



# RULE BOOK

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# **US ARMS**

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**2017 Rules of US Action Rifle Match Society, LLC**

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**V2.0**

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# **Welcome to US ARMS**

## **United States Action Rifle Match Society**

The United States Action Rifle Match Society (US ARMS) is a recreational action shooting sport dedicated to providing owners of modern sporting rifles an opportunity to compete and develop their shooting skills.

US ARMS is focused on both speed and accuracy with a heavy emphasis on gun handling skills.

US ARMS is composed of members who share a love of marksmanship, competition and protecting 2<sup>nd</sup> Amendment rights. US ARMS events are a great place to meet people who share rifle shooting interests and passions.

In a US ARMS event, shooters will be engaging targets in many different ways. Shooters may fire while moving, standing, or prone. Targets may be stationary or moving and shooters will have to avoid shooting selected “No Shoot” targets. Targets may be as close as 3 yards and as far as 200 yards. Each Course of Fire (CoF) is different and will challenge a variety shooting of skills. All of this is done under the direct supervision of a US ARMS Match Safety Officer (MSO).

Prior competitive shooting experience is NOT required. However, safety is paramount to every US ARMS match. All shooters must know and understand basic rifle functions, possess basic shooting skills and know basic safety rules prior to competing in any US ARMS event. US ARMS provides a New Shooter’s Briefing to teach this before every match. US ARMS events are not training classes for new shooters or intended for developing self-defense skills. US ARMS is a recreational sport created and developed for member’s entertainment. For specific training, seek professional instruction.

# 1. Required Equipment

- 1.1 The required equipment to participate in a US ARMS event is minimal.
1. Semi-Automatic Rifle that uses detachable magazines
  2. Three Magazines
  3. Chamber Flag
  4. Eye Protection
  5. Ear Protection (muffs or plugs)
  6. Rifle Case (recommended, but not required)
  7. Magazine Holders (recommended, but not required)



## 2. Safety Rules

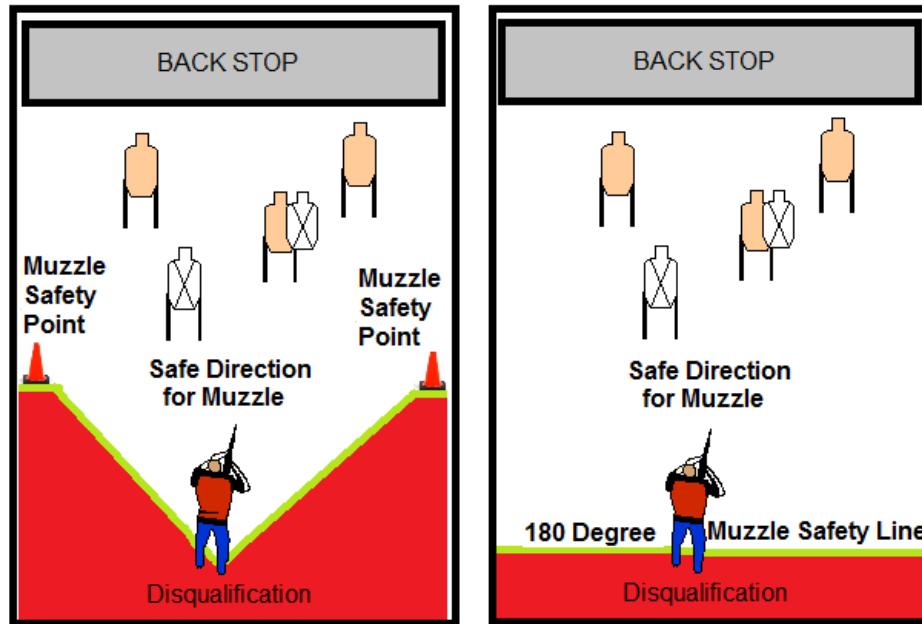
Safety is the foundation of US ARMS and all safety rules are for the protection of participants and spectators. Safety Rules take priority over all other rules. The US ARMS Safety Rules are based on Colonel Jeff Cooper's Four Basic Rules of Firearm Safety. Colonel Cooper is known as the father of modern action shooting sports.

### 2.1 Cooper's Four Basic Rules of Firearm Safety

1. All guns are always loaded.
2. Never let the muzzle cover anything you are not willing to destroy.
3. Keep your finger off the trigger until your sights are on the target.
4. Identify your target and what is behind it.

### 2.2 US ARMS Safety Rules

- 2.2.1 First and foremost, it is the member's responsibility to read and adhere to these rules.
- 2.2.2 Cold Range: No loaded firearms are permitted anywhere or at any time except when under the direct supervision of an US ARMS Match Safety Officer (MSO). Violation of this will result in an immediate disqualification (DQ).
- 2.2.3 Sweeping or Muzzling is pointing the muzzle of a rifle (loaded or unloaded) on purpose or by accident at yourself or at anyone else. This will result in DQ from the event.
- 2.2.4 Muzzle Safety Points (MSP): The CoF's safety zone where it is safe to point a rifle's muzzle. MSP may be marked with safety cones or other highly visible markers (see image). If the MSP boundary is not defined, the 180 Degree Rule is in effect (see image two below). Breaking the MSP occurs when the shooter fails to keep the muzzle of their rifle pointed within a CoF's safety zone and will result in a DQ.



2.2.5 Finger: Trigger finger must be visibly outside the trigger guard when not engaging targets. Shooter will receive one warning; the second infraction will result in a DQ.



**INCORRECT**

**ALLOWED**

**RECOMMENDED**

2.2.6 Dropping a rifle (loaded or unloaded) on purpose or by accident will result in a DQ. Placing a rifle on the ground or on a prop with a controlled motion is permitted. It will be the sole discretion of the Match Safety Officer as to whether or not the rifle was dropped or placed with a controlled motion.

2.2.7 Negligent Discharge: Unintentionally firing a round when the rifle is not properly pointed at a target during a CoF. This will result in a DQ. This applies during loading, unloading, transiting between shooting positions, etc.



