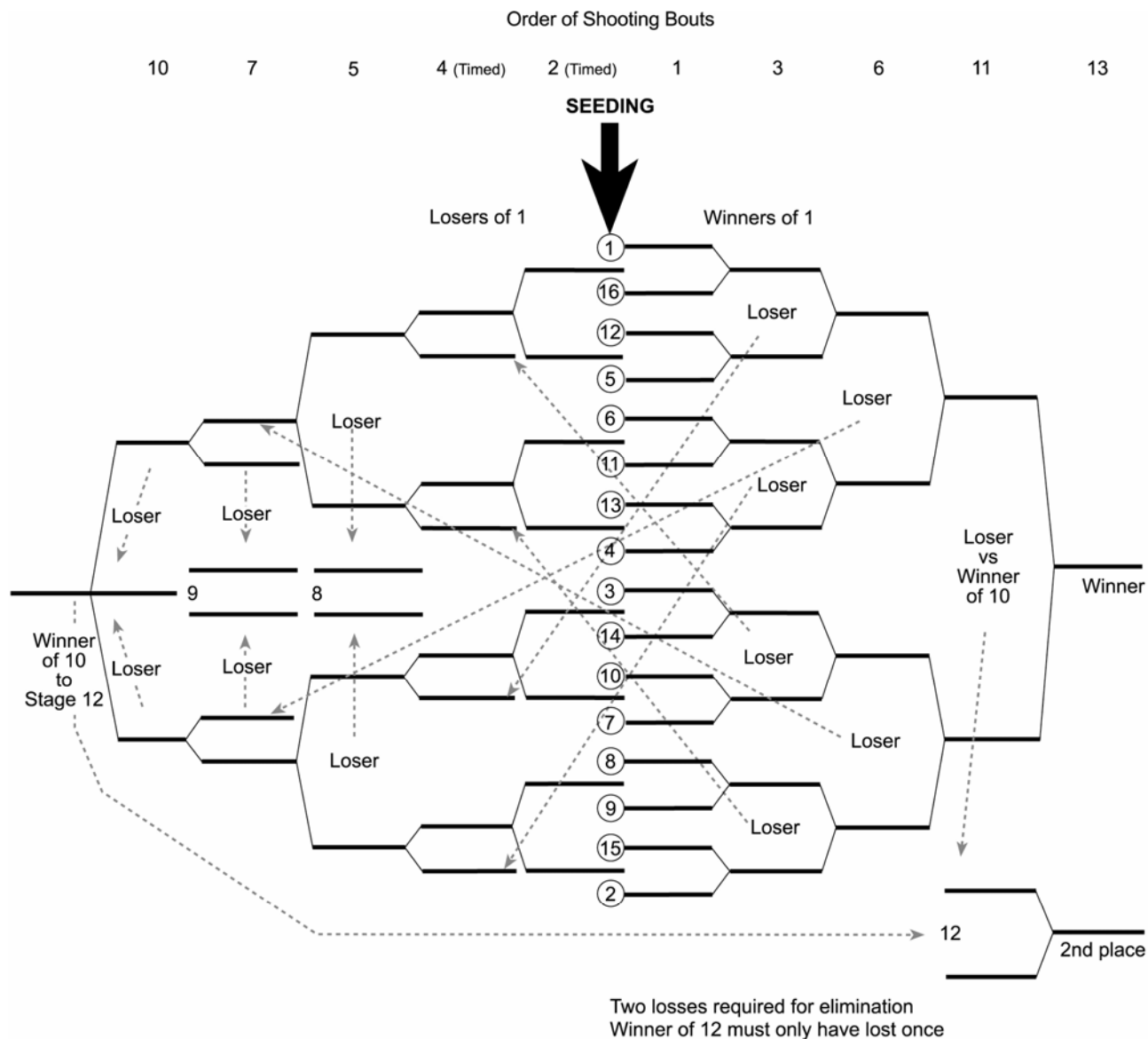
Slug

Any type of slug is acceptable that is not in contravention of any rule in this rule book. This is, however, subject to any local legal restrictions.

