

2026

ACTS RULE BOOK



EACTS

V1.1

ACTS

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ACTS MISSION**1. WHAT IS ACTS****A. ACTS MISSION STATEMENT**

1. To provide a sport in which American rifle owners can practice “real world” shooting skills in a sporting venue that has not been offered by any other shooting discipline or association.
2. To promote the safe, practical, and proficient use of rifles.
3. To foster sportsmanship and comradery along among rifle owners, as well as support and defend the Second Amendment’s affirmation of the right to keep and bear arms.

B. With this purpose in mind, we can quickly understand the **ACTS** is not simply three gun minus the shotgun. **ACTS** is actually set up from its inception to be a venue for gun users to apply “real world” shooting skills and even a touch of tactics.

C. CORE PRINCIPALS

1. ACTS uses these **CORE PRINCIPALS** in the development of rules, courses of fire and while officiating ACTS events.
 - A. Sound tactical decision making and the use of defined ballistic cover.
 - B. Complex problem solving to mitigate both physical and mental challenges.

D. SELF ACCOUNTABILITY

1. ACTS, unlike other shooting disciplines, allows for some “real world” action by the shooter. These include but are not limited to, up range movement with firearms, high gun or low gun movement, and the holstering of loaded pistols.
2. There is zero room for safety violations.
3. To allow for this style of play, the match staff must not only be strict on ALL safety violations, the shooter must also take full ownership in their own actions.
4. Match staff is expected to enforce safety rules in the manor of its better to err on the side of safety then allow unsafe actions because of self-doubt.

SECTION 1: MATCH SAFETY**1. MATCH SAFETY BRIEF**

A. To be able to participate in any ACTS match all participants must be present for the **MATCH SAFETY BRIEF**. Match staff performing match related duties are exempt from this.

B. MATCH SAFETY BRIEF must contain at minimum the 4 Life Safety Rules, ACTS Specific Safety Rules, Host Range Safety Considerations and Medical Emergency Procedures. See Appendix 1 for sample.

2. THE 4 LIFE SAFETY RULES

A. RULE 1 - *Always know the condition of your firearms*

1. Treat all firearms as if they are loaded

B. RULE 2 - *Always keep your finger off of the trigger and visibly outside of the trigger guard until your sights are aligned on target and you are ready to fire.*

1. It is the shooter's responsibility to display the trigger finger in a way that cannot be mistaken by a RSO as being on the trigger.

C. RULE 3 – *Always be aware of your muzzle's orientation.*

1. Do not allow the muzzle to be orientated in an unsafe direction

D. RULE 4 – *Always be aware of your target, its foreground and its background*

3. GENERAL SAFETY ITEMS

A. Violating any item within Section 1 will result in a **MATCH DISQUALIFICATION**.

1. A **MATCH DISQUALIFICATION** means the participant can no longer participate in ANY shooting and firearm handling activities for the remainder of the match/ event. This includes any side stages or sponsored events happening on the same day as part of the event.

B. EYE and EAR PROTECTION

1. All persons present, including participants, match staff and spectators must wear **EYE and EAR PROTECTION** while within 50 yards of live fire. Depending on host location this may or may not include parking and staging areas.

2. The responsibility for safe and serviceable ear and eye protection falls completely on the participant or spectator.
3. ACTS recommends that hearing protection have a minimum 21dB NRR rating and that eye protection have a minimum ANSI Z87.1 impact rating and side shields.
4. The RSO will stop a shooter that has started a CoF and is not wearing proper eye or ear protection, and a reshoot will be given to the shooter. If the shooter's eye or hearing protection becomes dislodged during a CoF, the same action applies. If the shooter discovers missing or dislodged eye or hearing protection before the RSO and stops, the shooter will also be given a reshoot.
5. A shooter who intentionally loses or dislodges eye and/or ear protection during a CoF will be issued a **MATCH DISQUALIFICATION**.

C. COLD RANGE

1. ACTS functions on a "**COLD RANGE**" basis for the entirety of the ACTS Event.
2. **COLD RANGE** is defined as a range where all firearms must be unloaded unless under the direct supervision of a RSO
3. Unloaded is defined as empty chamber and no magazine inserted.
4. Unloaded firearms may be handled in designated areas only.
5. Violators will be issued a **MATCH DISQUALIFICATION**.

D. RSO AUTHORITY

1. All persons at the match must obey **RANGE SAFETY OFFICERS (RSO)** with respect to the shooting competition and safety rules. Any participant failing to do so will be issued a **MATCH DISQUALIFICATION** and removed from the shooting area. Any person failing to observe this rule will be removed from the shooting area.

E. ENTERING AND LEAVING HOST RANGE PROPERTY.

1. All ACTS Safety protocols are required and enforced upon entering host range property and must be observed for the entirety of the event.
2. The event is considered over when participant in question physically leaves the host range property or signs a waiver with the host range to gain access to the ranges after the ACTS event concludes.

4. PARTICIPANT CONSIDERATIONS

- A. Every participant is required to attest that they possess basic firearms knowledge and are able to use the knowledge to be a safe competitor. If the match director or any staff member finds that they do not possess this knowledge, the participant will be issued a **MATCH DISQUALIFICATION**.
- B. Any person who displays disruptive behavior or is abusive (verbal or otherwise) towards any other person at the match will be issued a **MATCH DISQUALIFICATION** or removed from the range area if a spectator.
- C. Any participant found to be or suspected of being under the influence of any drug or alcohol immediately before or during the match will be issued a **MATCH DISQUALIFICATION**.