- 2.2.8 Unsafe Discharge: Firing a round that impacts the ground within three (3) yards of the shooter or that goes over the backstop or is not in the direction of a target will result in a DQ.
- 2.2.9 Not Following Directions: Disregarding any US ARMS Match Official during an US ARMS event can result in a penalty or DQ. This rule is in effect from the time you enter the range until you leave the range.
- 2.2.10 Muzzle Off Set: Shooters must be aware of the offset between their sights and bore. Firing a round that impacts a metal, concrete, stone, brick, glass or similar type of prop (not including tarps, plastic or wooden props) within 3 yards of the shooter will result in a DQ.



- 2.2.11 Visible Targets: Shooters may only engage targets that are visible to them from their shooting position. Shooters may not shoot through a wall or prop at a target. Engaging a target not visible may result in a DQ.
  - 2.2.12 Chamber Flags: Rifles must have a chamber flag inserted with the bolt closed and safety engaged when being moved or transported during an US ARMS event. Chamber flags may only be removed from the rifle in a Designated Safety Area (DSA), under the direction of a MSO or by a MSO. Violation of these rules will result in a DQ.
  - 2.2.13 Eye and Ear Protection: Must be worn by all shooters and spectators when the Range is Hot (See Section 5 US ARMS Range Commands).
  - 2.2.14 Equipment: Rifles and other gear must be safe and serviceable. If a rifle is deemed to be “unsafe” by a MSO, the shooter may repair the rifle or change to another rifle within the same division, if time permits. If any other gear is deemed “unsafe,” it must be removed or replaced prior to shooting.
- 2.3 Designated Safety Areas (DSA) must be provided at all matches. The DSA must be in convenient locations and adequate to facilitate all shooters on the

range. Each DSA is identified by appropriate signage and identifiable boundaries within which the following rules apply:

- 2.3.1 No ammunition of any type may be handled in the DSA. This applies to live, dummy and training rounds.
- 2.3.2 Unloaded rifles may be handled in the DSA. This area is used for casing and uncasing rifles, for inspections, cleaning, repairs and maintenance of the rifle.
- 2.3.3 In all cases the muzzle of the rifle must be pointed in a safe direction. Pointing the rifle, even an unloaded rifle, around the range is not permissible and will result in DQ.
- 2.3.4 Reloading or other types of practice are not allowed in a DSA. An empty magazine may be inserted into a firearm to test function.
- 2.3.5 If a rifle jams or becomes locked up with a live round that cannot be ejected on the firing line, a MSO will accompany the shooter to a DSA or other designated area.
  - 2.3.5.1 Provided it is safe to do so, the shooter can remove the round from the rifle and/or request assistance from a qualified person to do so. If not possible, the MSO will supervise the shooter in casing and securing the rifle.

#### 2.4 Rifle Staging Area (RSA)

The Rifle Staging Area or RSA is a designated place for rifles to be stored before the start of a CoF.

- 2.4.1 The RSA may be a rifle rack, table or tarp.
- 2.4.2 The muzzle safe point will be indicated in each RSA.
- 2.4.3 All rifles must have an empty magazine well, chamber flag inserted and bolt closed on the chamber flag.

### **3. Shooter Code of Conduct**

- 3.1 US ARMS is a volunteer sport and, as such, all shooters are expected to act in an appropriate manner showing courtesy and respect to all match staff, volunteers and fellow shooters.
- 3.2 All shooters are expected to help with setups/takedowns, pasting targets and clean up.
- 3.3 All shooters will follow US ARMS Rules and rules of the host range.

- 3.4 All shooters will refrain from the use of alcohol, substances, and/or medications that may impair their ability to shoot safely.
- 3.5 All shooters will maintain current membership with US ARMS.
- 3.6 All US ARMS members are to maintain a working knowledge of the current US ARMS rulebook.
- 3.7 It is the shooter's responsibility to be ready to shoot when called to the firing line.
- 3.8 Members will conduct themselves in a respectful manner at all US ARMS activities.
- 3.9 Violations of this Code of Conduct may result in disqualification from a match.

## **4. Range Commands**

### **4.1 Safety Commands**

#### **4.1.1 Range Is Hot, Eyes and Ears**

- 4.1.1.1 This is the first command given to each shooter starting the action of shooting a Course of Fire (CoF).
- 4.1.1.2 The shooter and MSO will ensure that eye and ear protection is in place.
- 4.1.1.3 The command is also for everyone in the shooting bay to put on their eye and ear protection.
- 4.1.1.4 This command signifies the start of the CoF.

#### **4.1.2 Finger**

- 4.1.2.1 This command is given when the shooter's finger is not obviously visible outside the trigger guard when the rifle is not aimed at a target.
- 4.1.2.2 The shooter must correct the finger position and continue with the stage.
- 4.1.2.3 If the shooter receives two (2) finger warnings during a single match, the MSO will stop the shooter and the shooter will be disqualified (DQ).

#### **4.1.3 Muzzle**

- 4.1.3.1 This command is given when the muzzle of the shooter's firearm is pointed near a Muzzle Safety Point (MSP) or is close to breaking the 180-degree safety plane or pointed

at a barricade or prop (shooter must be aware of the muzzle off set).

- 4.1.3.2 The shooter must correct the errant muzzle direction and continue with the stage.
- 4.1.3.3 If the shooter breaks the muzzle safe points or the 180-degree the MSO will stop the shooter and the shooter will be disqualified (DQ).

#### 4.1.4 Stop

- 4.1.4.1 This command is given when something unsafe has happened, is about to happen, or when something in the CoF is not correct.
- 4.1.4.2 The shooter must immediately stop all movement, keep muzzle pointed down range, place the trigger finger visibly outside the trigger guard, engage the safety and await further instruction.
- 4.1.4.3 Failure to immediately stop, remove the trigger finger from within the trigger guard and engage the safety will result in DQ from the match.

## 4.2 Shooting Commands

### 4.2.1 On Deck Shooter

- 4.2.1.1 When the shooter is “on deck” the shooter will pick up the rifle in either Patrol Carry (muzzle down) or Port Arms (muzzle up) position and move to the “on deck” position.

### 4.2.2 Any Questions

- 4.2.2.1 The Match Safety Officer (MSO) will ask the shooter if they have any questions.

