

ANNE ARUNDEL FISH & GAME ASSOCIATION ACTION MULTIGUN RULES (PROVISIONAL)



1. Introduction

1.1 Action matches at Anne Arundel Fish and Game (AAF&G) Association may be run according to various rule sets. This set of rules shall apply to any Action Shooting Match (single- or multigun) that is not being run under the rules of the International Defensive Pistol Association (IDPA), the United States Practical Shooting Association (USPSA), or other external organization.

1.1.1 The governing rules for a match shall be specified in the Match Announcement along with a link to a posted copy of those rules.

1.2 Nothing in these rules may supersede the published Range Rules for the AAF&G Action Shooting Range. In the event of any possible conflict of rules, the AAF&G Range Rules shall prevail.

1.2.1 While any Match Staff member or competitor may call attention to such an issue, it shall be the sole responsibility of the Range Master (*c.f.* 3.1.2) to determine and resolve any such rules conflicts.

2. Safety

2.1 General

2.1.1 All firearms must remain bagged or cased until the Match Director has given the Match Safety Briefing.

2.1.2 Any individual on the Action Shooting range during a match must wear suitable eye and ear protection.

2.2 Cold Range

2.2.1 All AAF&G Action matches will be run on cold ranges.

2.2.1.1 Firearms may only be handled in the Safety Area or under the direct supervision of a Safety Officer.

2.2.1.1.1 At all other times, handguns must remain holstered with striker/hammer down and no magazine inserted

2.2.1.1.2 Long guns must remain racked with muzzle up and an *Empty Chamber Indicator* (ECI, or "chamber flag") inserted.

2.2.1.1.3 *Exception:* A competitor may move a long gun between bay ready racks, or between a ready rack and the shooting line or Safety Area, without the supervision of a Safety Officer so long as the firearm remains muzzle up with an ECI inserted.

- 2.2.1.1.4 Shotgun chokes may only be changed in the Safety Area.
- 2.2.1.1.5 Firearms may always be kept bagged or cased as an alternative to the above.
Such a bag or case must completely enclose the firearm.
- 2.2.1.2 Firearms may only be bagged or unbagged in the Safety Area or under the direct supervision of a Safety Officer.
- 2.2.1.3 No ammunition (live or dummy) is permitted in the Safety Area.
- 2.2.1.4 Competitors who do not have ECIs for their long guns must see the Range Master before the start of the match. The Range Master will either provide ECIs as appropriate, or make allowance for the competitor to rack long guns with action open and without an ECI.
- 2.2.2 All firearms must remain unloaded unless under the direct supervision of a Safety Officer.
- 2.2.3 Ammunition and magazines may be handled (*e.g.*, for filling magazines) anywhere outside the Safety Area.
- 2.2.4 *Pre-Loading*: If the Match Director permits it for the match, squads may be allowed to preload certain firearms (generally long guns with tubular magazines) prior to beginning a stage. The Match Director must provide a clearly identified pre-load area. Competitors may only pre-load under the supervision of a Safety Officer. No ammunition shall be permitted to enter the firearm's chamber. When pre-loading is complete (or throughout loading, if possible), an ECI shall be inserted into the chamber.

2.3 *Firearm Safety*

- 2.3.1 During a Course of Fire, shooter must follow all basic firearms safety rules:
 - 2.3.1.1 The muzzle of any firearm must be pointed in a safe direction. Unless otherwise specified, the only safe direction is towards the back berm of the Action Range, a.k.a. the backstop.
 - 2.3.1.2 Unless actively engaging targets, shooter's fingers must be clearly visible outside of the trigger guard (not merely off the trigger). This applies particularly (but not exclusively) to loading and unloading, malfunction clearance, and moving between shooting positions.
- 2.3.2 Competitors may only handle one firearm at a time during a Course of Fire. A firearm in use must be completely abandoned (*c.f.* 4.4) before another firearm may be picked up or drawn from a holster. Once abandoned, a firearm may not be taken up and used again on that stage.

2.4 Safety Violations

2.4.1 Penalties up to and including match disqualification (for competitors) or expulsion from the property (for non-competitors) may apply for safety violations (*c.f.* 6.2).

3. Match Structure

3.1 Match Staff

3.1.1 *Match Director (MD)*: The Match Director is responsible for the overall administration of the match, including squadding; squad shooting schedules; layout and construction of match stages; and assigning Match Staff.

3.1.1.1 The MD will not serve as a Safety Officer.

3.1.2 *Range Master (RM)*: The Range Master has overall responsibility for all persons and activities on the range during the match, to include safety issues, application of rules, and operation of Courses of Fire. In any dispute between a competitor and the Match Staff, the RM's ruling shall be final.

3.1.2.1 The MD and the RM may be the same person. The RM may also be one of the match Safety Officers (except for 3.1.1.1).

3.1.3 *Safety Officer (SO)*: The Safety Officers, also known as Range Officers (ROs) will be responsible for running shooters through the Courses of Fire, issuing range commands, ensuring compliance with rules and Written Stage Briefings, and monitoring the safety of the competitor's actions. It is also the responsibility of the SO to ensure that a stage run is timed and scored accurately, and that time and score information are provided to the competitor for verification and to the Scorekeeper for recording.

3.1.3.1 SOs may be assigned either by squads or by bays/stages.

3.1.3.2 In the event that a competitor disagrees with an SO's application or interpretation of rules, the competitor may appeal to the Range Master.

3.1.3.3 Any shooter disqualification issued by an SO shall be reviewed by the Range Master.

3.1.3.4 In the event that the RM is the acting SO whose action is to be reviewed, the Match Director shall perform the review.