5. FIREARMS USE CONSIDERATIONS

- A. Any violation of items in this section will result in the participant being issued a **MATCH DISQUALIFICATION**.
- B. Participants must not allow a firearm to break the 180 during active target engagement or become pointed in an unsafe direction anywhere upon the host property. This does not apply to a holstered sidearm.
- C. Participants must not, intentionally or inadvertently allow a firearm under their control, loaded or unloaded, to point at themselves or any other person (muzzle sweep).
- D. Participants must not draw a handgun/ sidearm while in a position that would cause the muzzle to be pointed in an unsafe direction, such as various prone positions or on all fours. This is strictly prohibited.
- E. Any accidental/ negligent discharges (AD/ND) are strictly prohibited.
- F. RSOs maintain sole discretion when determining safe or unsafe direction of intentional discharges.
- G. Dropping an unloaded firearm behind the firing line necessitates that a RSO pick it up, confirm it is not loaded, and in a safe manner return it to the shooter's bag, holster, or vehicle. Any dropped firearm found to be loaded would cause the shooter to be **MATCH DISQUALIFICATION**. Any dropping of a firearm loaded or unloaded during a COF follows the same protocol except the participant will be issued a **MATCH DISQUALIFICATION**.
- H. Participants must not display any unsafe gun handling during a match. Unsafe gun handling may include but is not limited to accidental/ negligent discharges, sweeping, shooting over confining berms, shots not aimed or uncontrolled fire, and/ or any other actions deemed unsafe by match staff.

I. Participants must not endanger any fellow shooter, staff member, spectator or any other person through exceptionally unsafe weapons handling, such as intentionally throwing a firearm, loaded or unloaded. The Participant will be issued a **LIFETIME BAN** from all events hosted by the American Confederation of Tactical Shooters. **LIFETIME BANS** are automatically appealed to the ACTS Board of Directors and require a supermajority vote to be upheld. Setting a firearm down forcefully in a SAFE staging area does not constitute throwing.

J. EXTERNAL MANUAL SAFETIES

1. If present, must remain engaged unless engaging a target.
2. Must be engaged when making transitions between target arrays.
3. If in violation a participant will be issued one warning per match.
4. Movement without having the manual safety engaged is not allowed while not actively engaging a target.
5. SIDEARMS equipped with a decocker must be decocker prior to holstering if no other external manual safety is present.

SECTION 2: RANGE SAFETY OFFICERS AND MATCH STAFF**1. MATCH STAFF**

A. All **ACTS** events must have staff to administrate, facilitate and officiate the event. As a collective, these people are known as **MATCH STAFF**. All **MATCH STAFF** are to be treated professionally and with respect.

2. MATCH DIRECTOR

A. Each chapter will require a **MATCH DIRECTOR** or **MD**. The MD is responsible for ensuring that all items regarding the running of MATCH DAY happen efficiently and effectively. These include but are not limited to:

1. Ensuring there is ample staffing levels to run the event.
2. Provide all COARSEs OF FIRE and STAGE DESCRIPTIONS for each.
3. Ensure set up crew is on time and given proper instruction.
4. Make final rule determinations.
6. Ensure all SCORING DEVICES, TIMERS and COMMUNICATION DEVICES if used are charged, working and distributed to MATCH STAFF.
7. Ensure RANGE BOXES and MEDICAL BOXES are on each bay.
8. Provide the MATCH SAFETY BRIEF.
9. Conduct a RSO WALKTHROUGH to ensure all RSO understand how to officiate the match.
10. Give final approval of stage setup which includes target height, round impact area and any safety concerns.
10. Ensure all supplies are stored properly after match.
11. Provide a MATCH REPORT to the BOD.
12. Work with the ACTS CHIEF RSO to ensure that the enforcement of rules and safety are applied consistently.

B. The **MATCH DIRECTOR** has final say in all matters not covered within this list and/ or these rules in its entirety. Rules not pertaining to safety may be changed by the **MATCH DIRECTOR** if said changes satisfy the mission and intent of ACTS.

3. RANGE SAFETY OFFICERS (RSO)

A. RSO are the **SCORING OFFICIALS** of **ACTS** and are tasked with ensuring the **MATCH** is scored properly. They also uphold the safety standards for all participants.

B. RSO will be assigned to either a **SQUAD** or to a **BAY**.

C. All SQUADS or **BAYS** should have two **RSO** assigned.

D. RSO duties are as follows

1. Arrive on time to help set up the event.
2. Understand each stage and how to officiate them.
3. Score each shooter.
4. Ensure all people are operating within ACTS Safety Standards.
5. Run the **TIMER** or **SCORING DEVICE** for each **SHOOTER**.
6. Ensure that the scores are recorded under the correct **SHOOTER** name and on the correct stage.
7. Ensure that all ACTS equipment is maintained in good working condition.

SECTION 3: RANGE COMMANDS**1. RANGE COMMANDS**

A. English is the default language of ACTS. All range commands must be issued in English using the exact wording listed below.

B. ACTS bases its range commands on the assumption that shooters will present themselves to the starting position with their firearm(s) unloaded and holstered/slung, prepared to shoot the Course of Fire (COF). It is the shooter's responsibility to understand the rules governing the COF. The RSO will direct the shooter to the starting position and issue the following commands:

C. RANGE IS HOT

This command is the first command issued to each participant to signal to everyone in the area that the CoF is about to begin.

D. LOAD AND MAKE READY or MAKE READY

*The shooter may now load his/her sidearm and rifle, stage any equipment that is required within the COF and assume the starting position as defined in the COF. If the firearms are not to be loaded the command will be **MAKE READY**.*

E. ARE YOU READY

*The RSO asks if the shooter is prepared to proceed? If the shooter is not ready to proceed, it is the shooter's responsibility to inform the RSO that they are not prepared with a definitive **NO**. When the shooter does not respond negatively to this question, the RSO will assume the shooter is ready. This will roughly be about 3 seconds after the command. If the shooter is not ready they have about 15 seconds to get situated. The RSO should indicate to the shooter that they have 15 seconds to be ready. If the shooter cannot be ready within the allotted time they will be moved to the back of the order and the next shooter will be called up. Repeated delays will result in a Match Delay Penalty for second offense and Match DQ for a 3rd offense.*

F. STAND BY

This is the verbal signal given by the RSO to the shooter that the start signal will follow soon.