### 4.2.3 Take Sight Picture

- 4.2.3.1 On this command the shooter will be allowed to take a sight picture with their rifle. This is the time for the shooter to ensure that iron sights are in the proper position and optics are on and properly functioning.

- 4.2.4 Remove Flag
  - 4.2.4.1 On this command the shooter will hold or lock the bolt on their rifle to the open position and the MSO will remove the chamber flag from the rifle.
  - 4.2.4.2 The MSO will retain the flag until the end of the CoF.
- 4.2.5 Load and Make Ready
  - 4.2.5.1 On this command the shooter will prepare the rifle and magazines as directed in the CoF description.
  - 4.2.5.2 The shooter will then assume the starting position necessary for the CoF.
  - 4.2.5.3 If the CoF calls for an unloaded start, the command used will be, "Make Ready."
  - 4.2.5.4 If the shooter does not assume the correct starting position, the MSO will advise the shooter of the correct position before continuing.
- 4.2.6 Are You Ready
  - 4.2.6.1 The MSO will ask the shooter "Are You Ready?"
  - 4.2.6.2 If ready, the shooter should respond verbally, or by obviously nodding.
  - 4.2.6.3 If there is no response from the shooter, in approximately three (3) seconds the shooter is assumed to be ready.
  - 4.2.6.4 If the shooter is not ready when this question is asked, the shooter must respond "Not Ready".
  - 4.2.6.5 The MSO will grant the shooter an additional ten (10) seconds to prepare.
  - 4.2.6.6 If the shooter is not ready after the additional ten (10) seconds, he/she will incur a five (5) second penalty and will be unloaded and moved down in the shooting order.
- 4.2.7 Standby
  - 4.2.7.1 This command is given after the shooter is ready.
  - 4.2.7.2 This command will be followed by the start signal within a half (1/2) to three (3) seconds.

- 4.2.7.3 The shooter may not move or change positions between the “Standby” command and the start signal, unless required to do so by the CoF.
- 4.2.8 Start Signal
  - 4.2.8.1 The start signal is not a verbal command. It is the “beep” of the shot timer.
- 4.2.9 Hit
  - 4.2.9.1 The Scorekeeper will call “Hit” when the shooter hits a steel target.
- 4.2.10 Are You Finished?
  - 4.2.10.1 When the MSO believes the shooter has completed the CoF, the MSO will ask the shooter, “Are you finished?” Shooter should respond verbally or with a nod.
  - 4.2.10.2 If the shooter is not finished, the shooter should finish the stage and the command will be repeated.
- 4.2.11 Safety, Unload and Show Clear
  - 4.2.11.1 When finished, the MSO will instruct the shooter to “safety, unload and show clear”.
  - 4.2.11.2 The shooter will engage safety, eject the magazine, open the bolt, and show the empty chamber to the MSO.
- 4.2.12 Flag
  - 4.2.12.1 Once the MSO has inspected the chamber and found it to be clear, the MSO will place the Chamber Flag in the rifle.
- 4.2.13 Close Bolt
  - 4.2.13.1 The MSO will instruct the shooter close the bolt of their rifle.
  - 4.2.13.2 The shooter will close the bolt on the chamber flag.
- 4.2.14 Range Is Clear
  - 4.2.14.1 This command indicates to the shooter and anyone within the shooting bay that the range is clear.
  - 4.2.14.2 This command begins the scoring and resetting and pasting of the targets.

- 4.2.15 Retire Rifle
  - 4.2.15.1 On this command, the shooter will assume either Patrol Carry (muzzle down) or Port Arms (muzzle up) position and return the rifle to the RSA.
- 4.3 Warning Commands
  - 4.3.1 Move
    - 4.3.1.1 Warning when the shooter is not moving when required by the CoF.
    - 4.3.1.2 Shooting while stationary when movement is required will result in a penalty.
  - 4.3.2 Fault
    - 4.3.2.1 Warning is given if shooter is over a fault/boundary line on the CoF.
    - 4.3.2.2 Shooting while breaking a fault/boundary line will result in one penalty for each target engaged while out of bounds.

## **5. Courses of Fire**

- 5.1 A Course of Fire (CoF) is a directional map for the shooter. The CoF will clearly state:
  - 5.1.1 The CoF's name
  - 5.1.2 The CoF's type (Action or Skills)
  - 5.1.3 Muzzle Safety Points (MSP)
  - 5.1.4 The shooter's starting position
  - 5.1.5 The rifle's starting position and condition
  - 5.1.6 Number of required reloads
  - 5.1.7 The type, number, and location of targets
  - 5.1.8 The number of rounds to be scored
  - 5.1.9 The procedure of target engagement
  - 5.1.10 The CoF boundaries and shooting positions (fault lines)
- 5.2 Course of Fire Briefing
  - 5.2.1 The MSO will conduct the CoF briefing for shooters.

- 5.2.2 It is the shooter's responsibility to be present and listen to instructions given at the briefing.
  - 5.2.3 Shooters may ask questions at the end of the briefing.
  - 5.2.4 Shooters will be allowed up to three (3) minutes to walk the CoF as a group after conclusion of briefing.
  - 5.2.5 Shooters may simulate taking a sight picture (Air Gunning) any time during a match.
- 5.3 Courses of Fire Guidelines
- 5.3.1 Targets will not be closer than three (3) yards or farther than two hundred (200) yards.
  - 5.3.2 Maximum number of scored targets is twenty (20).
  - 5.3.3 Maximum number of scored shots is twenty (20).
  - 5.3.4 Ratio of “no shoot” targets to targets is a maximum of 1.5 to 2.
    - 5.3.4.1 To calculate take the number of targets and divide by 1.5
  - 5.3.5 Required movement during a single CoF will not exceed one hundred (100) yards. Movement between shooting positions will not exceed fifty (50) yards.
  - 5.3.6 No “support shoulder” shots may be required at targets greater than twenty-five (25) yards. A “support shoulder” shot is shooting from the opposite shoulder that the shooter normally uses.
  - 5.3.7 There are to be no required head shots at distances greater than fifty (50) yards.
  - 5.3.8 The use of props is encouraged. Props can be, but are not limited to, walls, tarps, barricades, vision barriers, barrels, cars, furniture, etc.
  - 5.3.9 The use of moving targets in a CoF is encouraged.
  - 5.3.10 Loading of magazine with loose rounds or from stripper clips will not be required during any CoF.
  - 5.3.11 Shooter may be required to shoot using only one hand if a support is provided to rest the forearm of the rifle. No one handed shots will be taken while moving,
  - 5.3.12 A shooter will not be required to reload or clear malfunctions using only one hand.