3.1.4 *Scorekeeper (SK)*: The Scorekeeper shall be responsible for receiving the correct time and score for a competitor from the Safety Officer at the completion of a Course of Fire, recording that score as appropriate (on paper or electronically), and having the shooter verify that the time and score have been captured correctly.

3.1.4.1 The MD is not required to assign Scorekeepers for the match, in which case scorekeeping duties are shared among the squad. Squad members helping keep score will not be considered Match Staff unless officially assigned by the MD.

3.2 Match Announcement

3.2.1 At a minimum, the MD and RM should be identified in pre-match communications (match announcement or final roster announcement), to allow competitors (especially newer shooters) to identify the correct contacts for questions they may have before a formal Match Safety Briefing takes place.

3.2.2 The Match Announcement will declare what scoring system is being used and what Equipment Divisions are being supported.

3.3 Match Safety Briefing

3.3.1 Before shooting begins, the Match Director shall conduct a Match Safety Briefing. The purpose of this briefing is to reinforce range safety rules, identify individuals to aid in case of an emergency, identify Match Staff, and otherwise orient the shooters for the match.

3.3.2 A competitor who shows up late and misses the Match Safety Briefing must have the express permission of the Range Master to compete.

4. Course of Fire

4.1 General

4.1.1 AAF&G Action Matches shall use IDPA Range Commands.

4.1.2 The *Course of Fire (CoF)* refers to the period of time during which a competitor, under the direct supervision of a Safety Officer, attempts to negotiate a match stage for score.

4.1.2.1 The CoF begins with the command "Load and Make Ready" (LAMR) and completes with the command "Range is Clear" (RIC).

4.1.3 The Course of Fire is to be attempted in accordance with these rules and the directions contained within the Written Stage Briefing for that stage. Failure to adhere to the published rules, safety rules, or the Written Stage Briefing will incur penalties (*c.f.* 6.1 and 6.2).

4.1.3.1 If a competitor loses control of a firearm during the CoF, it shall be a Match Disqualification for Unsafe Gun Handling (*c.f.* 6.2.3)

4.1.3.1.1 Loss of control does not require that the gun fall to the ground.

4.1.3.1.2 Conversely, a firearm may be grounded without a loss of control.

4.1.3.2 If a competitor loses control of a firearm and it drops to the ground outside the CoF, he *must not retrieve the firearm*, as this would constitute handling a firearm in an unapproved manner. The shooter should alert a Staff member (MD, RM, or SO) who will retrieve the firearm and escort the shooter to the Safety Area to secure the firearm.

4.1.4 Although inspired by IDPA rules, several important points to be noted are as follows:

- 4.1.4.1 Competitors are not required to wear concealment garments for Action matches unless specified in the Match Announcement.
- 4.1.4.2 Competitors will not be required to use cover in engaging targets. Stages may simulate cover by specifying fault lines or specific shooting areas in the Written Stage Briefing.
- 4.1.4.3 Competitors may reload at will and will not be penalized for discarding ammunition or partially filled ammunition devices.
- 4.1.4.4 Competitors may engage targets and reload either standing still or while moving, at their own discretion. A Written Stage Briefing may, however, specify required static or moving actions for a given stage.
- 4.1.4.5 Competitors will not be penalized for engaging targets while holding ammunition or reloading devices in the hand.

4.2 *Written Stage Briefing (WSB)*

4.2.1 Each stage shall have a Written Stage Briefing. This WSB shall include:

- 4.2.1.1 Type and number of targets along with any special scoring procedures.
 - 4.2.1.1.1 In a multigun match, WSB shall specify which firearm(s) may be used to engage each target array or type of target.
 - 4.2.1.1.2 Engaging a target with the wrong firearm or ammunition may result in penalties up to and including match disqualification.
- 4.2.1.2 Firearm ready conditions.
- 4.2.1.3 Start position, *i.e.*, competitor start location and body position.
- 4.2.1.4 Start and Stop of time.
- 4.2.1.5 Any specific procedure to be required.
- 4.2.1.6 Any specific procedure to be forbidden.

4.3 *Default Conditions*

4.3.1 Unless otherwise indicated in the WSB, the following firearm ready conditions will apply:

- 4.3.1.1 Any slung long gun will be completely empty.
- 4.3.1.2 Any firearm staged off the shooter's body (*e.g.*, on a table or in a barrel) will have a magazine inserted and the bolt or slide closed on an empty chamber. For handguns, the hammer or striker will be down.
- 4.3.1.3 If competitor begins with a long gun in hand, it must be the first firearm used (or abandoned) during the CoF. It will be loaded, chambered, and on safe. It will be held in a low ready position at the Start Signal, to be defined as the buttstock in normal

position on the shoulder and the muzzle pointing downrange at a 45-degree angle downwards.

4.3.1.3.1 Long guns may *not* start in the port arms or high ready position, given the backstop restrictions at AAF&G.

4.3.1.4 *Holster Ready Condition*: If a holstered handgun is to be the first firearm used during the CoF, it will be holstered in the appropriate loaded chamber Holster Ready Condition according to the handgun's action:

4.3.1.4.1 Single Action (SA) Revolver: *Not allowed in AAF&G Action Matches* without the express permission of the Range Master. If allowed, it will start hammer down on an empty chamber.

4.3.1.4.1.1 If the RM is able to determine that the revolver has an acceptable safety notch or transfer bar system, then the chamber under the hammer may be loaded.