G. START SIGNAL

The signal for the shooter to start the COF will most often be an audible signal from an electronic timing device. However, other options can include visual, verbal, or other start signals that must remain the same for all shooters that execute the COF.

H. *Once the shooter appears to have or indicates that he/ she has completed the COF, the RSO will issue the following commands*

I. IF FINISHED, UNLOAD AND SHOW CLEAR

If the shooter has finished the COF, he/she will then remove all magazines and ammunition from his/her firearm(s), and hold the firearm(s) in a position that allows the RSO to confirm the

firearm(s) is/are unloaded.

**J. IF CLEAR, CLOSE THE SLIDE/ TRIGGER/ HOLSTER (SIDEARM) or
IF CLEAR LOCK THE BOLT OPEN/ SAFE AND HANG (RIFLE)**

The command given by the RSO after the participant clears each firearm and the RSO confirms that it is clear.

1. SIDEARMS

With the sidearm pointed in a safe direction the participant will release the slide, pull the trigger and return the SIDEARM to the holster.

2. RIFLES that the bolt locks open

*With the rifle pointed in a safe direction the participant will lock the bolt/ action open manipulate the safety to the safe position and rest control of the rifle on the sling. In the event of the use of chamber flags for the rifle, the participant will hold the action open, the **RSO** or participant will insert the chamber flag and the participant will close the action.*

3. RIFLES that the bolt does not lock open

*With the rifle pointed in a safe direction the participant open the bolt/ action and the **RSO** will visually or manually observe that the chamber is clear. The participant will close the action and move any manual safeties to the safe position and rest control of the rifle on the sling. In the event of the use of chamber flags for the rifle, the participant will hold the action open, the **RSO** or participant will insert the chamber flag and the participant will close the action.*

4. *If the participant believes that pulling the trigger will cause damage to his/her sidearm, a third person is required to visually clear the shooter.*

K. RANGE IS CLEAR

*This command is given by the **RSO** to indicate that the range is clear and that scoring and reset may begin. Until this command is given, all shooters must remain behind the start line. In some circumstances, it may be necessary and proper for scoring and reset to begin prior to the shooter completely finishing the stage. In this case, the **RSO** and **MD** will give strict instructions to the scoring and reset team to ensure fairness and safety, and they may be permitted to move forward prior to the command being given.*

L. COVER

*The **RSO** will issue this as a warning to tell the shooter they are out of, or not properly using cover. If the shooter fails to take immediate action to correct this, a failure to use cover penalty will be assessed per shot taken after the warning. The cover warning shall not be given if doing so will result in an unfair gaming advantage. In the event of a shooter blatantly standing outside of cover and shooting targets faster than the **RSO** can give a warning, no warning will be given. Rate of fire or engagement speed will not excuse the shooter for lack of using cover. No more*

*than one cover warning will be given per point of engagement. Cover warnings and penalties will not be assessed for targets that have been bypassed by the shooter and can no longer be safely engaged. This call is a courtesy but the **RSO** should make an attempt to issue the command if able.*

M. Some commands are due to safety risks to the shooter, the **RSO, event staff, participants, spectators, property and even the range itself. These range commands are marked with [SAFETY] in their description. Failure to correct your actions after these calls, if required, will result in the shooter receiving a MATCH DISQUALIFICATION.**

N. MUZZLE

*The RSO will give this command as a warning to the participant if they are close to breaking the safe direction rule or in the event of muzzle obstructions. Failure to take corrective action or repeating such actions during the match will result in **MATCH DISQUALIFICATION [SAFETY]***

O. FINGER

*This command is given when the participant's finger is not obviously and visibly outside the trigger guard when it should be. Participants will be issued one warning per match. Any further **FINGER CALLS** will result in a **MATCH DISQUALIFICATION**. **RSO** must notify **MD** of all **FINGER CALLS [SAFETY]***

P. SAFETY

*This command is given when the participant fails to employ external manual safeties as defined in **1.5.J**. Participants will be issued one warning per match. Any further **SAFETY CALLS** will result in a **MATCH DISQUALIFICATION**. **RSO** must notify **MD** of all **SAFETY CALLS [SAFETY]***

Q. STOP or CEASE FIRE

*On this command, the participant will stop firing and remain at his/her current position. This command is only to be issued if a safety violation has been committed, or there is some other hazard present. Any shooter, spectator, or **RSO** may call this command. **[SAFETY]***

*Any participant abusing this range command for gaming advantage of self or another will result in the violator being issued a **MATCH DISQUALIFICATION**.*

SECTION 4: DEFINITIONS OF FIRING AND STARTING POSITIONS

1. ACTS generally allows for participants to be able to choose which shooting positions are required to process a course of fire. However some stage designs may require very specific positions and starting positions.

A. KNEELING

1. *Defined as having a minimum of one knee on the ground.*

B. PRONE

1. *Defined as body horizontal to the ground (knees, thighs, and navel must touch the ground).*

C. ROLL OVER PRONE/ URBAN PRONE

1. *Defined as body horizontal to the ground on either the right or left side of body (side of knee, hip and shoulder must touch the ground).*

D. SURRENDER (starting position)

Defined as, hands empty with wrists above the shoulders.

E. ALERT/ LOW READY (starting position)

1. *Defined as shooter facing downrange rifle in both hands, buttstock in shoulder, muzzle downrange at waist level.*

F. READY (starting position)

1. *Defined as shooter facing downrange, rifle in both hands buttstock in shoulder muzzle downrange at eye level.*

G. The default starting position for all COFs that do not have a clearly defined starting position is **ALERT/LOW READY**. Any firing or starting positions not defined here must be defined in the course descriptions.