## 5.4 Action CoF

- 5.4.1 Action CoF is the main type of CoF used in US ARMS events. It incorporates various shooting skills at one time.
- 5.4.2 Shooters must engage targets from within the CoF boundaries and may engage targets in any order as long as it is safe to do so.
  - 5.4.2.1 A CoF may require engaging targets or target arrays from designated shooting boxes, while moving, from specific shooting positions (kneeling, prone, seated), or behind/through special barricades.
- 5.4.3 Shooters may take more shots than are required at targets. Only the best hits are scored.
- 5.4.4 CoF will be completed in a single timed section.
- 5.4.5 Reloading Rules for Action CoF
  - 5.4.5.1 Zero (0), one (1) or two (2) reloads may be required in the CoF. Failure to perform required reloads will result in a penalty.
  - 5.4.5.2 Rifles and magazines do not have to be empty to reload.
  - 5.4.5.3 Magazines, empty or partially loaded, do not have to be retained by the shooter.

## 5.5 Skills CoF

A Skills CoF is a structured course that focuses on testing one or more specific shooting skills. It is usually based on common practice drills such as El Presidente, Bill Drill, Tueller Drill, Mozambique Drill, etc.

- 5.5.1 Targets will be engaged as directed by the CoF.
- 5.5.2 Number of shots allowed will be specified (no extra shots may be taken).
- 5.5.3 Magazines will be loaded with ten (10) rounds unless otherwise stated in CoF.
- 5.5.4 A Skills CoF may have up to three (3) separately timed sections.
- 5.5.5 CoF may specify target engagement order.
- 5.5.6 CoF may use a non-firing dummy round, inserted at random by the MSO, to simulate a rifle malfunction.

### 5.5.7 Skills Reloading Rules

- 5.5.7.1 The Skills CoF will specify how reloads will be completed in the description.
- 5.5.7.2 CoF may require the rifle or magazines to be empty before reloading (Emergency Reload) or still partially loaded (tactical reload).
- 5.5.7.3 CoF may tell the shooter if a partially loaded magazine must be retained (Reload with Retention - RWR).
- 5.5.7.4 If the CoF description does not specify, reloads will follow the Action CoF reloading rules.

## 6. Starting Positions and Conditions

### 6.1 Shooter Starting Position

- 6.1.1 Shooters will start in various positions as designated by the CoF.
- 6.1.2 A shooter will never start a CoF down range of their rifle's muzzle.
- 6.1.3 The starting position should not exceed any typical shooter's physical abilities.

### 6.2 Rifle Starting Positions

- 6.2.1 Ready Position: Buttstock to shoulder, barrel at eye level
- 6.2.2 Low Ready: Buttstock to shoulder, barrel pointed at designated aiming point or at a 45 degree angle Buttstock
- 6.2.3 High Ready: Buttstock below the shoulder, barrel pointing forward at eye level.
- 6.2.4 Patrol Carry: Rifle across body, buttstock at shoulder level and barrel at knee level with muzzle forward of the safety plane.
- 6.2.5 Off Body: Rifle is racked or grounded in a safe manner.



## 6.3 Rifle Starting Conditions

- 6.3.1 Condition 1: Round in chamber, loaded magazine inserted, safety engaged.
- 6.3.2 Condition 2: Empty chamber, loaded magazine inserted, bolt closed, safety engaged.
- 6.3.3 Condition 3: Empty chamber, loaded magazine not inserted, bolt closed, safety engaged.

## 7. Penalties

- 7.1 If a shooter breaks a shooting rule or fails to follow the directions in the CoF or follow instructions from the MSO, a penalty will be given. Each penalty adds five (5) seconds to the shooter's time. The shooter will be informed of penalties by the MSO after the "flag" command.
- 7.2 A shooter that violates rules to gain a competitive advantage will receive a sixty (60) second penalty or a DQ. This will be determined by the Match Director as informed by the MSO.
- 7.3 Common Penalties:
  - 7.3.1 Fault/Boundary Line: If a shooter fires while breaking a fault/boundary line, a penalty will be assessed for every target engaged while across the line. The MSO or Scorekeeper will give the warning command "Fault" as quickly as possible to allow the shooter to correct their position. It is the shooter's responsibility to stay in bounds. "Fault" warnings are a courtesy. A shooter's foot may be on the line but may not cross over (break) the line.
  - 7.3.2 Move: If a shooter fires while stationary when they are supposed to be moving, a penalty will be assessed for every target engaged while stationary. The MSO or Scorekeeper will give the warning command "Move" as quickly as possible if the shooter is standing still to remind them to move. It is the shooter's responsibility to know when shots must be fired on the move. "Move" warnings are a courtesy.
  - 7.3.3 Magazine Load: If a shooter fails to load any of their magazines to what is directed by the CoF, a penalty will be assessed.

- 7.3.4 Out of Order: If a shooter fails to shoot targets in the order specified in a CoF a penalty will be assessed. Only one Out of Order penalty will be given per shooting position.
- 7.3.5 Too Many Shots: Firing more shots than allowed on a Skills CoF will result in a penalty for each shot over the designated number. For every shot over a “best hit” will be pasted prior to scoring the target.
- 7.3.6 Too Few Shots: Failing to fire the required number of scored shots at a target will result in a penalty for each shot not taken.
- 7.3.7 Zero Hits on Target (ZHT): Completely missing an entire target with all shots will result in a penalty.
- 7.3.8 Improper Reload: If a shooter fails to follow reloading directions in any CoF, a penalty will be assessed for each occurrence.
- 7.3.9 Not Following Directions: Not following the directions specified in a CoF or not following directions of a MSO will result in a penalty or DQ.
- 7.3.10 Unable to Comply: If a shooter is physically unable to comply with a shooting position as directed by the CoF, the shooter may elect to take a penalty and shoot the targets from another position. Only one (1) penalty per position will be issued, i.e. If the CoF directs the shooter to engage targets from the prone position but the shooter is physically unable to assume a prone position, the shooter may take a penalty and engage the targets while standing.