4.3.1.4.2 Double Action (DA) Revolver: Hammer down, all cylinders loaded.

4.3.1.4.3 SA Autoloader: Hammer cocked, safety engaged (a.k.a. "cocked and locked"), chamber loaded, magazine inserted.

4.3.1.4.4 DA/SA or DA Only (DAO) Autoloader: Hammer down, chamber loaded, magazine inserted. When so readied, the shooter is *not* required to engage a manual safety (if present) but may do so if desired.

4.3.1.4.4.1 A DA/SA Autoloader with a manual safety may be readied as an SA pistol with hammer cocked and safety engaged.

4.3.1.4.5 Striker fired: Chamber loaded and magazine inserted.

4.3.1.5 If a holstered handgun will not be the first firearm used during the CoF, then the ready condition for Autoloaders is modified to chamber empty, striker/hammer down, manual safety optional.

4.3.2 Unless otherwise specified in the WSB, a chamber empty firearm may have the manual safety on or off at the competitor's preference.

4.3.3 Unless otherwise specified in the WSB, the shooter may choose *not* to stage any gun he does not intend to use during the CoF.

4.3.4 Unless otherwise indicated in the WSB, the following start position will apply:

4.3.4.1 Hands will be empty and all ammunition will be stowed on the belt or in the pockets.

4.3.4.2 Shooter will be facing downrange, feet and shoulders square to the starting marks (or backstop if there are no marks), standing in a relaxed, upright position with arms naturally at sides. Head may be turned so long as shoulders remain square.

- 4.3.4.3 If a WSB specifies “facing uprange,” then the shooter will be facing away from the backstop, feet and shoulders square to the starting marks (or backstop), standing in relaxed, upright position with arms naturally at sides. Head may *not* be turned and must be facing straight ahead.
- 4.3.4.4 If WSB specifies “surrender position,” “hands raised”, or “wrists above shoulders,” then the shooter’s hands must be raised over the respective shoulders (one hand clearly on either side of the shooter’s centerline) with the wrists at or above shoulder level.
- 4.3.5 Unless otherwise indicated in the WSB, the Start Signal will be audible and time will stop with the last shot fired.
- 4.3.6 Unless forbidden by the WSB, any safe activity not otherwise prohibited by these rules will be considered legal in navigating the CoF.
- 4.3.7 Magazines or other loading devices may be loaded up to division capacity; there will be no penalty for under-loading such devices.
- 4.3.8 After LAMR and *before each firearm is loaded*, the competitor will be permitted to take a brief sight picture on one target from the Make Ready location for the respective firearm.
- 4.4 *Abandoning Firearms*
- 4.4.1 When abandoned, a firearm must be in either *Safe* or *Empty* condition. If, however, the WSB specifies Empty abandonment, the shooter will be disqualified for Unsafe Gun Handling (*c.f.* 6.2.3) for abandoning the firearm with any ammunition in it, even if on safe.
- 4.4.1.1 When abandoned in a barrel (or other vertical container), muzzle must be pointed at the ground.
- 4.4.1.2 When abandoned on the ground or a table, muzzle must be pointed safely downrange towards the backstop.
- 4.4.1.3 If the competitor moves downrange of an abandoned firearm that is pointed towards the backstop, the firearm *must* be abandoned Empty. If said firearm is not empty, the shooter will be disqualified for Unsafe Gun Handling (*c.f.* 6.2.3).
- 4.4.1.4 A firearm is considered abandoned when the shooter is no longer in contact with the firearm.
- 4.4.1.5 If more than one firearm is abandoned in a single container, the shooter will be disqualified for Unsafe Gun Handling (*c.f.* 6.2.3). A table does not count as a container for the purposes of this rule.
- 4.4.2 Firearm abandonment conditions are:
- 4.4.2.1 *Safe Firearm*
- 4.4.2.1.1 A Safe handgun is in the loaded chamber Holster Ready Condition (*c.f.* 4.3.1.4) appropriate to the action type.

4.4.2.1.2 A Safe long gun has the manual safety engaged.

4.4.2.2 *Empty Firearm*

4.4.2.2.1 An Empty handgun or long gun has no live ammunition anywhere in the gun and all detachable magazines have been removed. Safety may be on or off.

4.4.2.2.2 Mounted ammunition on a long gun (*e.g.*, on a side saddle or buttstock cuff) does not count as being *in* the gun.

4.5 *On-Deck Shooter*

4.5.1 As the previous competitor is being scored, the on-deck shooter will retrieve needed long guns and bring them safely (*c.f.* 2.2.1.1.3) to the shooting line.

4.5.1.1 Long guns from the ready rack must remain muzzle up and ECI inserted until the LAMR command is given.

4.5.1.2 Bagged or cased long guns must remain in their container until the LAMR command is given.

4.6 *Reshoots*

4.6.1 Reshoots may be either offered or required by the SO or RM. Match Staff will use IDPA and USPSA rules for determining reshoots. All reshoots must be approved by the RM.

4.6.2 Given the time constraints on AAF&G matches, however, *every effort* will be made to complete and score a stage as is without resort to a reshoot, so long as this can be done in a fair and equitable manner.

4.6.2.1 In particular, if during a CoF a target has not been reset or a mover fails to activate properly, competitor shall fire required number of shots at target or target location if this may be done so safely. For example, if a thrown clay fails to launch, competitor shall fire one shot safely into the berm to engage the clay and then continue the CoF.

4.6.2.2 No reshoot will be offered for Equipment Failure unless SO calls Stop. Failure to engage the target or target location in question will result in normal miss penalties.

