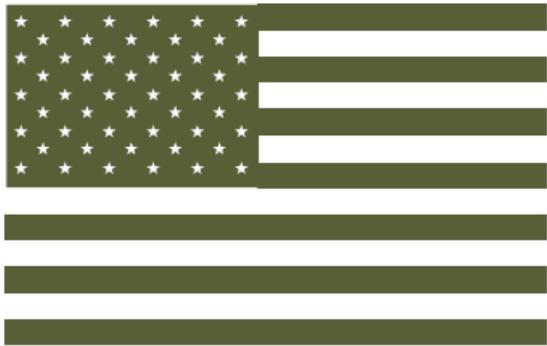


Combat Rifle Championship

Lucky 13

Rulebook



A.C.T.S.

**AMERICAN CONFEDERATION
OF TACTICAL SHOOTERS**

SECTION 1 SAFETY

- 1.1 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 other person failing to observe this rule will be removed from the shooting area.
- 1.2 All persons must wear eye and ear protection while within 50 yards of live fire.
- 1.3 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.
- 1.4 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.
- 1.5 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 side arms.
- 1.6 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.
- 1.7 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.
- 1.8 In the event of any accidental/ negligent discharges, the shooter will be immediately disqualified from the match.
- 1.9 Intentional discharges in a direction deemed unsafe by the RSO will result in disqualification from the match.
- 1.10 Any shooter who displays disruptive behavior or is abusive (verbal or otherwise) towards any other person at the match will be disqualified.
- 1.11 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.
- 1.12 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 a loaded or unloaded firearm during the COF will cause the shooter to be disqualified, unless specifically called for in the stage description.
- 1.13 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.

- 1.14 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.
- 1.15 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.

SECTION 2 RANGE COMMANDS

- 2.1 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.
 - 2.1.1 **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.
 - 2.1.2 **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**.*
 - 2.1.3 **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.*

2.1.4 STAND BY

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

2.1.5 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.

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

2.2.1 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.

2.2.2 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 wrest 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.

2.2.3 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.

2.3 Other Commands...

2.3.1 *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.*

2.3.2 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.

2.3.3 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]

2.3.4 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]

2.3.5 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]

2.3.6 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 have been committed, or there is some other hazard present. Any shooter, spectator, or RSO may call this command. [SAFETY]

SECTION 3 DEFINITIONS OF FIRING POSITIONS, STYLES, & STARTING POSITIONS

- 3.1 Free style - being the shooter's choice.
- 3.2 Strong hand - in the case of a right handed person this would mean their right hand only, unsupported by their opposite hand. All functions must be performed by this hand alone with the exception of reloading, clearing malfunctions, or unloading.
- 3.3 Weak hand - in the case of a right handed person this would mean their left hand only, unsupported by their opposite hand. Draws must be performed using the strong hand, the firearm will then be transferred to the weak hand and firing may commence. Drawing, reloading, clearing malfunctions, or re-holstering may be done with the assistance of the strong hand.
- 3.4 Strong hand injured - in the case of right-handed person this would mean their left hand only, unsupported by his/her opposite hand. The strong hand may not be used in any way shape or form, to include reloads.

- 3.5 Weak hand injured - in the case of right-handed person this would mean their right hand only, unsupported by his/her opposite hand. The weak hand may not be used in any way shape or form, to include reloads.
- 3.6 Kneeling - defined as having a minimum of one knee on the ground.
- 3.7 Prone - defined as body horizontal to the ground (knees, thighs, and navel must touch the ground).
- 3.8 Surrender (starting position) - defined as facing downrange, hands empty with wrists above the shoulders.
- 3.9 Tactical (starting position) - defined as shooter facing downrange with rifle in both hands, buttstock at hip level on strong side with muzzle pointing downrange at eye level.
- 3.10 Alert/Low Ready (starting position) - defined as shooter facing downrange rifle in both hands, buttstock in strong shoulder, muzzle downrange at navel level.
- 3.11 Ready (starting position) - defined as shooter facing downrange, rifle in both hands buttstock in shoulder muzzle downrange at eye level.
- 3.12 Strong side Sling Arms (starting position) - defined as shooter facing downrange with rifle slung over the strong shoulder muzzle up.
- 3.13 Weak side Sling Arms (starting position) - defined as shooter facing downrange with rifle slung over the weak shoulder muzzle down.
- 3.14 The default starting position for all COFs that do not have a clearly defined starting position is Alert/Low Ready.