#### 7.4 Appeals

- 7.4.1 If a shooter disagrees with a penalty, they may appeal the call. The appeal must be made prior to the targets being scored.
- 7.4.2 Once the appeal has been requested, the MSO will confer with the Scorekeeper to see if they agree or disagree with the penalty.
- 7.4.3 If the Scorekeeper disagrees with the penalty, the penalty will be removed.
- 7.4.4 If the Scorekeeper agrees with the penalty, or did not see the action that resulted in the penalty, the penalty will stand and targets will be scored.
- 7.4.5 In a Sanctioned Match, the appeal may be referred to the Match Director. The shooter must inform the MSO and Scorekeeper that he requests an appeal to the Match Director. The appeal will take place at the end of the match.

- 7.4.6 The Match Director will interview the shooter, the MSO, the Scorekeeper and any other Match Officials available to resolve the appeal.
- 7.4.7 The Match Director's decision is final.
- 7.4.8 In each match, shooters are allowed one (1) appeal to the Scorekeeper for every four (4) Courses of Fire and one (1) appeal to the Match Director.

## **8. US ARMS Scoring Guide**

### 8.1 General Scoring Rules

- 8.1.1 Scoring is the sum of “Raw Time” plus “Target Points Down” plus “Penalties”.
- 8.1.2 Raw Time is measured with a shot timer beginning with the starting “Beep” and ending with last shot fired.
- 8.1.3 Target Points Down are the scores derived from hits or misses on targets.
- 8.1.4 Penalties add time for breaking shooting rules.
- 8.1.5 Only bullet holes are scored as hits, “splatters” and “fragments” are not scored.
- 8.1.6 Any shot touching a perforation line on a scoring zone will be awarded to the better zone.
- 8.1.7 Any reasonable doubt will go to the shooter.
- 8.1.8 A “Shoot Through” is any shot that passes a target or prop and hits another target. The hit will be scored on both targets. This also applies to penalties for No Shoot targets.
- 8.1.9 Simulated Hard Cover (area of a target that simulates a cover) will be marked on targets with black paint. Shots that hit simulated hard cover do not count as hits.
- 8.1.10 Any target that is partially obscured by a prop must have “simulated hardcover” painted on it for scoring. Shots passing through props that impact a target in a non-painted area will be scored.

### 8.2 Target Scoring

- 8.2.1 It is the shooter’s responsibility to check scores after the match.

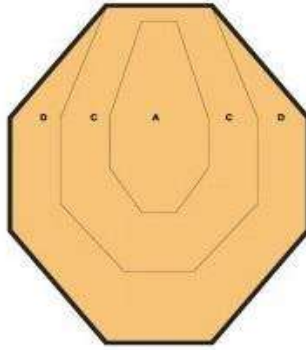
- 8.2.2 Targets may not be touched in the vicinity of any scorable hits by competitors or match staff until the target has been scored by the Scorekeeper.
- 8.2.3 When all targets have been scored, the Scorekeeper will call, "All Scored, Paste the Targets."
- 8.2.4 If a target is pasted before the Scorekeeper has scored the target, but the Scorekeeper, MSO and shooter agree on the score, it will be scored. If the correct score cannot be determined, a re-shoot will be allowed.
- 8.2.5 If all targets are not pasted and reset, the MSO and Scorekeeper will decide if an accurate score can be determined. If not, a re-shoot will be allowed.
- 8.2.6 If a shooter cannot complete a CoF due to an injury, the targets will be scored as is with points down and penalties.
- 8.2.7 If a shooter's eye or ear protection becomes dislodged during a CoF and it cannot be immediately resolved safely, the MSO will stop the shooter and targets will be scored at that point.
- 8.2.8 If a shooter cannot complete a CoF due to a rifle or ammunition malfunction (squib), targets will be scored as is with points down and penalties.
- 8.2.9 If the MSO stops a shooter for a squib, and no squib actually occurred, a re-shoot will be allowed.
- 8.3 Did Not Finish (DNF)
  - 8.3.1 If a shooter does not complete any portion of the match, they will receive a DNF.
  - 8.3.2 It is the shooter's responsibility to make sure that their scores are complete and accurate.
  - 8.3.3 If a shooter must leave before finishing a match, they must inform the MSO or Scorekeeper.

## **9. US ARMS Targets**

- 9.1 US ARMS events may use IDPA, USPSA or IPSC targets. Full sized targets may be used at distances of three (3) to two hundred (200) yards. Reduced sized targets may be used at distances of three (3) to fifty (50) yards.



**USPSA  
TARGET**



**IPSC  
TARGET**



**IDPA  
TARGET**

## Target Scoring

USPSA / IPSC	IDPA	ADDITIONAL TIME
A & B Zone	0 Zone / Entire Head	0 Seconds
C Zone	-1 Zone	1 Second
D Zone	-3 Zone	3 Seconds
MISS	MISS	5 Seconds

### 9.2 Steel Targets

- 9.2.1 Steel targets must be a rated for full power rifle by the target manufacture.
- 9.2.2 Steel targets may not be used at distances less than manufacturer's guidelines.
- 9.2.3 Steel targets may be used at distances up to 200 yards.
  - 9.2.3.1 Steel targets 110 to 200 square inches may be set up from the minimum manufacturer's guidelines up to 100 yards.
  - 9.2.3.2 Steel targets greater than 200 square inches may be set up from the minimum manufacturer's guidelines up to 200 yards.
  - 9.2.3.3 A HIT adds no time.
  - 9.2.3.4 A MISS adds 5 seconds and may incur a penalty for Zero Hits on Target (ZHT).
  - 9.2.3.5 Steel is scored by sight or sound by the Scorekeeper.

### 9.3 Moving Targets

9.3.1 Moving targets of all types are encouraged. Examples of moving targets include but are not limited to runners, turners, swingers, etc.