5. Scoring

5.1 *Stage Scoring*

5.1.1 Each stage of the match will be scored as raw time plus any applicable Penalties to determine a final Stage Time. This is known as *Time-Plus* scoring. Specifically, timing and scoring will use the IDPA Time-Plus method known as *Vickers* scoring.

5.1.2 The WSB may specify that a stage uses *Limited Vickers* scoring. This is the same as Vickers scoring, except a specific number of shots must be taken and excess shots are penalized.

5.1.3 Penalties come from target scoring, procedural penalties, and other sources (*c.f.* 6.1).

5.2 *Match Scoring*

5.2.1 Unless otherwise specified, the match will be scored as Time-Plus, meaning the individual Stage Times will be added to compute a final Match Time, with the lowest score denoting the match winner.

5.2.2 Alternately, the match may be scored as *Time-Plus/Points*.

5.2.2.1 Each stage will count for a specified number of points (default 100 points).

5.2.2.2 The competitor with the lowest Time-Plus for each stage will receive the maximum number of stage points. Other competitors will receive a lesser number of points proportional to their performance compared to the stage winner.

5.2.3 Regardless of scoring system, competitors will be scored against others in their own Equipment Division. Match results may include a combined scoring result, but are not required to do so.

5.3 Targets

5.3.1 General

5.3.1.1 A wide variety of paper, steel, and frangible targets may be used in an Action match.

5.3.1.2 Every prop on the stage will be considered *Hard Cover* unless the WSB declares a given prop to be *Soft Cover*. Additionally, portions of targets may be painted black to indicate that those areas are Hard Cover zones.

5.3.1.2.1 Shots passing *entirely* through Hard Cover or a painted Hard Cover zone shall not count as hits on any shoot or no-shoot targets behind.

5.3.1.2.2 A Hard Cover zone on a target (shoot or no-shoot) will *not* be considered a scoring zone.

5.3.1.2.3 Any shot passing through any part of Soft Cover or through any part of any target (shoot or no-shoot) scoring zone will count as a hit on any targets (shoot or no-shoot) struck downrange of the affected Soft Cover.

5.3.1.2.4 Target sticks will *always* be considered Soft Cover.

5.3.2 Paper Targets

5.3.2.1 Standard IDPA, USPSA Classic, or USPSA Metric targets, full-size or reduced-size, may be used. Custom paper targets may also be used.

5.3.2.2 Paper targets may be divided into multiple separate scoring targets, so long as each separate target so created is to be engaged and scored with a different firearm.

5.3.2.2.1 Separation must be marked with a non-scoring zone wide enough to entirely contain a full bullet hit of maximum caliber.

5.3.2.2.2 *Example:* An IDPA paper target has a ½" inch thick black hard cover zone painted across the neck. The head zone is declared to be a single rifle target and the

body zone is declared to be a single pistol target. Rifle hits will not be scored on the body and pistol hits will not be scored on the head.

5.3.2.3 Any paper target must have defined scoring zones. Scoring zones denote a number of *Points Down* for a hit in that zone. Scoring values vary from -0 to -5 points.

5.3.2.3.1 IDPA targets use their standard Points Down for each shot required.

5.3.2.3.2 USPSA targets use their standard Points Down for Major Power Factor scoring for each shot required: A = -0, B/C = -1, D = -3.

5.3.2.3.2.1 A WSB *may* declare the entire upper A/B zone of a USPSA Metric target to be scored as -0 points.

5.3.2.3.3 Each miss of a required shot on a paper target will be -5 points.

5.3.2.3.4 A marked -5 point area of a target will *not* be considered a scoring zone. It is Soft Cover and, for the purposes of scoring, it *does not exist* at all.

5.3.2.3.5 Whenever a hit touches more than one valid scoring zone, the shooter shall be given credit for the better score for that hit.

5.3.2.3.6 If no specific scoring zones are marked, the paper will be scored hit (-0 points) or miss (-5 points) for each shot required.

5.3.3 *Steel Targets*

5.3.3.1 Knockdown (KD) Steel

5.3.3.1.1 Any steel target designed to fall over when struck is considered KD steel. Examples include Pepper Poppers (full size or mini), plate racks, Texas Star plates, and simple falling plates.

5.3.3.1.2 KD steel *must* fall to score. Fallen KD steel is -0 points; KD steel left standing at the end of the stage is -5 points.

5.3.3.1.3 In the interest of speeding the match and avoiding reshoots, if the SO believes a KD steel target to have been hit sufficiently well, though without falling, he may call "Hit" to indicate that the target counts as fallen, allowing the shooter to move on.

5.3.3.2 Reactive Steel

5.3.3.2.1 Any form of steel target that reacts without falling down is considered Reactive Steel; this generally implies visible or audible reaction. Examples include Steel Challenge plates, spring mounted mini-poppers, and other types of metal gongs.

5.3.3.2.2 The SO or SK must act as a spotter and verbally indicate hits on reactive steel by calling "Hit!" A neutral shooter from the squad may be designated as an additional spotter to help ensure all hits are observed and called. A shooter may not be

given miss penalties on any reactive target for which a hit was called by one of the designated spotters.

5.3.3.2.3 If a given reactive steel target requires multiple hits, the spotters are only required to call the final hit, but must make it clear that they have done so.

5.3.3.2.3.1 *Example:* A gong requiring two pistol hits is engaged. The SK watches the first hit, then upon observing the second hit calls, "Two hits!"

5.3.3.2.3.2 For such targets, the SO is encouraged to announce the hit calling procedure during the stage walkthrough.

5.3.4 *Frangible Targets*

5.3.4.1 A target that breaks when hit is considered a frangible target. This will usually be a clay pigeon (any size) or clay rabbit.

