

ACTS



American Confederation of Tactical Shooters (ACTS)

2020 Season Rule Book

CRC 15 EDITION

1. Safety

- a. All persons at the match must obey Range Safety Officers (RSO) with respect to the shooting competition and safety rules. Any shooter failing to do so will be disqualified and removed from the shooting area. Any person failing to observe this rule will be removed from the shooting area.
- b. All persons must wear eye and ear protection while within 50 yards of live fire.
- c. Every competitor 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 competitor will be disqualified from the match.
- d. ACTS functions on a "Cold Range" basis for safety. Unloaded firearms may be handled in designated areas only. Firearms may only be loaded or unloaded under direction of RSO. Violators will be disqualified from the match.
- e. Any shooter whose firearm breaks the 180 during active target engagement or is pointed in an unsafe direction shall be disqualified from the match. This does not apply to holstered sidearms.
- f. Any shooter who intentionally or inadvertently allows a weapon under their control, loaded or unloaded, to point at themselves or any other person (muzzle sweep) will be immediately disqualified.
- g. Drawing of 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, is strictly prohibited and will result in disqualification from the match.
- h. In the event of any accidental/ negligent discharges, the shooter will be immediately disqualified from the match.
- i. Intentional discharges in a direction deemed unsafe by the RSO will result in disqualification from the match.
- j. Any shooter who displays disruptive behavior or is abusive (verbal or otherwise) towards any other person at the match will be disqualified.
- k. Any shooter found to be or suspected of being under the influence of any drug or alcohol immediately before or during the match will be immediately disqualified.
- l. 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 shooters bag, holster, or

vehicle. Any dropped firearm found to be loaded would cause the shooter to be disqualified. Dropping or otherwise losing positive control of a loaded or unloaded firearm during the COF will cause the shooter to be disqualified, unless specifically called for in the stage description.

- m. Unsafe gun handling by a competitor during a match will result in disqualification from that 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.
- n. If a shooter endangers any fellow shooter, staff member, spectator or any other person through exceptionally unsafe weapons handling, such as intentionally throwing a firearm, loaded or unloaded, that person shall receive a lifetime ban from all events hosted by the American Confederation of Tactical Shooters. Lifetime bans are automatically appealed to the Board of Directors and require a supermajority vote to be upheld. Setting a firearm down forcefully in a SAFE staging area does not constitute as throwing.
- o. External manual safeties, if present, must be engaged when not engaging targets. Movement without having the manual safety engaged, is grounds for disqualification. Pistols equipped with a decocker must be decockered prior to holstering if no other external manual safety is present.

2. RANGE COMMANDS

- a. ACTS bases its range commands on the assumption that shooters will present themselves to the starting position with their firearm and/ or firearms 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 box or area and give the following commands:
- b. **RANGE IS HOT - EYES AND EARS**
Upon arrival to the shooting area the first command to each shooter will be signaling to the shooter and anyone in the area to put on their eye and ear protection. This command signifies the start of the CoF.
- c. **LOAD AND 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**.*
- d. **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 he/ she has 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.*

e. **STAND BY**

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

f. **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.

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

h. **IF YOU ARE 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.

i. **CLOSE THE SLIDE/ TRIGGER/ HOLSTER (SIDEARM) or
LOCK THE BOLT OPEN/ SAFE AND HANG (RIFLE)**

The command given by the RSO after the shooter clears each firearm and the RSO confirms that it is clear. In the case of the sidearm the shooter will release the slide, dry fire the gun in a safe direction and finally holster the sidearm. The redundancy of dry firing after the RSO clears the sidearm is a requirement. If the shooter believes that dry firing will cause damage to his/her sidearm, a third person is required to visually clear the shooter. In the case of the rifle the shooter will lock the bolt/ action to the rear, 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 shooter will hold the action open, the RSO or shooter will insert the chamber flag and the shooter will close the action.

j. **RANGE IS SAFE**

This command is given by the RSO to indicate that the range is safe 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.

k. *Other Commands...*

l. *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.*

m. **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. 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.

n. **MUZZLE**

The RSO will give this command as a warning to the shooter if he/she is close to breaking the 180. Failure to take corrective action may result in disqualification. [SAFETY]

o. **FINGER**

This command is given when the shooter's finger is not obviously and visibly outside the trigger guard when it should be. Shooters will be given one warning per match. Any further issues will result in a Match Safety Disqualification. [SAFETY]

p. **SAFETY**

This command is given when the shooter is not actively engaging threats and his/ her safety is in the fire condition. Shooter will be given one warning per match. [SAFETY]

q. **STOP or CEASE FIRE**

At this command, the shooter 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]