~~It should be noted that for 20 gauge it is unlikely that a slug weight of 5/8 ounce will meet the minimum power factor. Slugs weighing 3/4 ounce at 1600 fps are available and make factor.~~

APPENDIX E1

"J" Ladder for 16 Competitors

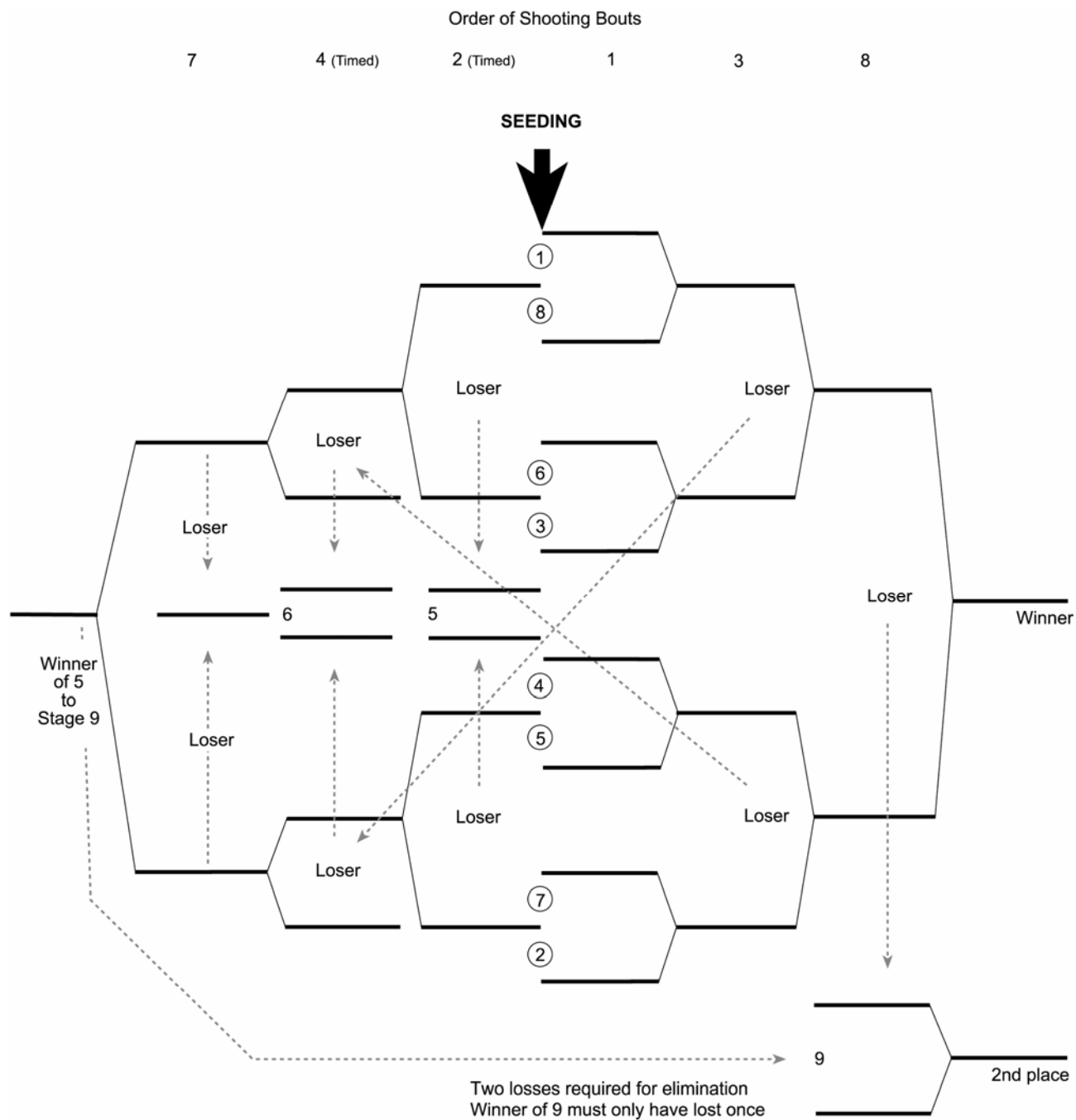


- 1st. Winner of 11
- 2nd. Winner of 12
- 3rd. Loser of 12
- 4th. Loser of 10
- 5th. Winner of 9
- 6th. Loser of 9
- 7th. Winner of 8
- 8th. Loser of 8

9th. - 12th. ranked by time in bout 4
13th. - 16th. ranked by time in bout 2

APPENDIX E2

"J" Ladder for 8 Competitors



- 1st. Winner of 8
- 2nd. Winner of 9
- 3rd. Loser of 9
- 4th. Loser of 7
- 5th. Winner of 6
- 6th. Loser of 6
- 7th. Winner of 5
- 8th. Loser of 5

5th. - 6th. can be ranked by time in bout 4
7th. - 8th. can be ranked by time in bout 2