5.3.4.2 A frangible target must have a hole or missing chip to score. Missing paint flecks, where the underlying material is not itself broken, will not count for score. A broken frangible is -0 points. An unbroken frangible is -5 points.

5.3.4.3 A frangible target that falls from its mount and ends up on the ground counts as -0 points, whether broken or not.

5.3.4.3.1 The exception to this rule is for aerial clays. An aerial clay that is not seen to be hit in the air will be called a miss, -5 points, once it hits the ground.

5.3.4.3.2 Engaging an aerial clay after it hits the ground will be a Match Disqualification for Unsafe Gun Handling (*c.f.* 6.2.3).

5.3.5 *No-Shoot Targets*

5.3.5.1 No-shoot targets (a.k.a. non-threat or penalty targets) may be paper, steel, or frangible.

5.3.5.2 No-shoot targets must be visually distinctive, such as white USPSA paper no-shoots, IDPA-style non-threat "hands," red painted Poppers, or clays turned backwards to show black.

5.3.5.3 For paper no-shoots, any shot on any scoring zone of the target scores the penalty.

5.3.5.4 For steel no-shoots, various results may score the penalty:

5.3.5.4.1 If a KD no-shoot steel falls, it scores the penalty.

5.3.5.4.2 The WSB may specify that KD steel no-shoot targets merely have to be hit without falling to score the penalty.

5.3.5.4.3 For reactive steel, any hit on the steel target scores the penalty.

5.3.5.4.4 Any steel no-shoot target that may score a penalty without falling must be painted after it receives any hits.

5.3.5.5 For frangible no-shoots, any hole or missing chip scores the penalty.

6. Penalties

6.1 Scoring Penalties

6.1.1 Several types of penalty can be added to a competitor's raw time to compute a total Stage Time in a Time-Plus scoring system. In Vickers scoring, these are as follows:

6.1.2 Points Down (PD)

6.1.2.1 The Scorekeeper will add all PD for the stage.

6.1.2.2 Each PD will add 0.5 seconds to the Stage Time.

6.1.2.3 If a target is engaged with disallowed firearms or ammunition, the hits will simply not be scored.

6.1.2.3.1 If the target is then unavailable to be engaged with the correct firearm (*e.g.*, clay already broken or steel knocked down), the target will incur miss penalties.

6.1.2.3.2 If the target is unable to be scored because of the incorrect engagement (*e.g.*, bird shot on paper obliterates pistol or rifle hits), target will scored as well as SO can determine. This may include miss penalties.

6.1.2.3.3 Engaging a target with the wrong firearm may also result in a Match Disqualification for Unsafe Gun Handling (*c.f.* 6.2.3).

6.1.3 Procedural Errors (PE)

6.1.3.1 Each PE will add 3 seconds to the Stage Time.

6.1.3.2 Procedural Errors are incurred for failure to follow the rules of the CoF. PE can be assigned for failure to observe general rules or stage specific rules given in the WSB.

6.1.3.3 Generally, there will be a limit of one PE per offense, though a WSB can specify, or an SO may assign, one PE per shot fired if the violation constitutes significant competitive advantage. In the latter case, the maximum number of PEs will be the number of required scoring hits on the affected targets.

6.1.3.3.1 *Example:* A shooter's toe touches the ground across a fault line while shooting an array. This is a single PE. If, however, the shooter steps completely across the fault line and is able to engage an array of three targets not otherwise available at that location, firing a total of eight shots with two required hits on each target, the SO will assign six PEs (one per shot fired up to the maximum of six required scoring shots on the array).

6.1.3.4 Non-Exhaustive List of PEs:

6.1.3.4.1 Shooting while touching the ground, a prop, or anything else beyond a fault line (see Example 6.1.3.3.1).

6.1.3.4.2 Failing to follow procedure in the WSB.

6.1.3.4.2.1 *Example:* Shooter starts holding an ammo box and WSB requires it to be placed on a table; it will be a PE to drop the box on the ground, instead.

6.1.3.4.2.2 *Example:* Shooter is required to hold an ammo box while engaging targets, but drops it first; this will incur one PE per shot fired.

6.1.3.4.3 Exceeding Division Capacity in a magazine.

6.1.3.4.3.1 *Example:* A shooter starts with a chamber empty Tactical pistol but fires 11 rounds before going to slide-lock. One PE assessed.

6.1.3.4.3.2 If the shooter repeatedly fails to observe division capacity, or grossly exceeds it (loading a full magazine of 20 in a 10-round Division), the shooter will be reclassified to Open Division.

6.1.3.4.4 Engaging a moving target before activating it (*c.f.* 4.6.2.1).

6.1.3.4.4.1 One PE per shot fired unless the SO determines the static target presented a shot of comparable difficulty.

6.1.3.4.5 Creeping from the ready position between Standby and the Start Signal.

6.1.3.4.6 Failing to shoot strong-side or weak-side as specified in the WSB is one PE per shot fired from the wrong position.

6.1.3.4.7 Failing to shoot from a position (standing/kneeling/prone) specified in the WSB is one PE per shot fired from the wrong position.

6.1.3.4.8 Failing to shoot through a port as required by the WSB is one PE per shot fired, unless the SO determines the actual engagement location presented a shot of comparable difficulty.

6.1.3.4.9 Shooting extra shots at a target when Limited Vickers scoring is specified is one PE *per target*. In addition, one hit of best scoring value will be pasted over prior to scoring for each extra shot fired at that target.