H. BRACING

1. Defined as when any part of the shooter's firearm or body (except for the feet) comes into sustained contact, intentionally or unintentionally, with any stationary prop while engaging a target. "Props" are most commonly walls, barrels or any other item that is used as cover or visual obstruction. This excludes caution tape or boundary markers that are at ground level or any other prop intended to be manipulated by the shooter. Stage descriptions will indicate when "**BRACING**" is not allowed.

SECTION 5: EQUIPMENT**1. ALL FIREARMS**

- A. All firearms are subject to inspection and approval by one or more of the following, Match Director, Equipment Inspection Committee and **RSOs**.
- B. All firearms must be legal to own in the jurisdiction in which the match takes place.
- C. Some firearm modifications may dictate which division the shooter competes in. These include both the rifle and the sidearm. [See Section 6: DIVISIONS] In Non-Prize matches the **MD** may expand on what modifications are or are not allowed.
- D. Suppressors may be used in competition on any firearm as long as it doesn't affect the safe use or stowage of the firearm during a course of fire. Re-shoot requests based upon **RSO** interference will not be granted when the interference is caused by the **RSO's** proximity to the shooter to ensure shot times are captured.
- E. A participant may have no more than one rifle and one sidearm on his or her person during a COF unless a stage requires the use of a match provided firearm.
- G. **MACHINE GUNS** and or devices or modifications intended to mimic fully automatic or burst fire are prohibited. These include, but are not limited to, "binary" triggers, bump fire stocks, creative shoelace arrangements, crank triggers, and worn trigger or sear parts. Participants violating this item will be issued a **MATCH DISQUALIFICATION** and will be required to petition the **BOARD of DIRECTORS** prior to registering for any future events.
- H. A white light source may be required to complete a COF. This can be a handheld, rifle mounted or sidearm mounted.

2. RIFLES

- A. All rifles must be .223 Remington, 5.56 x 45, 5.45 x 39, 7.62 x 39, 308 Winchester, 7.62 x 51 or 300 AAC. Competitors in the Rim fire division are exempt from this rule. The **MD** can add smaller calibers if he or she so chooses as long as their inclusion does not pose a safety or destruction of prop risk. (Non-prize matches only)
- B. Pistol Caliber Carbines (PCC) must be 9mm, 40 S&W, or 45 ACP.

3. SIDEARMS

- A. Sidearm must be 9mm, 40 S&W, or 45 ACP.
- B. Magazines loaded into a sidearm prior to beginning a COF are subject to a maximum overall length of 6.5 inches measured (unloaded) along the back of the magazine using the longest dimension from top to bottom. (This allows for most 10 round 1911 round magazines and other mags with or without extensions that measure at 140mm)

4. AMMUNITION

- A. Steel Core, Green Tip, AP rounds are not allowed. All .223 or 5.56 ammo must be 55 grains or heavier.

5. HOLSTERS/ BELTS/ MAG POUCHES/ SLINGS

- A. ACTS requires a holster that will securely hold the handgun. The holster must cover the trigger guard area and surround a portion of the slide. The **MD** has sole discretion in defining what is or is not permitted.
- B. Chest holsters must be mounted on the shooter's strong side.
- C. Belt mounted holsters must be on the shooters strong side, and must be mounted between 12 o'clock and 4 o'clock for a right handed shooter and 8 o'clock and 12 o'clock for a left handed shooter.
- D. Weak side (cross draw) holsters and or Shoulder Holsters are prohibited.
- E. Belts must be worn about the waist. Outer belts must contain a buckle.
- F. All ammunition and magazines required on a COF must be carried by the participant unless otherwise directed by the COF.
- G. Rifle and pistol magazine pouches must have positive retention and must surround at least a portion of the magazine. The **MD** has sole discretion in defining what is or is not permitted.
- H. Slings are mandatory. Improvised slings are not permitted. During a COF, the sling must be either attached to the rifle or worn around the shooter's body. Stage Description may modify this rule.

SECTION 6: TARGETS

1. PAPER TARGETS

A. The official **PAPER TARGET** of ACTS is a brown cardboard silhouette target that measures 22" wide, 34.5" tall. This is the 2017 International Defensive Pistol Association (IDPA) target. (Figure 1)

B. Stage descriptions will clearly identify **PAPER TARGETS** with T1, T2, T3 and so on. (Short for **TARGET 1** etc.)

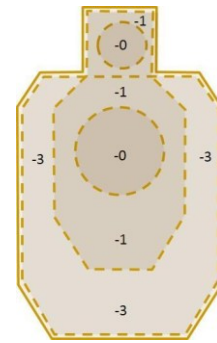


Figure 1

2. STEEL TARGETS

A. ACTS does not currently have an official **STEEL TARGET**. Most commonly used **STEEL TARGETS** are reduced scoring zone silhouettes and various steel challenge options.

B. **STEEL TARGETS** are broadly defined as **STATIC STEEL** or **FALLING STEEL**.

C. **STATIC STEEL** is not designed to move, fall, or disappear when hit, or may automatically reset (IE MGM Steel, resetting poppers, etc).

D. **FALLING STEEL** is intended to be knocked down or caused to fall (i.e. coins, non-resetting poppers, etc).

E. Stage descriptions will clearly identify **STATIC STEEL (SS)** and **FALLING STEEL (FS)**.

3. OTHER RULES REGARDING TARGETS

A. All targets are arranged into **TARGET ARRAYS** upon all courses of fire. **TARGET ARRAYS** are one or more targets arranged in a manner where they are all engaged from the same engagement point with minimal movement or transition between each is required.

B. **HARD COVER** is defined for scoring purposes as an impenetrable barrier. Hard cover is indicated using black on a hostile target with a crisp line delineating the hard cover areas from the score areas. Shots landing on **HARD COVER** areas of a **TARGET** will not be counted as hits. Target markings such as those identifying a **NON-THREAT** do not count as **HARD COVER**.