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IPSC 2006 RULES – Discipline Differences

Key: HG = Handgun, SG = Shotgun, R = Rifle, N/A = Not applicable

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5.5.8	SG only
5.5.9	SG Only
5.6.1	HG & R are the same, SG is different
5.6.1.1	HG & R are the same, SG is different
5.6.1.2	HG & R are the same, SG is different
5.6.1.3	HG & R are the same, SG is different
5.6.3.2	HG & R are the same, SG is different
5.6.3.3	HG & R are the same, SG is different
5.6.3.4	HG, SG & R are all different
5.6.3.5	HG & R are the same, SG is different
5.6.3.6	HG & R are the same, SG is different
5.6.3.6.a	HG & R are the same, SG is different
5.6.3.6.b	HG & R are the same, SG is different
5.6.3.7	HG & R only
5.6.3.8	HG & R are the same, SG is different
5.6.3.9	HG & R only
5.8.1	HG & R are the same, SG is different
5.8.3	SG only
	Chapter 6
6.2.5	HG & R are the same, SG is different
6.2.5.1	HG & R only
	Chapter 7
	Chapter 8
8.1.1.1	SG & R are the same, HG is different
8.1.1.2	SG & R are the same, HG is different
8.1.1.3	SG & R are the same, HG is different
8.1.2	HG only
8.1.2.1	HG only
8.1.2.2	HG only
8.1.2.3	HG only
8.1.4	HG & R are the same, SG is different
8.1.5	HG only
8.1.5.1	HG only
8.1.5.2	HG only
8.1.5.3	HG only
8.2.1	HG, SG & R are all different
8.2.2	HG, SG & R are all different
8.2.3	SG & R are the same, HG is different
8.2.4	HG only
8.2.5	HG only
8.3.5.1	SG & R are the same, HG is different
8.3.6	HG, SG & R are all different
8.3.7	SG & R are the same, HG is different
8.3.7.1	HG only
8.3.7.2	HG only
8.3.7.3	HG only
8.3.7.4	HG only
8.5.2	HG & R are different, N/A for SG
8.5.2.1	HG only
8.5.2.2	HG only
	Chapter 9
9.1.5.1	HG, SG & R are all different
9.1.5.2	HG, SG & R are all different
9.1.5.3	HG, SG & R are all different
9.1.5.4	HG & R are the same, SG is different
9.1.6	HG & R are the same, SG is different
9.1.6.1	HG & R are the same, SG is different
9.1.6.2	HG, SG & R are all different
9.1.6.3	HG & R are the same, SG is different
9.1.6.4	HG & R are the same, SG is different
9.1.7	HG & R are the same, SG is different

9.1.8	SG only
9.2.4.2	SG & R are the same, HG is different
9.4.1	SG & R are the same, HG is different
9.4.1.1	SG & R only
9.4.2	HG & SG are the same, R is different
9.4.3	SG & R are the same, HG is different
9.4.5.2	HG & R are the same, SG is different
9.4.6.4	SG & R only
9.5.1	HG, SG & R are all different
9.5.2	HG & R are the same, SG is different
9.5.3	HG & R are the same, SG is different
9.5.4	HG & R are the same, SG is different
9.5.4.1	HG & R are the same, SG is different
9.5.6	HG & R are the same, SG is different
9.5.8	SG only
9.5.9	SG only
9.5.9.1	SG only
9.5.9.2	SG only
9.5.9.3	SG only
9.6.1	SG & R are the same, HG is different
	Chapter 10
10.2.3	HG & SG are the same, R is different
10.2.8	HG & SG are different, N/A for R
10.2.8.1	HG only
10.2.8.2	HG only
10.2.8.3	HG only
10.2.10	SG & R are different, N/A for HG
10.2.12	SG only
10.4.5	HG & R are the same, SG is different
10.4.7	HG, SG & R are all different
10.4.8	SG & R are different, N/A for HG
10.4.10	SG only
10.4.11	SG only
10.5.1	HG, SG & R are all different
10.5.3.5	HG only
10.5.3.6	HG only
10.5.4	HG only
10.5.5	SG & R are the same, HG is different
10.5.6	HG only
10.5.7	SG & R are the same, HG is different
10.5.11	HG only
10.5.11.1	HG only
10.5.11.2	HG only
10.5.11.3	HG only
10.5.12	HG & R are the same, SG is different
10.5.13	SG & R are the same, HG is different
10.5.14	SG & R are the same, HG is different
	Chapter 11
	Chapter 12
12.5	HG, SG & R are all different
	Appendices
A1/12	HG & R are the same, SG is different
A1/17	HG, SG & R are all different
A1/19	SG & R are the same, HG is different
B2	HG & R are the same, SG is different
B3	HG & R are the same, SG is different
B4	SG & R only
B5	SG & R only
B6	SG & R only
C1	HG & R are the same, SG is different
C2	SG & R are the same, HG is different
C3	HG, SG & R are all different
D1	HG, SG & R are all different
D2	HG, SG & R are all different
D3	HG, SG & R are all different
D4	HG, SG & R are all different
D5	HG & SG are different, N/A for R
F1	HG only
F2	HG only
F3	HG only