6.1.4 *Other Penalties*

6.1.4.1 *Hit on a Non-Threat (HNT)*

6.1.4.1.1 Each HNT will add 5 seconds to the Stage Time.

6.1.4.1.2 Each no-shoot target that is struck in such a way as to score (*c.f.* 5.3.5) will incur a single HNT penalty, no matter how many times it is struck.

6.1.4.2 *Failure To Neutralize (FTN)*

6.1.4.2.1 Each FTN will add 5 seconds to the Stage Time.

6.1.4.2.2 An FTN is assessed on any target that does not have a single hit scoring at least -1 points or better.

6.1.4.2.3 No FTN will be assessed when:

- 6.1.4.2.3.1 Limited Vickers scoring is being used.
- 6.1.4.2.3.2 A static target never presents the shooter with at least a 2"×4" view of a –0 point scoring zone. (This is the size of a USPSA upper A zone. For comparison, one-half of an IDPA head is 3"×6".)
- 6.1.4.2.3.3 A moving paper target is *disappearing*; that is, when it comes to rest (even if that will be after the CoF is over), the shooter is not presented with at least a 2"×4" view of a –0 point scoring.
- 6.1.4.2.3.4 An aerial target lands on the ground before being hit. This is also considered to be a disappearing target.

6.2 Match Disqualification (DQ)

6.2.1 General

- 6.2.1.1 A competitor who commits a safety violation or other prohibited action will be disqualified from the match and will not participate in any other shooting activities associated with the match. There are no "Stage DQs" at AAF&G.
 - 6.2.1.1.1 The competitor may remain as a spectator or to help score, reset, and so forth.
 - 6.2.1.1.2 A Match Staff member who is disqualified as a shooter may continue in the Staff capacity for the remainder of the match.
- 6.2.1.2 A DQ can be given by any assigned match staff; for example, if the MD, RM, any SO or assigned SK sees a shooter handling ammunition in the Safety Area, that official can issue the DQ.
- 6.2.1.3 As safety is everybody's responsibility, any competitor observing unsafe activity is strongly encouraged to stop the person in question and/or bring the action to the attention of Match Staff.
- 6.2.1.4 All DQs are subject to review by the Range Master, or by the Match Director if the RM issues or receives the DQ.
- 6.2.1.5 A non-competitor on the range who commits any such offense will be expelled from the range.

6.2.2 *Accidental Discharge (AD)*

6.2.2.1 A competitor causing an AD will be stopped by an SO as soon as possible and will be disqualified from the match. The following are considered an AD:

6.2.2.1.1 Any shot fired that travels over the berm or backstop or otherwise leaves the range area. If, however, a shot fired in a safe direction legitimately at a target ricochets or otherwise deflects out of the range area, this will *not* be considered an AD.

6.2.2.1.2 Any shot fired that strikes the ground within 6 feet of the competitor, except when legitimately engaging targets closer than 6 feet from the competitor.

6.2.2.1.2.1 A shot that is deflected by a prop or target will still meet this requirement if the SO determines the bullet would have struck within 6 feet if unimpeded.

6.2.2.1.2.2 *Exception:* An underpowered shot or “squib” that lands within 6 feet will not be grounds for DQ, providing the shooter was legitimately engaging targets at the time.

6.2.2.1.3 Any shot fired while loading, unloading, reloading, or while clearing a malfunction.

6.2.2.1.3.1 *Exception:* This will not apply to a competitor who legitimately engages a target with a chambered round after having dropped the magazine.

6.2.2.1.3.2 *Exception:* An out-of-battery detonation that occurs while unloading a chambered round will not be considered a shot or be subject to disqualification.

6.2.2.1.4 A shot fired while transferring the firearm between hands.

6.2.2.1.5 A shot fired while moving and not actively engaging targets.

6.2.3 *Unsafe Gun Handling*

6.2.3.1 Non-exhaustive list of Unsafe Gun Handling:

6.2.3.1.1 Handling ammunition in a Safety Area.

6.2.3.1.2 Handling a firearm other than when explicitly allowed by rule (*c.f.* 2.2.1.1).

6.2.3.1.3 Drawing a pistol while facing uprange.

6.2.3.1.4 Breaking the 180-Degree Plane with a muzzle, or violating muzzle safety points designated in the WSB.

6.2.3.1.4.1 Going prone with a holstered handgun breaks the 180-Degree Plane.

6.2.3.1.4.2 *Exception:* A slung long gun, verified empty by the SO during LAMR, may point behind the shooter until such time as the shooter begins the act of loading said long gun. The moment a magazine or round of ammunition is

in contact with the gun, all safe handling rules (muzzle, finger, 180-Degree Plane, *etc.*) apply.

6.2.3.1.5 Losing control of a firearm during a CoF.

6.2.3.1.6 Sweeping (*i.e.*, allowing a firearm muzzle to point at) any part of the shooter's body or anyone else on the range.

6.2.3.1.6.1 *Exception:* Incidental sweeping of the shooter's lower extremities while drawing or holstering a pistol will not be grounds for a DQ, provided the shooter's fingers are clearly outside the trigger guard.

6.2.3.1.7 Having one's finger(s) inside the trigger guard when not actively engaging targets, particularly while moving, loading, unloading, reloading, or clearing a malfunction.

6.2.3.1.8 While facing downrange and drawing or holstering, pointing the muzzle of a handgun at a spot on the ground more than 3 feet behind the shooter.