3. DEFINITIONS OF FIRING AND STARTING POSITIONS

a. **KNEELING**

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

- b. **PRONE**
Defined as body horizontal to the ground (knees, thighs, and navel must touch the ground).
- c. **ROLL OVER PRONE/ URBAN PRONE**
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 facing downrange, hands empty with wrists above the shoulders.
- e. **ALERT/ LOW READY (starting position)**
Defined as shooter facing downrange rifle in both hands, buttstock in strong shoulder, muzzle downrange at navel level.
- f. **READY (starting position)**
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.

4. EQUIPMENT

- a. **FIREARMS**
 - i. All firearms are subject to inspection and approval by one or more of the following, Match Director, Equipment Inspection Committee and RSOs.
 - ii. All firearms must be legal to own in the jurisdiction in which the match takes place.
 - iii. 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 Match Director may expand on what modifications are or are not allowed.
 - iv. 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.

- v. A shooter may have no more than one rifle and one sidearm on his or her person during a COF.
- vi. 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 and crank triggers.
- vii. A white light source may be required to complete a COF. This can be a handheld, rifle mounted or sidearm mounted.

b. Rifles

- i. All rifles must be .223 Remington or 5.45 x 39 or higher. Competitors in the Rim fire division are exempt from this rule. Match Director 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)
- ii. Pistol Caliber Carbiners (PCC) must be 5.7, 9mm, 32 acp, 40 S&W, or 45 ACP.
- iii. Muzzle brakes are allowed on rifles.
- iv. Non-integral extended magazine wells on rifles are not permitted.

c. Handguns/ Sidearms

- i. All handguns must be chambered in a centerfire cartridge. Armor piercing ammunition and exceptionally high velocity chamberings, i.e. 5.7x28mm, are not permitted in handguns during competition.
- ii. 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)

d. Holsters/ Belts/ Mag Pouches/ Slings

- i. 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 Match Director has sole discretion in defining what is or is not permitted.
- ii. Chest holsters must be mounted on the shooter's strong side. Weak side (cross draw) holsters are prohibited.

- iii. 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.
- iv. Shoulder holsters are not permitted.
- v. If a belt holster is to be worn, ACTS requires a belt sufficiently strong enough to hold holsters and magazines/speed loaders in a safe manner. The belt is to be worn about the waist. The belt must be suitable for concealed carry, Military and/ or LEO use. Belts worn outside of the belt loops must be secured by buckles, clasps or retention straps.
- vi. ACTS requires sufficient magazines/loaders and pouches as necessary to complete the COF. During the COF all reloads must come from pouches or pockets on the shooter's clothing/equipment, unless otherwise directed by the COF. Redimags and mag couplers are permitted.
- vii. Rifle and pistol magazine pouches must have positive retention and must surround at least a portion of the magazine. The Match Director has sole discretion in defining what is or is not permitted.
- viii. Slings are mandatory and must be factory made. Homemade 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.

5. TARGETS

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

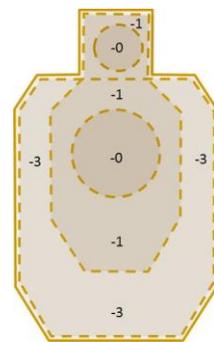


Figure 1

- d. **NON-THREAT** cardboard **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 spelled out within the **STAGE DESCRIPTION**.
- e. **NON-THREAT STEEL TARGETS** will be painted red unless otherwise described in the **STAGE DESCRIPTION**.

6. USE OF COVER

- a. If **COVER** is available to the shooter he/she must use it. Each shooter has 4 Vital Points upon their self. 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 shooters vital zones are behind cover and not visible to the threatening target or targets.
- b. If no **COVER** is available or if a target becomes visible while the shooter is moving between cover points, the shooter must remain in **MOTION**.
- c. **MOTION** does not constitute **COVER** unless explicitly mentioned within the stage description.
- d. If **MOTION** is required to engage targets any shots taken while not in **MOTION** will result in a **PROCEDURAL PENALTY** per shot taken. The RSO is required to make the determination on if a shooter has a positive movement.
- e. Variations of the **PRONE** position (Rules 3.8 and 3.9) are considered **COVER** if the shooter is not exposed to threats within 75 yards of their position.