9.3.2 Moving targets must be activated by shooter actions, e.g., electric eye, stomp box, open door, opens window, etc.

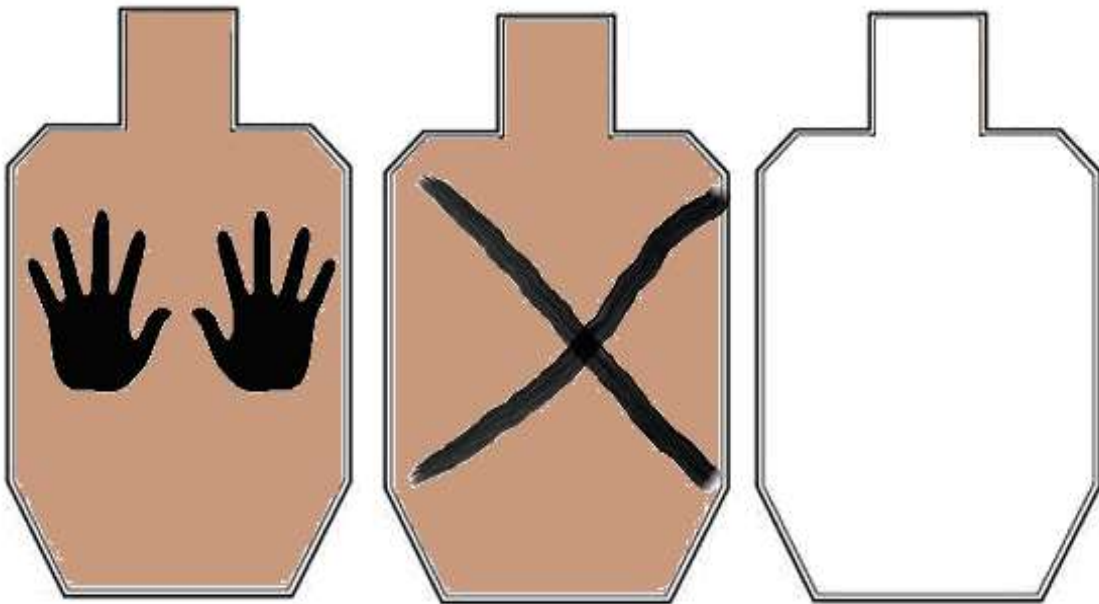
9.3.3 No steel targets may be used as an activator.

### 9.4 No Shoot Targets

9.4.1 Not all targets in a CoF are to be shot. Targets that are not supposed to be shot are called “No Shoot” targets. “No Shoot” targets must be identified by, “open hands”, “marked with X’s” or be “white” in color.

9.4.2 All “No Shoot” targets must be identified the same way in a match.

9.4.3 Each hit on a No Shoot target in the down 0 or 1 or A,B or C zone will incur a ten (10) second penalty (Major Hit). Each hit in the down 3 or D zone will incur a five (5) second penalty (Minor Hit).



### 9.5 Additional Target Types

9.5.1 Other target types and scoring methods may be used in matches with prior approval of ARMS HQ. Shooters must be informed of “other target” types and how they will be scored prior to the match.



## 10. Rifle Divisions and Equipment Rules

10.1 US ARMS, divides rifles into different groups based on type of sights and the power of its ammunition. There are two (2) types of sights and four (4) power levels resulting in eight (8) separate divisions. Shooters will only compete against other shooters using similar rifles.

### 10.1.1 Sights

10.1.1.1 Iron Sights/Open Sights are aiming devices attached to the rifle that do not use electrical devices and/or lenses.

10.1.1.2 Optical/Electronic Sights are aiming devices attached to the rifle that uses electrical devices and/or lenses.

### 10.1.2 Power Levels

10.1.2.1 There are four (4) different power levels ranging from full power to rimfire.

## 10.2 Battle Rifle Division

10.2.1 The Battle Rifle Division is characterized by full power rounds, with a caliber of 7.62x39 (AK-47), 7.62x51 (.308 NATO) and larger.

10.2.1.1 Battle Rifle Irons BRI

10.2.1.2 Battle Rifle Optics BRO

## 10.3 Service Rifle Division

10.3.1 The Service Rifle Division is characterized by intermediate power rounds, with a caliber of 5.56x45 (223 Rem) and all rounds based on the 5.56x45.

10.3.1.1 Service Rifle Irons SRI

10.3.1.2 Service Rifle Optics SRO

## 10.4 Personal Defense Division

10.4.1 The Personal Defense Division is characterized by pistol and sub-power rounds, with a caliber of 9mm, 40 S&W, 45ACP, 5.7x28FN, etc.

10.4.1.1 Personal Defense Irons PDI

10.4.1.2 Personal Defense Optics PDO

## 10.5 Small Arms Division

10.5.1 The Small Arms Division is for all rimfire rifles, 22LR, 22 Mag, 17HMR etc.

10.5.1.1 Small Arms Irons SAI

10.5.1.2 Small Arms Optics SAO

## 10.6 Rifle Requirements

10.6.1 Rifles, magazines and accessories must comply with all local, state and federal regulatory laws. It is the shooter's responsibility to comply.

## 10.7 Permitted Modifications for Rifles (Inclusive List)

The following modifications or accessories are ALLOWED on any rifle.

10.7.1 Upgraded iron sights, including tritium, fiber optic, ghost rings, etc.

10.7.2 Aftermarket stocks, forearms and rails.

10.7.3 Slings are permitted, but rifles must stay under the shooter's control.

10.7.4 Custom finishes may be applied.

10.7.5 Enhance trigger or replacement trigger.

10.7.6 Reliability work may be done to enhance feeding and ejection.

10.7.7 Extended/Enlarged safety levers .

10.7.8 Extended/Enlarged bolt release.

10.7.9 Extended charging handle.

10.7.10 Weapon mounted flashlight.

10.7.11 Backup/Offset Iron sights.

10.7.12 Folding Stocks are allowed but must be locked in the open position.

10.7.13 Bump Fire Stocks are allowed, but must be in the "locked" position, rendering the bump fire function inoperable. The use of bump fire during a CoF will result in a match DQ.