6.2.3.1.9 Abandoning a firearm in an unsafe manner, or other than Empty when so specified.

6.2.3.1.10 Abandoning two firearms in a single dump barrel.

6.2.3.1.11 Handling two firearms simultaneously during the CoF.

6.2.3.1.12 Retrieving a dropped firearm without the direct command of an SO.

6.2.3.1.13 Using prohibited ammunition on the range.

6.2.3.1.14 Engaging a target with prohibited firearms or ammunition.

6.2.3.1.15 Firing at or hitting steel closer than the minimum distance specified for the firearm type.

6.2.3.1.15.1 The minimum safe distance is 10 yards for rimfire or pistol caliber centerfire ammunition.

6.2.3.1.15.2 The minimum safe distance is 7 yards for birdshot.

6.2.3.1.15.3 Buckshot may not engage steel unless explicitly specified in the WSB.

6.2.3.1.15.4 Slugs and centerfire rifle ammunition may not engage steel.

6.2.4 *Unsportsmanlike Conduct*

6.2.4.1 Competitors will be disqualified for behavior deemed by Match Staff to be unsportsmanlike.

6.2.4.2 Examples of Unsportsmanlike Conduct include, but are not limited to, cheating, dishonesty, or failure to comply with reasonable directions from Match Staff.

6.2.4.3 Deliberately dislodging eye or ear protection or inducing contact with an SO in an attempt to draw a reshoot will be considered Unsportsmanlike Conduct.

6.2.5 *Prohibited Substances*

6.2.5.1 Any competitor deemed by Match Staff to be under the influence of alcohol or unlawful drugs, or affected by prescription or over-the-counter drugs to the point of diminished ability to handle firearms safely, will be disqualified.



APPENDIX A: EQUIPMENT DIVISIONS

A1. Handgun Divisions

A. *Tactical Division*

1. Any handgun, ammunition, and associated equipment legal for any IDPA or USPSA division, other than USPSA Open Division.
 - a. *Exception:* Handgun holster must be practical carry or tactical style. No open or 'race' style holsters.
2. Division capacity is no more than ten (10) rounds per magazine at the Start Signal.
 - a. Revolvers may load all cylinders and loading devices up to Division Capacity.

B. *Open Division*

1. Any handgun, ammunition, and associated equipment legal for USPSA Open Division.
2. No division capacity limit.

A2. Shotgun Divisions

A. *General*

1. Shotguns will use birdshot only, unless otherwise specified in the Match Announcement.
2. Ammunition restrictions:
 - a. Shell size is limited to 2.75 inch or less, non-magnum.
 - b. Non-jacketed lead shot only, weighing $1\frac{1}{8}$ ounce or less.
 - c. Birdshot must be size 7.5, 8, 8.5, or 9.
 - d. Buckshot must be size 00 or smaller, with a maximum of 9 pellets per shell.
3. For shotgun only matches, competitor will be limited to a maximum of 15 rounds fired per string, unless otherwise specified in the WSB.

B. *Manual Division*

1. Bore size of 12 gauge or smaller.
2. Manual (pump, lever, *etc.*) operation.
3. Tubular magazine only.
4. No speed loading devices.
5. No optics, ports, muzzle brakes, ported chokes, or compensators.
6. No support devices (bipods, K9s, *etc.*)
7. Division capacity is no more than five (5) rounds in the shotgun at the Start Signal, whether chamber empty or not. There are no capacity restrictions after the Start Signal.

C. *Standard Division*

1. As Manual Division, except action may be autoloading (semi-automatic).

D. *Open Division*

1. As Standard Division, except:
 - a. Detachable box magazines allowed.
 - b. Speed loading devices allowed.
 - i. Speed loading sticks must have primer relief cut.
 - c. Optical/electronic sight allowed.
 - d. Support devices allowed.
 - e. No division capacity limit.

A3. Rifle Divisions

A. *General*

1. Each rifle division has three variations based on allowed cartridge type: Centerfire (CF), Rimfire (RF), and Pistol Caliber Carbine (PCC).

B. *Tactical Irons (TI)-CF / TI-RF / TI-PCC Division*

1. Iron sights only (no optical/electronic sights).
2. No support devices (bipod, K9, etc.).
3. Muzzle brakes/compensators must not exceed 1 inch in diameter and 3 inches in length.
4. No drum magazines.
5. Division capacity is no more than ten (10) rounds per magazine at the Start Signal.
6. Cartridge restrictions:
 - a. TI-CF: Any centerfire rifle cartridge allowed by Range Rules.
 - b. TI-RF: .22LR only.
 - c. TI-PCC: Any centerfire pistol cartridge allowed by Range Rules.

C. *Tactical Optics (TO)-CF / TO-RF / TO-PCC Division*

1. As TI, except rifle may have one (1) optical or electronic sighting device.
 - a. An unmagnified red dot sight and a separate magnifier may be used so long as:
 - i. The magnifier does not have a reticle and can not itself be used as a sighting system.
 - ii. The magnifier remains on the rifle for the entire match. It may be moved in and out of position (e.g., a swivel or flip-to-side mount) but the mount must remain attached to the rifle.

D. *Open-CF / Open-RF / Open-PCC Division*

1. As TO, except:
 - a. No restriction on number or type of sighting devices.
 - b. Support devices allowed.
 - c. No limit on muzzle brake/compensator size.
 - d. Drum magazines allowed.
 - e. No division capacity limit.