7. SCORING/ PENALTIES

- 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.
- b. All targets on a Course of Fire must be engaged. Engaged means attempting at least 2 rounds at each target unless the target type or stage description indicates otherwise.
 - i. The official **ACTS CARDBOARD 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.

- ii. **STEEL TARGETS.** ACTS employs a variety of steel targets. These targets are broadly defined as Static or Falling. Static steel is not designed to move, fall, or disappear when hit, or may automatically reset (IE MGM Steel, resetting poppers, etc). Falling targets are intended to be knocked down or caused to fall (i.e. coins, nonresetting poppers, etc). Stage descriptions will clearly identify Falling Steel.
 - 1. Static steel targets require 2 hits to be completely engaged unless otherwise specified in the stage description. Static steel targets are scored by hits “-0” and misses “-10” per each hit less than two hits required.
 - 2. Falling Steel will be scored as a Hit “-0” if, and only if, they are caused to fall, otherwise a Miss Penalty will be received by the shooter.
 - 3. Steel is not to be engaged closer than 30 yards with a rifle and 10 yards with a pistol. Doing so will result in an immediate disqualification.
 - 4. The shooter may request an RSO to call hits before the start of a COF or during it. Standard Steel Coloring is to be white unless noted otherwise in the stage description.
- c. **NEUTRALIZATION.** All targets within a course of fire must be **NEUTRALIZED** unless specified in the stage description. Each target not neutralized will result in the addition of a **FAILURE TO NEUTRALIZE (FTN)** penalty. No further penalties will be assessed for these targets.
 - 1. A cardboard 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**.
- d. **TACTICAL ORDER.** 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. Priority 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 less than 2 yards.) If several targets are visible at the same time, targets are engaged from near-to-far unless they are equal priority. If targets are hidden by cover, the targets are engaged as they become visible around the edge of cover (commonly known as slicing the pie).

- e. **NO HITS ON TARGET (NHT)** Cardboard targets without at least one hit within the outer perforation will be scored as No Hits on Target.
- f. Magazines containing ammunition must be available for use by the shooter. A magazine containing ammunition that is dropped and out of arms reach must be recovered before the last timed shot is fired, otherwise the shooter will receive a Dropped Magazine Penalty.
- g. **Strings of Fire.** 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 Failure to Neutralize or No Hits on Target penalties.
- h. It is the RSO's responsibility to ensure that scoring is done properly. Each shooter is responsible for signing their score sheets or selecting the accept button on electronic devices after they have reviewed it for completeness and accuracy.
- i. No shooter or spectator may touch any target until it is scored. Any person doing so may be disqualified from the match.
- j. If at any time a competitor is unable to finish a stage or string because of the competitor's equipment failure (i.e. barrel blockage, firearm breakage, etc.), the competitor 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.
- k. Shooters 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. Shooters changing out their rifles or pistols to gain competitive advantage will receive a Circumvention of Game Spirit penalty.
 - i. In the event of a broken or disabled firearm, a competitor 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.
 - ii. If a competitor 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. Shooters may not claim prizes based on scores from any firearm except the first firearm.

I. 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 ERROR or PE	5 seconds per incident
Failure to use available COVER	5 seconds per incident
Leaving COVER w/ empty weapon in hand	5 seconds
NO HITS ON TARGET or NHT	35 seconds
FAILURE TO NEUTRALIZE or FTN	20 seconds per target
OVERTIME SHOT or OT	10 seconds per shot (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.
Dropped Magazine Containing Live Ammunition	5 seconds per magazine outside of arm's reach.

**Circumvention of Game Spirit is when a shooter intentionally skirts the rules to gain an advantage, or where the shooter executes a stage in a manner that is tactically unsound.*

***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 shooter obtains knowledge of target locations and/or critical information regarding a blind COF before shooting the COF.*

8. DIVISIONS

- a. Acts classifies shooters into different categories, classes and/ or divisions depending upon what type of Rifle and/ or pistol these choose to compete with. Certain modifications or add on devices can change the shooters class. Below is a list of criteria defining each class:

- i. **Service**

1. **Rifle**

A rifle as described in Section 4 Equipment.

May be magazine fed or fed by stripper/en bloc clips.

Iron sights only.

2. **Handgun/ Sidearm**

A handgun/ sidearm as described in section in Section 4 Equipment.

Iron sights only.

- ii. **Enhanced**

1. **Rifle**

A rifle as described in Section 4 Equipment. A fixed magnification optic or red dot sight if one is not attached to the pistol.

2. **Handgun/ Sidearm**

A pistol as described in Section 4 Equipment.