C. Shots passing through a **TARGET** or prop, or ricocheting off of the ground, and then passing through a **TARGET** or **NON-THREAT** will be scored as a hit unless passing through **HARD COVER** first.

D. NON-THREAT paper **TARGETS** must be designated by displaying a pair of normal sized open hands of contrasting color, at least one of which must be visible from all shooting positions where the **TARGET** may be engaged. These may be presented in any orientation. In some instances the **MATCH DIRECTOR** can assign another designation as a **NON-THREAT** indicator. In these cases it must be defined within the **STAGE DESCRIPTION**.

E. The default **STEEL TARGET** coloring is to be white unless noted otherwise in the **STAGE DESCRIPTION**. Yellow is disallowed as is any other color designated as **SIDEARM ONLY**.

F. SIDEARM ONLY STEEL TARGET coloring is to be yellow unless otherwise noted in the **STAGE DESCRIPTION**. White is disallowed as is any other color marked as a **STEEL TARGET** color.

G. NON-THREAT STEEL TARGETS will be painted red unless otherwise described within the **STAGE DESCRIPTION**. White and Yellow are disallowed colors.

H. STEEL TARGETS are not to be engaged closer than 30 yards with a rifle and 10 yards with a sidearm. Doing so will cause the **PARTICIPATANT** to be issued a **MATCH DISQUALIFICATION**. ANY engagement of **SIDEARM ONLY STEEL** with any weapon other than a **SIDEARM** will result in a **MATCH DISQUALIFICATION**.

I. RSO will not call hits on **STEEL TARGETS** unless the **STAGE DESCRIPTION** allows for it or **STEEL TARGETS** are engaged from over 150 yards from shooter.

J. Unless walls are described as **HORIZONTAL COVER** in the stage description **TARGETS** may not be engaged from over the top or underneath of them.

SECTION 7: USE OF COVER

1. ACTS is a shooting sport where the **USE OF COVER** is a major component that separates it from other shooting disciplines. It is assumed that threats are hostiles looking to engage the shooter on the course of fire and **COVER** is what offers ballistic protection.

A. COVER refers to a physical barrier that is between the shooter and the **THREAT TARGETS** to be engaged. Walls, Barricades, and Vehicles are some examples of **COVER**.

1. **VERTICAL COVER** requires the shooter to engage targets from the side(s) of the Position of **COVER**.

2. Horizontal **COVER** requires the shooter to engage targets over or under the Position of **COVER**.

B. Each shooter has **4 VITAL POINTS** upon themselves. These consist of 1 nose, 2 armpits describing the vital chest cavity, and 1 belt buckle. A shooter is considered to be using **COVER** if 2 or more of the shooter's vital zones are behind cover and not visible to **THREAT TARGETS**.

1. If the shooter is displaying a sideways profile to a **THREAT TARGET**, if one armpit is out of **COVER** then both armpits are considered out of **COVER**.

C. If **COVER** is available to the shooter they must use it, while engaging targets, unless the shooter is "in the open" and forced to engage targets "in the open."

D. If the shooter leaves a position of cover, exposing themselves to an eligible and unengaged target, and revealing all 4 vital points, the shooter shall receive an **EXPOSURE** penalty.

E. If no **COVER** is available to the shooter while exposed to an eligible and unengaged target, they must remain in **MOTION**.

F. MOTION is defined as a continuous movement of the entire body parallel to the ground. Shooters that do not maintain motion will be assessed an **EXPOSURE** penalty for each pause in motion. The RSO makes the final determination as to whether the shooter is in motion.

1. A **PROCEDURAL** penalty will be assessed for each shot taken while not in motion.

G. Variations of the **PRONE** position are considered **COVER** if the participant is not exposed to unengaged threats within 75 yards of their position.

SECTION 8: SCORING/ PENALTIES**1. SCORING METHOD**

A. Scores are calculated with a “Time-Plus” method. A shooter’s accumulated target points and penalties will be added to their accumulated time to determine their score.

2. BULLET HOLES

A. Oval or elongated bullet holes made in a target that exceed two bullet diameters (of the caliber used by the shooter) do not count for score. This situation normally occurs for moving targets fired upon at extreme angles or targets where the shooter is moving.

B. The elongated bullet hole rule does not include keyhole bullet holes (a keyhole bullet hole is created by a bullet which tumbles out of the firearm barrel and appears to have gone through the target sideways,) which count for score.

C. Only bullet holes entering the front of the target will be scored.

3. TARGETS

A. All targets in a Course of Fire must be engaged, Engaged means shooting at least 2 rounds at each target unless the target type or stage description indicates otherwise.

B. PAPER TARGETS

1. The official **ACTS PAPER TARGET** is scored by the best two hits within the outer perforation. The target features scoring zones marked as “-0”, “-1” and “-3” to denote the number of points that each zone is worth, with the lower number being the most favorable. Shots that break the perforated line between scoring zones, as determined by the lead ring created by the passing of the projectile, will be scored as a hit within the better of the two zones and thereby receive the lower (and better) score.

C. STATIC STEEL Static steel targets are scored by hits “-0” and misses “-10” for one hit less than two hits required. If the target has zero hits it will be scored as a **NO HITS ON TARGET**.

D. FALLING STEEL will be scored as a Hit “-0” if, and only if, they are caused to fall, otherwise they will be scored as **NO HITS ON TARGET**. If **NON-THREAT FALLING STEEL** falls it is scored as a **HIT TO A NON-THREAT**. If **FALLING STEEL** is set up in a manner where it is to be knocked off of a stand, it must be completely removed from the stand to score.

4. NEUTRALIZATION

A. All targets within a course of fire must be **NEUTRALIZED** unless specified in the stage description. Each target not neutralized will result in a **FAILURE TO NEUTRALIZE (FTN)** penalty. No further penalties will be assessed for these targets. **NO HITS ON TARGET** supersedes this rule.