A4. Multigun Divisions**A. *Limited (LIM)-CF / LIM-RF / LIM-PCC Division***

1. Rifle: TI / TI-RF / TI-PCC
2. Shotgun: Manual
3. Pistol: Tactical

B. *Tactical Irons (TI)-CF / TI-RF / TI-PCC Division*

1. Rifle: TI / TI-RF / TI-PCC
2. Shotgun: Standard
3. Pistol: Tactical

C. *Tactical Optics (TO)-CF / TO-RF / TO-PCC Division*

1. Rifle: TO / TO-RF / TO-PCC
2. Shotgun: Standard
3. Pistol: Tactical

D. *Open-CF / Open-RF / Open-PCC Division*

1. Rifle: Open / Open-RF / Open-PCC
2. Shotgun: Open
3. Pistol: Open



APPENDIX B: GLOSSARY

180-Degree Plane	An imaginary plane defined by (1) a vertical line passing through the muzzle of the firearm currently in use in a CoF and (2) a perpendicular line that is parallel to the baseline of the backstop (6.2.3.1.3). It moves with the competitor.
AD.....	Accidental Discharge (6.2.2)
CF	Centerfire
CoF	Course of Fire (4.1.2)
DA.....	Double Action (revolver or autoloader)
DAO	Double Action Only (revolver or autoloader)
Downrange.....	The direction from the competitor towards the berm or backstop (4.3.4.2).
DQ	Match Disqualification
ECI	Empty Chamber Indicator, a.k.a. "Chamber Flag."
FTN	Failure To Neutralize, a 5 second stage penalty for failing to record satisfactory hits on a scoring target (6.1.4.2).
Hard Cover.....	Areas of targets or props assumed to be impenetrable by shots fired (5.3.1.2). This is the default for props.
HNT	Hit on a Non-Threat, a 5 second stage penalty for hitting a forbidden ("no-shoot" or "non-threat") target (6.1.4.1).
Holster Ready Condition.....	A safe condition for a holstered handgun with a loaded chamber, particular to the handgun's action type (4.3.1.4).
IDPA.....	International Defensive Pistol Association
KD.....	Knockdown, a type of steel target (5.3.3.1).
LAMR.....	"Load and Make Ready," the Range Command that begins a CoF (4.1.2.1).
Limited Vickers	The Vickers scoring system with a restricted number of shots to be fired (5.1.2).
MD	Match Director (3.1.1)

Non-Scoring Zone.....	An area of a paper target that, if hit, is worth -5 points, the same as a miss.
PCC.....	Pistol Caliber Carbine
PD.....	Points Down (6.1.2)
PE.....	Procedural Error, a 3 second stage penalty for failing to follow allowed stage procedures (6.1.3).
Race Holster.....	A type of handgun holster that encloses only the trigger guard and leaves the majority of the frame and slide, or frame and cylinder, uncovered.
RF.....	Rimfire
RIC.....	“Range is Clear,” the Range Command that ends a CoF (4.1.2.1).
RM.....	Range Master (3.1.2)
SA.....	Single Action (revolver or autoloader)
Safety Area.....	A marked location where competitors may handle firearms, but no ammunition may be present.
Shooting Area.....	The portion of the range (delineated by props, fault lines, tape lines, or similar) from which shots may be fired without penalty during a Course of Fire.
Scoring Zone.....	An area of a paper target that, if hit, is worth more points than a miss.
SK.....	Scorekeeper (3.1.4)
SO.....	Safety Officer (3.1.3)
Soft Cover.....	Areas of targets or props assumed to be penetrable by shots fired (5.3.1.2). This is the default for targets.
Time-Plus.....	A scoring system that adds raw time with penalties by converting penalties to time for a total stage score (5.1.1).
TI.....	Tactical Irons (Appendix A3.B)
TO.....	Tactical Optics (Appendix A3.C)
Uprange.....	The direction from the competitor away from the berm or backstop (4.3.4.3).
USPSA.....	United States Practical Shooting Association
Vickers Scoring.....	The Time-Plus scoring system of IDPA (5.1.1).
WSB.....	Written Stage Briefing (4.2)



APPENDIX C: ACTION MULTIGUN RULES HIGHLIGHTS

This is a summary of the AAF&G Action Multigun Rules, provided only for convenience. Competitors are responsible for understanding the complete rules for any match they attend.

SAFETY

- All AAF&G Range Rules apply (1.2).
- Firearms remain bagged/cased until the Match Safety Briefing (2.1.1).
- *Cold Range (2.2)*: Firearms may only be handled in Safety Area, under command of Safety Officer, or safely moving long guns (muzzle up and flagged) between bays.
 - Ammunition may only be handled outside the Safety Area (2.2.3).
- Muzzles must be pointed in safe direction (2.3.1.1) at all times.
- Fingers must remain clear of trigger guard when not engaging targets (2.3.1.2).

MATCH STRUCTURE

- All rules/DQ appeals will be made to the Range Master (3.1.2). Range Master's ruling is final.

COURSE OF FIRE

- IDPA Range Commands (4.1.1) will be used.
- *Differences from IDPA (4.1.4)*: No concealment garment; cover not required; speed reloading allowed; reloading on the move allowed.
- Firearms to be abandoned (4.4) Safe or Empty; the stage may require Empty abandonment.
 - A *Safe Firearm (4.4.2.1)* has the manual safety engaged *or* is decocked/hammer down if no safety.
 - An *Empty Firearm (4.4.2.2)* has no live ammunition in the firearm and all detachable magazines removed.

SCORING

- IDPA style Vickers or Limited Vickers "time plus penalties" scoring will be used (5.1).

PENALTIES

- Scoring penalties (6.1) for Points Down, (6.1.2), Procedural Errors, (6.1.3), Non-Threat Hits (6.1.4.1), and Failure to Neutralize (6.1.4.2).
- Match Disqualification (6.2) for Accidental Discharge (6.2.2), Unsafe Gun Handling (6.2.3), Unsportsmanlike Conduct (6.2.4), and Prohibited Substances (6.2.5).