An optical sight if one is not present on the rifle.

- iii. **Open**

1. **Rifle**

A rifle as described in Section 4 Equipment.

Variable power optics.

Multiple optics present upon the rifle or any optic if one is present upon the sidearm.

2. **Handgun/ Sidearm**

A handgun/ sidearm as described in section 4.

One or more optics mounted to the sidearm if one or more is mounted on the rifle.

iv. **Pistol Caliber Carbine (PCC)**

1. Non-Prize Matches Only.

2. **Pistol Caliber Carbine**

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

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

3. **Handgun/ Sidearm**

A handgun or sidearm as described in section 4.

v. **Rimfire**

1. Non-Prize Matches only.

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

9. **Stages**

- 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, local shooters abilities, and any other item that may constitute problems such as the 180, 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 reshoot 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. Timing of individual stages is done using one of three methods:
 - i. **Timed Stages** - Timed with a shot timer, from start buzzer to last shot fired + penalties.
 - ii. **Untimed Stages** - Firing window limited by events other than the timer, or timer not used (raw time will be "0").
 - iii. **Par Stages** - Par time window, from start buzzer to end buzzer (shooter is required to cease fire at second buzzer). Regular target points and penalties apply plus penalties for shooting beyond the par time limit. The RSO shall make an effort to stop the shooter. The RSO shall review the timer for the last shot before the Par Time expired and record that time plus penalties.
 - iv. **Time Limited**- 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.
- h. All stage designs must take into consideration safety and appropriateness of the concept. Any RSO or Board Member present may veto a stage design if he/she believes that it is unsafe or inappropriate for ACTS.

10. Walkthroughs

- a. Before shooting each stage the RSO will give group walkthrough of the stage. This will include reading the complete stage description. Upon completion of the group walkthrough the RSO will answer any questions. Explanation of cover points, shooting areas and fault lines will also be explained.
- b. 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 walkthrough include walking the path of

fire or assuming shooting positions for the purpose of check cover positions or target engagements, order, etc.

- c. **Air Gunning** - 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 then mocked as a “gamer” for the rest of the match. A second violation will result in disqualification.
- d. A limited sight picture is allowed. A sight picture is the act of drawing a loaded or unloaded firearm and aiming it downrange before the start signal to begin a stage to confirm optic clarity or being turned on. A lengthy sight picture is not allowed. (taking more than 10 seconds or going from target to target).
- e. Shooters will be assessed a warning for the first infraction. Any infraction after that will be assessed a Circumvention of game spirit penalty.

11. PROTESTS

- 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. If no consensus between the MD and Protesting Shooter can be reached, a Protest Committee will be established by the MD consisting 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.
- c. Disqualifications issued for dropping a firearm, breaking the 180 Engagement Rule, firing in an unsafe direction or poor sportsmanship will not be granted a protest committee hearing.
- d. The protest committee will have access to the rulebook and stage description if necessary to understand the rule in question.
- e. The protesting competitor and the RSO will have three minutes each to plead their case to the protest committee.
- f. The protest committee will not deliberate, but will make an immediate verbal vote either in favor of the protester or the RO. The vote will not be taken in the presence of the shooter or RO, and the vote will remain private.
- g. The decision of the Protest Committee is final.

- h. If the protester prevails, he/she will re-shoot the stage. In the event of such a re-shoot, a different RSO will score the re-shoot.
- i. 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.
- j. If paper scoring is used and a shooter wishes to protest, they are not to sign the score sheet.

12. RE-SHOOTS

- a. Re-shoots are mandatory under the following circumstances*:
 - i. Range equipment malfunction.
 - ii. If a RO mistakenly stops a shooter for a suspected safety violation but the violation did not, in fact, occur. Re-shoots will be automatically granted for stops directed by an RO due safety concerns not related to the shooter.
 - iii. In any case where a competitor 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.
 - iv. When the stage has been finished and the score sheet that is given to the competitor is not completely or correctly scored.
 - v. When the RO and the Match Director concur on special circumstances for granting a re-shoot.
- b. *The competitor may decline the re-shoot at his/her discretion.

13. Nondiscrimination

- a. ACTS is open to any person who has the attitude, knowledge, skills and abilities to compete safely and is under no legal disability from doing so. 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. 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 or attitude, would bring disrepute to ACTS or is in poor taste.

14. FINAL SAY

- a. The Match Director has final say in all matters not covered by these rules. Rules not pertaining to safety may be changed by the Match Director if said changes satisfy the mission and intent of ACTS.



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