1. A **PAPER TARGET** must receive either 1 hit in the -0 or -1 scoring zones, or 2 hits in the -3 scoring zone, to be considered **NEUTRALIZED**.
2. **STEEL TARGETS** must receive 1 hit to be considered **NEUTRALIZED**.
3. **FALLING STEEL** cannot receive a **FTN** Penalty.

5. TACTICAL ORDER

A. All targets must be engaged in **TACTICAL ORDER**, including all targets engaged in the open. **TACTICAL ORDER** is a method of target engagement in which targets are engaged by their order of threat priority. There are two ways to correctly process targets in **TACTICAL ORDER**.

B. When in the open or processing targets from **HORIZONTAL COVER**, **TACTICAL ORDER** is based on the distance of the visible threats from the shooter. (Targets are considered equal priority when the difference in the target distance to the shooter is 3 yards or less. If several targets are visible at the same time, targets are engaged from near-to-far unless they are equal priority.

C. When using **VERTICAL COVER**, **TACTICAL ORDER** is based upon how one should see the targets as they become visible around the vertical edge of cover (commonly known as **SLICING THE PIE**).

D. If the participant is presented with both **VERTICAL** and **HORIZONTAL COVER** at the same time, the shooter may choose which point of cover to use.

1. Examples include a wall with an open port or a cut out car prop.

E. **TACTICAL ORDER** penalties will be assessed per shot taken at every target engaged out of order.

F. **TACTICAL ORDER** penalties can stack with **COVER** penalties.

6. NO HITS ON TARGET (NHT)

A. All targets without at least one hit within the outer perforation or within outer edge if **STEEL TARGET** will be scored as **NHT**. No further penalties will be assessed for these targets. A **NHT** overrides the **FTN** penalty.

7. MATCH DISQUALIFICATION (DQ)

A. **MATCH DISQUALIFICATION (DQ)** is defined as the participant may not continue in any part of the ACTS match, may not reenter in another division, and may not shoot any side matches. The shooter's score will be recorded as DQ.

B. All **MATCH DISQUALIFICATIONS** must be confirmed by the MD.

8. MAGAZINES

A. Magazines containing ammunition must be available for use by the participant. A magazine containing ammunition that is dropped and out of arms reach must be recovered before the last timed shot is fired, otherwise the participant will receive a **PROCEDURAL PENALTY** per magazine dropped/ left behind.

B. Magazines staged anywhere on the stage as part of make ready must be recovered prior to the last timed shot fired, otherwise the participant will receive a **PROCEDURAL PENALTY** per magazine left behind.

C. All **MAGAZINES** to be used during a **COF** that are not loaded into the **RIFLE** and **SIDEARM** must be stored upon the participant's body unless the **STAGE DESCRIPTION** states they can be left elsewhere.

9. STRINGS OF FIRE

A. If multiple strings of fire are required by a course of fire, the score will be calculated at the end of the stage using the best hits on each target. Successful engagement of each target will require 2 hits per target, multiplied by the number of strings of fire. Targets receiving less than 2 hits each, times the number of strings of fire, will be scored as a Miss for every hit less than the expected total. Courses of fire utilizing multiple strings of fire will not be scored with the **FTN** or **NO HITS ON TARGET** penalties.

10. PARTICIPANT'S SIGNATURE

A. It is the RSO's responsibility to ensure that scoring is done properly. Each participant is responsible for signing their score sheets or selecting the accept button on electronic devices after they have reviewed it for completeness and accuracy.

B. In some instances such as a scoring protest or confusion on penalty type, the RSO will explain to the shooter that the RSO will hit accept until the scoring is confirmed with the MD. This type of edit is to ensure correct scoring and to keep the match moving. Once the MD edits the score the shooter should push the accept button. This does not trigger an automatic re-shoot. (See Re-Shoots)

11. RESETTING TARGETS

A. No participant or spectator may touch any target until it is scored. Any person doing so may be issued a **MATCH DISQUALIFICATION**.

B. All participants are required to help reset stages between shooters.

1. Participants will be assessed an **EXCESSIVE DELAY OF MATCH PENALTY** by the **MD** for multiple violation warnings of not helping.

12. CHANGING EQUIPMENT

A. If at any time a participant is unable to finish a stage or string because of the participant's equipment failure (i.e. barrel blockage, firearm breakage, etc.), the participant is scored his time and hits for the **COF** until the breakage, and awarded all penalties for misses, **NHTs**, and any other procedural penalties appropriate to the stage or string.

B. Participants must use the same rifle and pistol for the entire match unless a firearm becomes disabled or they are registered to compete with two different sets of equipment. Participants changing out their rifles or pistols to gain competitive advantage will receive a Circumvention of Game Spirit penalty.

1. In the event of a broken or disabled firearm, a participant may complete the match with an "equivalent" firearm after receiving express permission from the Match Director to make the substitution. The equivalent firearm must be of the same caliber and division as the firearm with which the competitor began the match.

2. If a participant is registered to shoot with more than one set of equipment (i.e., multiple scoresheets), the shooter must use the same firearm for the initial run through each COF. Participants may not claim prizes based on scores from any firearm except the first firearm.