SECTION 4 EQUIPMENT

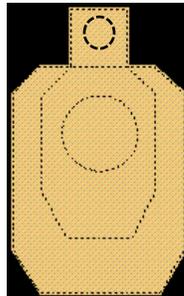
- 4.1 All firearms used in ACTS matches must be suitable for either concealed carry, military, or police use, except for competitors in the Rim fire division.
- 4.2 All handguns must either be 9mm Parabellum (for autos) or .38 special (for revolvers) caliber or greater, or (if the caliber is below 9mm Parabellum/.38 special) have been used by a regular military service as a standard service sidearm, and appear on the BATF Curio & Relic list.
- 4.3 All rifles must be .223 Remington or 5.45 x 39 or higher. All pistol caliber carbines must comply with handgun caliber requirements. Competitors in the Rim fire division are exempt from this rule.
- 4.4 All firearms are subject to inspection and approval by the Match Director or ROs.

- 4.5 All firearms must be legal to own in the jurisdiction in which the match takes place.
- 4.6 ACTS requires a holster that will securely hold the handgun. The holster must cover the trigger guard area.
- 4.7 No "Competition Holsters" are permitted. If it is not suitable for duty/concealed carry, it is not permitted. The Match Director has sole discretion in defining what is or is not permitted. In general, if a manufacturer lists a holster as a "competition holster" it is not permitted.
- 4.8 Chest holsters must be mounted on the shooter's strong side. Weak side (cross draw) holsters are prohibited.
- 4.9 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.
- 4.10 Shoulder holsters are not permitted.
- 4.11 The Match Director may require a "holster test". With the gun/belt/holster assembly attached to the tester in the manner it is to be worn, the handgun must be retained in the holster while the tester hops. During this hop, both of the tester's feet must clear the ground, the testers heels must clear the ground by at least 3 inches, and the tester may not hold or touch the handgun. All retention devices on the holster used to pass the holster test must be engaged at the start of every COF.
- 4.12 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.
- 4.13 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 cinches are permitted.
- 4.14 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.
- 4.15 Rifles with bipods and grip-pods may be used, but deployment of a bipod during a COF results in automatic reclassification of the shooter to the Open division.
- 4.16 A white light source may be required to complete a COF.
- 4.17 Rifle and pistol magazine pouches must have positive retention.
- 4.18 Muzzle Brakes are legal in all divisions

- 4.19 Non-integral extended magazine wells on rifles are not permitted.
- 4.20 Magazine wells on side arms may not be wider than the grips of the sidearm to which it is attached.
- 4.21 Lightening cuts on side arms are permitted.
- 4.22 Rifle magazines may be loaded with no more than 30 rounds regardless of capacity (Except in Open Class).
- 4.23 Slings are mandatory and must be factory made. Homemade slings are not permitted.
- 4.24 Suppressors are permitted and may be used in any class.
- 4.25 A shooter may have no more than one rifle and one pistol on his or her person during a COF.
- 4.26 Binary triggers, Bump Stocks or other similar products may not be used.

SECTION 5 TARGETS/SCORING

- 5.1 The official target of ACTS is a brown cardboard silhouette target that measures 22" wide, 34.5" tall (pictured below). It is the same target used by IDPA (International Defensive Pistol Association).



- 5.2 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 scoring areas. Shots landing on hard cover are scored as misses.
- 5.3 Soft cover is defined as a vision barrier through which shots may pass and be scored on the shoot targets. Both shoot targets and no-shoot targets are considered soft cover. A full diameter hole in either, made by a shot subsequently striking a shoot or no-shoot target downrange, is scored as a hit on the down range target, and any applicable penalties are assessed. In other words, "shoot-throughs" count.