10.7.14 Short Barrel Rifles (SBRs) are permitted.

10.7.15 Sound Suppressors are permitted in all Rifle Division.

- 10.7.15.1 No subsonic ammunition is allowed with suppressors.
- 10.7.15.2 Any rifle that will not register on the shot timer cannot be scored.
- 10.7.15.3 In the event a suppressed rifle will not register on the shot timer, the suppressor can be removed and a reshoot will be allowed.
- 10.7.15.4 A suppressor can be disallowed by the Match Director.

#### 10.8 Excluded Modifications (Non-Inclusive List)

- 10.8.1 The following modifications or accessories are NOT ALLOWED on any rifle.
  - 10.8.1.1 Bipods or Mono-pods.
  - 10.8.1.2 Laser aiming devices.
  - 10.8.1.3 Rifle mounted spare magazines holders.
  - 10.8.1.4 Sig or Stabilizer Braces (must be a rifle, no AR pistols).
  - 10.8.1.5 Disconnection of any Safety device.

#### 10.9 Magazine Rules

- 10.9.1 No magazine coupling of any type in any fashion.
- 10.9.2 A maximum of three (3) magazines may be used during any CoF.
- 10.9.3 All magazines must be carried securely by the shooter unless CoF dictates otherwise.

#### 10.10 Ammunition Rules

- 10.10.1 Steel jacketed, armor piercing and tracer ammunition are prohibited. All ferrous bullets or ferrous jacketed bullets are prohibited.
- 10.10.2 Rounds may be tested with a magnet
- 10.10.3 Steel cased ammunition is allowed if the bullets are non-ferrous.
- 10.10.4 All ammunition must be single projectile.
- 10.10.5 The club conducting the contest may prohibit cartridges that can damage their equipment.

## 11. Shooter Classification

- 11.1 The US ARMS Shooter Classification system is an evolving method of ranking shooters to allow them to compete against those of similar skill levels.

- 11.2 Classifiers are standard Courses of Fire that test specific shooting skills. They may test shooting skills while moving, standing, kneeling, using either shoulder or prone.
- 11.3 Initial Shooter Classifications are determined after completing three Classification CoFs.
- 11.4 Shooter Classifications will be continually updated based on results from the three most recent Classifier CoF's.
- 11.5 Shooter's times will be compared to benchmark times for each classification CoF.
- 11.6 Shooter's classifications will only improve. Downgrades in Classification Levels can be applied for based on permanent disability.
- 11.7 Shooter classifications levels apply to all shooting divisions.
- 11.8 Classification levels:
  - 11.8.1 Novice
  - 11.8.2 Intermediate
  - 11.8.3 Advanced
  - 11.8.4 Expert
  - 11.8.5 Master
- 11.9 US ARMS Classifier CoF's will be part of every sanctioned US ARMS event.
- 11.10 Only clubs in good standing can host sanctioned shoots and have the results recorded, compiled and published on the the US ARMS web site.
- 11.11 Only members can compete in a sanctioned match or Classifier.
- 11.12 For all approved US ARMS Classification CoF's and Benchmark times, refer to the UA ARMS Classifier Rulebook.

## **12. Matches**

Matches can only be hosted by US ARMS Clubs in good standing. All matches must comply with the current published US ARMS rulebook.

- 12.1 Types of US ARMS Matches
  - 12.1.1 Sanctioned Matches: Matches that will be tracked by US ARMS with Shooter Classification results posted on the web site.

12.1.2      **Unsanctioned Matches:** Matches shot for fun as a club or as a side match. The match organizer may post scores. Scores and results will not be tracked by US ARMS HQ.

## 12.2    Levels of US ARMS Matches

12.2.1      **Side Match:** An add-on event to another match.

12.2.1.1    Match will be run by a MSO and a Scorekeeper.

12.2.1.2    May be one (1) or two (2) CoF's.

12.2.1.3    CoF may be Action or Skills.

12.2.1.4    CoF must comply with all ARMS rules.

12.2.1.5    No requirements for minimum number of shooters.

12.2.1.6    Results of Classifiers CoFs will be tracked and posted. Host club can post other CoF results.

12.2.1.7    Non-members may shoot as guest.

12.2.1.8    Prizes may be awarded.

12.2.2      **Club Match:** Matches created, hosted and directed by local clubs.

12.2.2.1    To be run by a Match Director/MSO and Scorekeeper.

12.2.2.2    Must be a minimum of three (3) CoF's.

12.2.2.3    All CoF's must comply with all US ARMS rules.

12.2.2.4    Must have a minimum round count of forty (40) rounds.

12.2.2.5    No requirements for minimum number of shooters.

12.2.2.6    Results of Classifier CoFs will be tracked and posted.

12.2.2.7    Host club will post other CoF results.

12.2.2.8    Non-members may shoot as a guest twice.

12.2.2.9    Prizes may be awarded.

12.2.3      **League Match:** Monthly sanctioned match with results tracked online.

12.2.3.1    Organized by US ARMS HQ.

12.2.3.2    CoF's must be posted for review one (1) week before the match.

12.2.3.3    Can be run by a Match Director/ MSO and a Scorekeeper.

12.2.3.4    Match will consist of four (4) Action CoF's.

12.2.3.5    Will have a minimum round count of fifty (50) shots.

- 12.2.3.6 Shooters must be classified to compete for prizes/awards.
- 12.2.3.7 Must be completed with in 30 days.
- 12.2.3.8 Only shooters that complete all four (4) CoF's will be tracked.
- 12.2.3.9 No requirements for minimum number of shooters.
- 12.2.3.10 All results will be tracked and posted.
- 12.2.3.11 Only US ARMS members with a standing classification may participate.
- 12.2.3.12 Prizes or Certificates will be awarded.
- 12.2.4 League Tournament: Monthly sanctioned match with results tracked online.
  - 12.2.4.1 Organized by US ARMS HQ.
  - 12.2.4.2 CoF's must be posted for review one (1) week before the match.
  - 12.2.4.3 Can be run by a Match Director/ MSO and a Scorekeeper.
  - 12.2.4.4 Will be a minimum of six (6) CoF's.
  - 12.2.4.5 Match will consist of at least three (3) Action and three (3) Skills CoF's.
  - 12.2.4.6 Will have a minimum round count of eighty (80) shots.
  - 12.2.4.7 May be shot on different days.
  - 12.2.4.8 Must be completed with in 30 days.
  - 12.2.4.9 Only shooters that complete all CoF's will have scores posted.
  - 12.2.4.10 No requirements for minimum number of shooters.
  - 12.2.4.11 All results will be tracked and posted.
  - 12.2.4.12 Only US ARMS members may participate.
  - 12.2.4.13 Shooters may join US ARMS on the day of the match.
  - 12.2.4.14 Prizes or Certificates will be awarded.
- 12.2.5 Sectional Match: Sanctioned match with results tracked online.
  - 12.2.5.1 Must be approved by US ARMS HQ.