13. PENALTIES

A. The following penalties may be assessed:

MISS	10 seconds
Hits to a NON-THREAT target	30 seconds per hit, a maximum of 2 hits per NON-THREAT target will be scored.
Premature start	10 seconds
PROCEDURAL PENALTY or PP	5 seconds per incident
Failure to use available COVER	5 seconds per shot taken
Leaving COVER w/ empty weapon in hand	5 seconds
Failure to use TACTICAL ORDER	5 seconds per shot taken
NO HITS ON TARGET or NHT	35 seconds per target
FAILURE TO NEUTRALIZE or FTN	20 seconds per target
OVERTIME SHOT or OT	10 seconds per shot taken (par time stages only)
CONTACT SHOT	Contact Shot -15 Seconds per instance (applied when shooter blows pasters off of a target, damages any target or prop with muzzle blast which includes but is not limited to blowing apart non-threats and/or puts holes in walls. Some leeway is to be granted for pasters blowing off due to weather issues)
CIRCUMVENTION OF GAME SPIRIT* or COG	60 seconds
Poor Sportsmanship/ Excessive Delay Of Match**	120 seconds
Spoiled Blind Stage***	20% of the shooter's raw time, rounded to the nearest second
DESTRUCTION OF PROPS or DOP	Avoidable damage to props, other than normal wear and tear, shall incur a 60 second penalty. Examples of avoidable damage are (but not limited to), damaging stage actuators, damaging durable components of doors/walls so they cannot be reused without significant repair, shots fired into VTAC barricades, etc. Penalty is applied per substantive repairs required to maintain the integrity of the stage or future courses of fire. Penalty will also be applied per shot if a non-rifle rated target is engaged with a rifle outside of 25 meters.
EXPOSURE	30 seconds

*Circumvention of Game Spirit is when a participant intentionally skirts the rules to gain an advantage.

**Poor Sportsmanship is self-explanatory. ACTS is a sport for manly men and thick skinned women. No

whining is allowed. Multiple violations may result in ejection from the match.

***Spoiled Blind Stage is when a participant obtains knowledge of target locations and/or critical information regarding a blind COF before shooting the COF

SECTION 9: DIVISIONS

1. A core concept of **ACTS** is skill before gear. **ACTS** is not meant to be an arms race where the participant with the most money for gear has an advantage. It is about bringing what you have and competing against other participants with similar gear.
2. For balance **ACTS** organizes participants into different **DIVISIONS** depending upon what type of optics they choose to compete with.
3. It is the duty of the **MATCH DIRECTOR** to ensure that stage complications can be achieved by all divisions and not to provide an excessive advantage for a certain **DIVISION**.
4. Participants can determine the proper **DIVISION** to compete in by adding together points accumulated on the **OPTIC POINTS LIST** for each type of optic they are competing with. Each **DIVISION** is allowed a certain sum of points.

5. OPTICS POINT LIST

OPTIC TYPE	POINTS
IRON SIGHTS	0
LASER DESIGNATOR	1
FIXED POWER	1
VARIABLE or FIXED w/MAGNIFIER	2

DIVISION POINT LIMIT

DIVISION	MAX POINTS
SERVICE	1
ENHANCED	2
OPEN	3+

6. NOT FOR COMPETITION (NFC) - These divisions are not used for figuring out final standings for a match but may be used to participate in monthly matches. All NFC divisions are for Non-Prize Matches only. All NFC divisions are exempt from the OPTICS POINT LIST.

A. PISTOL CALIBER CARBINE (PCC)

1. Rifle

a. Any weapon equipped with buttstock or stabilizing brace that meets the caliber requirements of Pistol Caliber Carbines in section 4.

b. May not be used to engage pistol- only targets unless specified in the stage description.

B. Rimfire

1. Rifle

a. Any rifle chambered or modified to fire rimfire ammunition.

2. Handgun/ Sidearm

a. A handgun or sidearm as described in section 4 or rimfire.

SECTION 10: STAGES**1. STAGE DESIGN**

- A. Stages must be set up in a safe manner, without presenting a hazard to any shooter. COF designers must take into consideration ricochets, ground hazards, visibility, participant's ability, and any other item that may constitute problems such as the 180 Degree engagement rule, shoot-through, etc. The Match Director is ultimately responsible.
- B. Each stage must be presented to every shooter in the same way with regard to shooting areas, target arrays, target types, props, range commands, etc. Every controllable aspect of the COF must be the same for every shooter at the match. Changing weather conditions are not grounds for a re-shoot of a stage.
- C. Stages and their descriptions must be set up clearly. Shooting boxes and/or areas must be easy to distinguish from the surrounding area. Match Directors should keep in mind that people should enjoy the challenge, not curse their birth.
- D. Props must not provide any danger to the competitor. Any prop that is used that requires maneuvering completely over, around, through, or under must have an alternative procedure available for those that may be physically unable to follow the directed COF procedure. No penalty is to be assessed if the shooter gains no advantage. A genuine disability or inability must be demonstrated to use the alternate procedure.
- E. A "par time" or "time limit" may be set for a COF.
- F. Scaled targets (with proportionate dimensions) may be used to simulate greater distances.
- G. All stage designs must take into consideration safety and appropriateness of the concept. Board Members present may veto a stage design if they believe that it is unsafe or inappropriate for ACTS.

2. STAGE TYPES**A. SCENARIO STAGES****B. DRILL STAGES**

3. TIMING A STAGE

A. Timing of individual stages is done using one of four methods:

1. **TIMED STAGES** - Timed with a shot timer, from start buzzer to last shot fired + penalties.
2. **UNTIMED STAGE** - Firing window limited by events other than the timer, or timer not used (raw time will be "0").
3. **PAR TIME STAGES** - Par time window, from start buzzer to end buzzer. Target points and penalties apply plus penalties for shooting beyond the par time limit.
4. **TIME LIMITED STAGES** - Time limited stages stop immediately when the timer beeps a second time. Time is recorded as the last shot taken before the time limit expired. Shots after the buzzer do not count and are taken off of the target by removing the best hit visible on the target shot at per shot taken after the buzzer.

SECTION 11: WALKTHROUGHS**1. WALKTHROUGHS**

A. Before shooting each stage the **RSO** will give verbal reading of the stage description. Upon completion of the reading, the **RSO** will answer any questions. Explanation of cover points, shooting areas, special rules, and fault lines will also be explained.