- 5.4 Use of Cover: If cover is available to the shooter he/she must use it. Each shooter has 4 Vital Points upon their self. These consist of Nose, 2 armpits describing the vital chest cavity, and the 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.
- 5.5 All targets must be engaged in tactical order. Tactical order is defined as engaging targets in order of immediate threat, near-to-far, as they become visible.
- 5.6 If no cover is available or if the shooter is moving between cover points, the shooter must remain in motion.
- 5.7 Excessively slow movement is defined as when a competitor takes two or more steps outside of cover while engaging targets with a stride that is shorter and slower than the shooter's natural gait.
- 5.8 If there are no hostile targets within 75 yards of the shooter, the prone position is considered acceptable cover.
- 5.9 No-shoots are targets that are indicated as a non-engageable target. No-shoot targets have "empty hands" stenciled onto the target.
- 5.10 Scoring is done on a "total time" basis. The accumulated time of all COFs, plus target points, plus penalties equals total time. That is the final score. On the ACTS target, "0 zone" hits add 0 target points, "1 zone" hits add 1 target point, and "3 zone" hits add 3 target points. If a hit breaks the perforation between zones, the shooter is given the better score. Hits in the outside zone that do not break the perforation are treated as misses. In order for a hit to be considered breaking the perforation, the lead ring left by the bullet must touch the perforation. A residual tear in the paper does not count. Steel targets are scored as a simple hit or miss. Knockdown targets must be knocked down to score as a hit.
- 5.11 Each target must be neutralized, defined as having at least 1 shot in the "0 zone", or 1 shot in the "1 zone", or 2 shots in the "3 zone."
- 5.12 Standard engagement requires two shots per target. The best two hits on any target are counted for score.
- 5.13 If multiple strings are used on a stage the number of hits per target should be two times the number of strings for the stage (three strings of fire - each target should have at least 6 holes). Any number of hits less than the number required counts as a miss. FTE and NHT penalties are not assessed on a COF with multiple strings of fire.
- 5.14 The following penalties may be assessed:

Miss	10 seconds
Hitting Non-Threat Target	30 seconds per hit, a maximum of 2 hits per hostage target will be scored.
Premature start	5 seconds
Procedural	5 seconds
Failure to use available cover	5 seconds
Leaving cover w/ empty weapon in hand	5 seconds
No Hits on Target	35 seconds
Failure to Neutralize	15 seconds per target
Overtime shot	10 seconds per shot (par time stages only)
Contact Shot	15 seconds (only applied if shooter blows paster off of a target or damages the zero zone)
Circumvention of game spirit*	30 seconds
Poor Sportsmanship**	120 seconds
Spoiled Blind Stage***	10% of the shooter's raw time, rounded to the nearest second
Destruction of Props Penalty	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) shooting pistol steel with a rifle, damaging stage actuators, damaging door/wall, etc
Dropped Magazine Outside of Arm's Length After Last Shot is Fired	5 seconds per magazine

*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.

- 5.15 It is the RO's responsibility to ensure that scoring is done properly. Each shooter is responsible for signing their score sheets after they have reviewed it for completeness and accuracy.
- 5.16 No shooter or spectator may touch any target until it is scored. Any person doing so may be disqualified from the match.
- 5.17 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.
- 5.18 In the event of a broken 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.
- 5.19 A competitor may shoot for score with multiple firearms (i.e., multiple scoresheets), but 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.

SECTION 6 DIVISIONS

- 6.1 Rifle
 - 6.1.1 Service - a rifle chambered in .223 Remington or 5.45 x 39 or greater equipped with iron sights and magazine capacity of at least eight (8) rounds. May be magazine fed or fed by stripper/en bloc clips.
 - 6.1.2 Enhanced - a rifle chambered in .223 Remington or 5.45 x 39 or greater equipped with non-magnifying optics or fixed power magnifying optics (co-witnessed iron sights allowed).
 - 6.1.3 Open - A rifle chambered in .223 Remington or 5.45 x 39 or greater equipped with any of the following:

- 6.1.3.1 Variable power optics
- 6.1.3.2 More than one optic and/or iron sight systems (irons co-witnessed with non-magnified optics exempted)
- 6.1.3.3 Bipods
- 6.1.3.4 Full Auto capability (Shooter must check with ACTS about venue rules prior to signing up)
- 6.1.3.5 Any rifle mag loaded beyond 30 rounds
- 6.1.4 Other Rifle - All other optic or iron sighted rifles that do not fit in one of the previously listed categories.
- 6.1.5 Rim fire - Any rifle chambered or modified to fire rim fire ammunition. This division is closed for prize matches.
- 6.2 Handgun
 - 6.2.1 Handguns with iron sights are not classified into divisions, as they are secondary weapons. They must, however, be of a caliber and style suitable for combat. Pistols must be 9mm Parabellum or greater, revolvers must be .38 special or greater, or (if the caliber is below 9mm Parabellum/.38 special) must have been used by a regular military service as a standard service sidearm and appear on the BATF Curio and Relic list. Handguns may be equipped with slide mounted red dot sights and/or lasers, however, having either of these items on a pistol will place the participant in the open rifle classification. Flashlights mounted on an accessory rail are permitted and will not have any effect on shooting classification.

SECTION 7 STAGES

- 7.1 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-throughs, etc. The Match Director is responsible for this.
- 7.2 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.
- 7.3 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.

- 7.4 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 must be present to use the alternate procedure (remember the "no whining" clause).
- 7.5 A "par time" or "Time Limit" may be set for a COF.
- 7.6 In the event of limited space, smaller targets (with proportionate dimensions) may be used to simulate greater distances.
- 7.7 Magazines containing ammunition must be retained by the shooter. A magazine containing ammunition that is dropped must be recovered before the last timed shot is fired or be within arm's reach after the last shot is fired to avoid penalty.
- 7.8 Shooters must use the same rifle and pistol through the entire match. The only exception is in the case of CoF design requiring the use of a different rifle/pistol or in the case of a catastrophic failure of a shooter's rifle or sidearm. In the event of such a failure, a shooter may finish the match with a rifle or sidearm of same or similar configuration.
- 7.9 Timing of stages is done using one of three methods:
 - 7.9.1 Timed Stages - Timed with a shot timer - from start buzzer to last shot fired + penalties.
 - 7.9.2 Untimed Stages - Firing window limited by events other than the timer, or timer not used (raw time will be "0").
 - 7.9.3 Par Stages - Par time window, from start buzzer to end buzzer and overtime (shooter does not have to cease fire at second buzzer). Regular target points and penalties apply plus penalties for shooting beyond the par time limit.
- 7.10 All stage designs must take into consideration safety and appropriateness of the concept. Any RO or Board Member present may veto a stage design if he/she believes that it is unsafe or inappropriate for ACTS.

SECTION 8 PROTESTS

- 8.1 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).
- 8.2 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.

- 8.2 Disqualifications issued for dropping a firearm, breaking the 180, firing in an unsafe direction or unsportsmanlike conduct will not be granted a protest committee hearing.
- 8.3 The protest committee will have access to the rulebook and stage description if necessary to understand the rule in question.
- 8.4 The protesting competitor and the RSO will have 30 seconds each to plead their case to the protest committee.
- 8.5 The protest committee will not deliberate, but will make an immediate verbal vote either in favor of the protester or the RO.
- 8.6 The decision of the Protest Committee is final.
- 8.7 If the protestor prevails, he/she will re-shoot the stage. In the event of such a re-shoot, a different RSO will score the re-shoot.
- 8.8 If the RSO prevails, the protestor will be assessed all penalties and points as originally scored by the RSO plus a 120 second Excessive Delay of Match penalty.
- 8.9 If paper scoring is used and a shooter has a protest they are not to sign the score sheet.

SECTION 9 RE-SHOOTS

- 9.1 Re-shoots are mandatory under the following circumstances*:
 - 9.1.2 Range equipment malfunction.
 - 9.1.3 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 to non-shooter safety concerns.
 - 9.1.4 In any case where a competitor is not afforded the same opportunity to shoot the stage as all other competitors.
 - 9.1.5 When the stage has been finished and the score sheet that is given to the competitor is not completely or correctly scored or missing scores on an electronic device.
 - 9.1.6 When the RO and the Match Director concur on special circumstances for granting a re-shoot.
- 9.2 *the competitor may decline the re-shoot at his/her discretion.

SECTION 10 Nondiscrimination

10.1 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, or would bring disrepute to ACTS or is in poor taste.

Section 11 Miscellaneous

11.1 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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