IPSC 2006 RULES – Discipline Differences (Sorted By Difference)

Key: HG = Handgun, SG = Shotgun, R = Rifle, N/A = Not applicable

1.1.5.3	HG, SG & R are all different
1.2.1.1	HG, SG & R are all different
1.2.1.2	HG, SG & R are all different
1.2.1.3	HG, SG & R are all different
1.2.3.1	HG, SG & R are all different
10.4.7	HG, SG & R are all different
10.5.1	HG, SG & R are all different
12.5	HG, SG & R are all different
2.1.3	HG, SG & R are all different
4.1.2.2	HG, SG & R are all different
4.3.1	HG, SG & R are all different
4.3.1.5	HG, SG & R are all different
4.3.1.7	HG, SG & R are all different
5.1.2	HG, SG & R are all different
5.2.4	HG, SG & R are all different
5.6.3.4	HG, SG & R are all different
8.2.1	HG, SG & R are all different
8.2.2	HG, SG & R are all different
8.3.6	HG, SG & R are all different
9.1.5.1	HG, SG & R are all different
9.1.5.2	HG, SG & R are all different
9.1.5.3	HG, SG & R are all different
9.1.6.2	HG, SG & R are all different
9.5.1	HG, SG & R are all different
A1/17	HG, SG & R are all different
C3	HG, SG & R are all different
D1	HG, SG & R are all different
D2	HG, SG & R are all different
D3	HG, SG & R are all different
D4	HG, SG & R are all different
10.4.5	HG & R are the same, SG is different
10.5.12	HG & R are the same, SG is different
3.2.1	HG & R are the same, SG is different
4.1.3	HG & R are the same, SG is different
4.1.4	HG & R are the same, SG is different
4.2.2	HG & R are the same, SG is different
5.1.7	HG & R are the same, SG is different
5.6.1	HG & R are the same, SG is different
5.6.1.1	HG & R are the same, SG is different
5.6.1.2	HG & R are the same, SG is different
5.6.1.3	HG & R are the same, SG is different
5.6.3.2	HG & R are the same, SG is different
5.6.3.3	HG & R are the same, SG is different
5.6.3.5	HG & R are the same, SG is different
5.6.3.6	HG & R are the same, SG is different
5.6.3.6.a	HG & R are the same, SG is different
5.6.3.6.b	HG & R are the same, SG is different
5.6.3.8	HG & R are the same, SG is different
5.8.1	HG & R are the same, SG is different
6.2.5	HG & R are the same, SG is different
8.1.4	HG & R are the same, SG is different
9.1.5.4	HG & R are the same, SG is different
9.1.6	HG & R are the same, SG is different
9.1.6.1	HG & R are the same, SG is different
9.1.6.3	HG & R are the same, SG is different
9.1.6.4	HG & R are the same, SG is different
9.1.7	HG & R are the same, SG is different
9.4.5.2	HG & R are the same, SG is different
9.5.2	HG & R are the same, SG is different
9.5.3	HG & R are the same, SG is different
9.5.4	HG & R are the same, SG is different
9.5.4.1	HG & R are the same, SG is different
9.5.6	HG & R are the same, SG is different
A1/12	HG & R are the same, SG is different
B2	HG & R are the same, SG is different
B3	HG & R are the same, SG is different
C1	HG & R are the same, SG is different
1.1.7	HG & SG are the same, R is different
1.2.2.1	HG & SG are the same, R is different
10.2.3	HG & SG are the same, R is different
2.1.8.4	HG & SG are the same, R is different
2.2.1	HG & SG are the same, R is different
5.1.1	HG & SG are the same, R is different

