

# APPENDIX to “The Rules of the Game”

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## Scoring

No-shoots and hard cover are considered impenetrable. If a shot strikes a no-shoot the penalty is 5 seconds added to the shooter’s time. In the event the shot travels onto a threat target it is not scored and counts as a miss. A miss scores 5 points down. Points down are then multiplied by .5 and converted to seconds ( $5 \times .5 = 2.5$ ) and are also added to the shooter’s time.

If a single hit is required by the stage description it is discounted and scored as a miss.

If two hits are required and only two hits are present the better of the two hits is discounted. If both hits are in the same scoring zone one of them is discounted.

If there are additional hits on a target the highest hits are not counted and scoring is based on the remaining hits.

Examples:

Two scoring hits are required. The target has three hits. One is in the “0” points down ring, two are in the “1” point down area. The “0” points down hit is discounted and the shooter receives two points down.

Two scoring hits are required. The target has three hits. Two are in the “0” points down ring, one is in the “1” point down area. One of the “0” points down hit is discounted and the shooter receives one point down.

Two scoring hits are required. The target has four hits. All are in the “0” points down ring. Two of the “0” points down hit are discounted leaving two hits in the “0” points down ring. The shooter receives zero points down. It should be noted that while in this case there are still zero points down, the shooter still receives a full 5 second penalty for hitting the no-shoot.

A shot is considered a hit if the outside diameter of the bullet or the grease ring breaks the scoring line. Tears into the scoring area are not considered part of a scoring hit. Benefit of the doubt will be given to the shooter.

## Penalties

Penalties will be issued if the shooter does not comply with the stage instructions. Our match format is deliberately focused on moderate enforcement of penalties. We do not issue penalties for many common violations found in IDPA such as misuse of cover, leaving loaded magazines behind, etc.

Detailed briefs are given before each stage is run and it is expected that the shooters understand and follow these instructions. The shooters are offered the opportunity to ask questions after the brief and before they begin the stage.

The primary reason for these instructions is safety. It goes without saying that having a shooter running willy-nilly around a stage is unsafe. Secondly, they keep the execution of the stage uniform. This enables the RSO to focus on the active shooter and their behavior and motions. If an unanticipated action occurs the RSO can call an immediate stop. They are also designed to keep the match on a level playing field and to assure no shooter(s) gain an unfair advantage.

If a shooter commits extreme violations of stage procedure such as a gross overshoot, shooting in a reckless manner, etc. they may be disqualified and can be asked to leave the range for the day.

Penalties will be issued once for an individual infraction. For example: a shooter is required to engage a target strong hand only. They engage it freestyle (two-hands) and fire six shots. The shooter will be awarded one penalty only for the infraction, not for each shot fired.

However, if the stage requires another portion be shot weak hand and the shooter again uses the wrong shooting position another penalty will be issued.

A penalty will be issued for violation of any boundaries if the shooter places one or both feet completely outside the boundary line. The shooter is permitted to place part of one foot over a boundary. One penalty will be issued for each occurrence. If a shooter deliberately steps out of bounds and commits a gross violation of stage procedure they may be disqualified and can be asked to leave the range for the day.

## **Declared “Carry Match”**

Pistols with their magazine will fit into a box 7.00”L x 5.00W x 1.375D. Any pistols with magazines that do not fit in the box will be classified as OPEN regardless of magazine capacity and/or action type.

## **Declared “BUG Match”**

See “Carry Match” for details plus the PISTOL MAY BE LOADED WITH 5 ROUNDS MAXIMUM, regardless of magazine or cylinder capacity. Pistols will be classified as “BUG” or “Open.”