B. The Match Director can set a time limit for a physical walk through of the course of fire. This is after reading of the stage description. This time can be from 0 – 300 seconds.

C. No individual stage walkthroughs are permitted unless indicated within the stage description, with exceptions for staff members whose duties prevent them from attending the initial walkthrough. Individual walkthroughs include walking the path of fire or assuming shooting positions for the purpose of checking cover positions or target engagements, order, etc.

2. AIR GUNNING

A. Air gunning is the act of going through the motions of firing all or portions of the stage with a hand, arms, prop, pointed finger or determining line of sight while within the stage boundaries, and is not permitted. Air Gunners will be given a single warning and be mocked as a “gamer” for the rest of the match. A second violation will result in the shooter being issued a **MATCH DISQUALIFICATION**.

3. SIGHT PICTURES

A. A limited sight picture is allowed. A sight picture is the act of drawing a loaded or unloaded firearm and aiming it downrange, not at a target, before the start signal to begin a stage to confirm optic clarity or power being turned on. A lengthy sight picture such as taking more than 10 seconds is not allowed. Participants will be assessed a warning for the first infraction. Any infraction after that will be assessed a **CIRCUMVENTION of GAME SPIRIT** penalty.

SECTION 12: PROTESTS**1. PROTEST PROCESS**

- A. Protests regarding scoring or Range Safety Officers (**RSO**) decisions must be made verbally first to the RSO in charge of that stage, then to the Match Director (**MD**).
- B. All protests must be made on the same day and prior to the protester participating in the next COF.
- C. If no consensus between the MD and Protesting Participant can be reached, the Protesting Participant may request a Protest Committee to be established by the MD. A Protest Committee shall consist of three competitors present at the match. These competitors should be Range Safety Officers but not staff of the current match unless part of the staff shooting day, if available.
- D. The Protesting Participant must give the MD a financial donation to AMERICAN CONFEDERATION OF TACTICAL SHOOTERS for the amount of \$50. In the event of the Protest Committee decision siding with the Protesting Participant the donation will be returned to the Protesting Participant. If the Protest Committee decision sides with the RSO the MD will mail or present the ACTS treasurer with the donation on behalf of the Protesting Participant.
- E. **MATCH DISQUALIFICATIONS** issued for dropping a firearm, discharging in an unsafe direction, presenting a muzzle in an unsafe direction or poor sportsmanship will not be granted a protest committee hearing.
- F. The protest committee will have access to the rulebook and stage description if necessary to understand the rule in question.
- G. The Protesting Participant and the **RSO** will have three minutes each to plead their case to the protest committee.
- H. The protest committee will not deliberate, but will make an immediate verbal vote either in favor of the Protesting Participant or the **RSO**. The vote will not be taken in the presence of the Protesting Participant or **RSO**, and the vote will remain private.
- I. The decision of the Protest Committee is final.
- J. If the Protesting Participant prevails, he/she will re-shoot the stage. In the event of such a re-shoot, a different **RSO** will score the re-shoot.
- K. If the **RSO** prevails, the protestors will be assessed all penalties and points as originally scored by the **RSO** plus a 120 second **EXCESSIVE DELAY OF MATCH** penalty.
- L. If paper scoring is used and a shooter wishes to protest, they are not to sign the score sheet.

SECTION 13: RE-SHOOTS**1. MANDATORY RE-SHOOTS**

A. **RE-SHOOTS** are mandatory under the following circumstances*:

1. Range equipment malfunction.
2. If a **RSO** mistakenly stops a participant for a suspected safety violation but the violation did not, in fact, occur. RE-SHOOTS will be automatically granted for stops directed by an **RSO** due safety concerns not related to the participant.
3. In any case where a participant is not afforded the same opportunity to shoot the stage as all other competitors. This does not include changing weather conditions unless determined by the Match Director to be necessary, such as in the case of extreme downpour, high winds, etc.
4. When the stage has been finished and the score sheet that is given to the participant is not completely or correctly scored.
5. When the **RSO** and the Match Director concur on special circumstances for granting a **RE-SHOOT**.
6. *The participant may decline the **RE-SHOOT** at his/her discretion - This must be done prior to the scoring of the participant's stage if possible.

SECTION 14: RECURRING MATCH DISQUALIFICATIONS**1. RECURRING MATCH DISQUALIFICATIONS**

- A. Safety is paramount for all ACTS events. Recurring **MATCH DISQUALIFICATIONS** for safety violations is indicative of an inability or unwillingness to abide by chapter 1 of this rulebook and places the individual, the staff, fellow competitors, and bystanders at risk of bodily harm.
- B. Any participant who is issued a **MATCH DISQUALIFICATION** in any 3 of the last 12 monthly events will not be permitted to register for any additional ACTS events.
- C. The participant can petition the ACTS BOARD OF DIRECTORS for reinstatement after 3 months and one of the following conditions have been met.
 - 1. The participant provides evidence of a medical condition that caused physical or cognitive impairment, directly linked to their ability to compete safely, and that the condition has been addressed by a physician.
 - 2. The participant provides a certificate of completion from a pre-approved firearms training course. Participants are advised to contact the board of directors via email at admin@actsshooters.com prior to registering for such a course, to ensure that it satisfies the requirement.

SECTION 15: NON-DISCRIMINATION**1. NON-DISCRIMINATION POLICY**

- A. ACTS is open to any person who has the attitude, knowledge, skills and abilities to compete safely and is legally permitted to do so.
- B. ACTS does not discriminate on the basis of race, color, gender, religion, sexual orientation, or any other status that is irrelevant to a person's ability to compete safely.
- C. ACTS may exclude anyone who in the judgment of its directors, officers, match directors or range officers is not able to compete safely, who demonstrates unsportsmanlike conduct, under the influence of a foreign substance (alcohol, prescription or recreational drugs) or displays an attitude that would bring disrepute to ACTS or is in poor taste.





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