5.1.11	HG & SG are the same, R is different
9.4.2	HG & SG are the same, R is different
1.1.5	SG & R are the same, HG is different
10.5.13	SG & R are the same, HG is different
10.5.14	SG & R are the same, HG is different
10.5.5	SG & R are the same, HG is different
10.5.7	SG & R are the same, HG is different
2.1.4	SG & R are the same, HG is different
2.1.7	SG & R are the same, HG is different
4.1.1	SG & R are the same, HG is different
4.1.2.1	SG & R are the same, HG is different
4.2.1	SG & R are the same, HG is different
4.3.1.4	SG & R are the same, HG is different
4.4.1	SG & R are the same, HG is different
5.1.10	SG & R are the same, HG is different
5.1.5	SG & R are the same, HG is different
5.1.7.1	SG & R are the same, HG is different
5.1.8	SG & R are the same, HG is different
5.2.1	SG & R are the same, HG is different
8.1.1.1	SG & R are the same, HG is different
8.1.1.2	SG & R are the same, HG is different
8.1.1.3	SG & R are the same, HG is different
8.2.3	SG & R are the same, HG is different
8.3.5.1	SG & R are the same, HG is different
8.3.7	SG & R are the same, HG is different
9.2.4.2	SG & R are the same, HG is different
9.4.1	SG & R are the same, HG is different
9.4.3	SG & R are the same, HG is different
9.6.1	SG & R are the same, HG is different
A1/19	SG & R are the same, HG is different
C2	SG & R are the same, HG is different
8.5.2	HG & R are different, N/A for SG
10.2.8	HG & SG are different, N/A for R
5.2.5	HG & SG are different, N/A for R
5.2.5.2	HG & SG are different, N/A for R
5.2.8	HG & SG are different, N/A for R
D5	HG & SG are different, N/A for R
10.2.10	SG & R are different, N/A for HG
10.4.8	SG & R are different, N/A for HG
5.1.12	SG & R are different, N/A for HG
5.2.1.1	SG & R are different, N/A for HG
4.1.4.2	HG & R only
5.5.7	HG & R only
5.6.3.7	HG & R only
5.6.3.9	HG & R only
6.2.5.1	HG & R only
4.4.2	HG & SG only
4.4.1.1	SG & R only
5.2.1.2	SG & R only
5.2.1.3	SG & R only
5.2.1.4	SG & R only
5.2.1.5	SG & R only
5.2.1.6	SG & R only
9.4.1.1	SG & R only
9.4.6.4	SG & R only
B4	SG & R only
B5	SG & R only
B6	SG & R only
10.2.8.1	HG only
10.2.8.2	HG only
10.2.8.3	HG only
10.5.11	HG only
10.5.11.1	HG only
10.5.11.2	HG only
10.5.11.3	HG only
10.5.3.5	HG only
10.5.3.6	HG only

10.5.4	HG only
10.5.6	HG only
2.2.2	HG only
2.2.2.1	HG only
2.2.2.2	HG only
2.2.2.3	HG only
2.2.2.4	HG only
2.2.4	HG only
2.2.6	HG only
2.5.4	HG only
4.3.1.6	HG only
4.3.1.8	HG only
5.2.2	HG only
5.2.3	HG only
5.2.3.1	HG only
5.2.5.3	HG only
5.2.6	HG only
5.2.7	HG only
5.2.7.1	HG only
5.2.7.2	HG only
5.2.7.3	HG only
5.2.7.4	HG only
5.2.8.1	HG only
8.1.2	HG only
8.1.2.1	HG only
8.1.2.2	HG only
8.1.2.3	HG only
8.1.5	HG only
8.1.5.1	HG only
8.1.5.2	HG only
8.1.5.3	HG only
8.2.4	HG only
8.2.5	HG only
8.3.7.1	HG only
8.3.7.2	HG only
8.3.7.3	HG only
8.3.7.4	HG only
8.5.2.1	HG only
8.5.2.2	HG only
F1	HG only
F2	HG only
F3	HG only
1.2.3.2	SG only
10.2.12	SG only
10.4.10	SG only
10.4.11	SG only
2.1.10	SG only
2.1.11	SG only
2.1.3.1	SG only
2.1.3.2	SG only
5.2.9	SG only
5.5.8	SG only
5.5.9	SG only
5.8.3	SG only
9.1.8	SG only
9.5.8	SG only
9.5.9	SG only
9.5.9.1	SG only
9.5.9.2	SG only
9.5.9.3	SG only
1.2.1.5	R only
1.2.2.2	R only
5.2.1.7	R only
1.1.5.3	HG, SG & R are all different
1.2.1.1	HG, SG & R are all different