- 12.2.5.2 CoF's must be posted for review one (1) week before the match.
- 12.2.5.3 Will be run by a Match Director and sufficient MSOs and Scorekeepers.
- 12.2.5.4 Must have a minimum of six (6) CoF's.
- 12.2.5.5 Match will consist of a minimum of three (3) Action and three (3) Skills CoF's.
- 12.2.5.6 CoF's will comply with all US ARMS rules.
- 12.2.5.7 Will have a minimum round count of eighty (80) shots.
- 12.2.5.8 May be shot over multiple days.
- 12.2.5.9 Must be completed in two (2) weeks.
- 12.2.5.10 Only shooters who complete all CoF's will be tracked.
- 12.2.5.11 Range must be able to accommodate sixty (60) shooters (including staff).
- 12.2.5.12 All results will be tracked and posted.
- 12.2.5.13 Only members may participate.
- 12.2.5.14 Shooters may join US ARMS on the day of the match.
- 12.2.5.15 Prizes or Certificates will be awarded.
- 12.2.6 State or Indoor National Match: Sanctioned match with results tracked online.
  - 12.2.6.1 Must be approved by US ARMS HQ.
  - 12.2.6.2 CoF's must be posted for review one (1) week before the match.
  - 12.2.6.3 Will be run by a Match Director and sufficient MSOs and Scorekeepers.
  - 12.2.6.4 Must have a minimum of eight (8) Courses of Fire.
  - 12.2.6.5 Match will consist of five (5) Action and three (3) Skills CoF's.
  - 12.2.6.6 CoF's will comply with all US ARMS rules.
  - 12.2.6.7 Will have a minimum round count of 110 shots.
  - 12.2.6.8 Can be shot in one (1) to six (6) days.
  - 12.2.6.9 Must be completed in one week.

- 12.2.6.10 Only shooters who complete all eight (8) CoF's will be tracked.
- 12.2.6.11 Range must be able to accommodate 70 shooters (including staff).
- 12.2.6.12 All results will be tracked and posted.
- 12.2.6.13 Only members may participate.
- 12.2.6.14 Shooters may join US ARMS on the day of the match.
- 12.2.6.15 Prizes or Certificates will be awarded.
- 12.2.7 National Match: Sanctioned match with results tracked online.
  - 12.2.7.1 Must be approved by US ARMS HQ.
  - 12.2.7.2 CoF's must be posted for review one (1) week before the match.
  - 12.2.7.3 Will be run by several clubs with an elected Match Director and sufficient numbers of MSO's and Scorekeepers.
  - 12.2.7.4 Must have a minimum of ten (10) CoF's.
  - 12.2.7.5 Match will consist of eight (7) Action and four (3) Skills CoF's.
  - 12.2.7.6 CoF's will comply with all US ARMS rules.
  - 12.2.7.7 Will have a minimum round count of 140 shots.
  - 12.2.7.8 Is to be shot over multiple days of competition.
  - 12.2.7.9 Must be completed in one week.
  - 12.2.7.10 Only shooters who complete all ten(10) CoF's will be tracked.
  - 12.2.7.11 Must be able to accommodate up to 100 shooters (including staff).
  - 12.2.7.12 All results will be tracked and posted.
  - 12.2.7.13 Only members may participate.
  - 12.2.7.14 Shooters may join US ARMS on the day of the match.
  - 12.2.7.15 Prizes or Certificates will be awarded.
- 12.2.8 World Championship: Will be held every four (4) years. Sanctioned match with results tracked online.
  - 12.2.8.1 Must be approved by US ARMS HQ.



- 12.2.8.2 CoF's must be posted for review one (1) week before the match.
- 12.2.8.3 Will be run by multiple clubs with an elected Match Director and sufficient numbers of MSOs and Scorekeepers.
- 12.2.8.4 Must have a minimum of twelve (12) CoF's.
- 12.2.8.5 Match will consist of ten (8) Action and four (4) Skills CoF's.
- 12.2.8.6 CoF's will comply with all US ARMS rules.
- 12.2.8.7 Will have a minimum round count of 160 shots.
- 12.2.8.8 Is to be shot over multiple days.
- 12.2.8.9 Must be completed in one week.
- 12.2.8.10 Only shooters who complete all twelve (12) CoF's will be tracked.
- 12.2.8.11 Range must be able to accommodate 120 shooters (including staff).
- 12.2.8.12 All results will be tracked and posted.
- 12.2.8.13 Only members may participate.
- 12.2.8.14 Shooters may join US ARMS on the day of the match.
- 12.2.8.15 Prizes or Certificates will be awarded.

### 12.3 Awards and Prizes

- 12.3.1 First, Second and Third Places will be recognized in each division and classification level.
- 12.3.2 Prizes may be awarded based on performance, but will be spread across all classification levels.
- 12.3.3 Sponsor Prizes may be awarded by drawing.
- 12.3.4 Special Sponsor prizes may be awarded based on equipment manufacturer or division.
  - 12.3.4.1 Special Sponsor prizes can only be awarded to groups of three (3) or more shooters.
- 12.3.5 The Match Director and sponsors will determine how prizes are to be awarded.
- 12.3.6 Prize distribution will be determined at the close of registration.

## **13. Match Officials**

### **13.1 Match Director (MD)**

- 13.1.1 Oversees and manages all aspects of a Match.
- 13.1.2 It is the Match Director's responsibility to provide an opportunity for shooters to have a safe and enjoyable experience.
- 13.1.3 Match Directors must adhere to all US ARMS rules and guidelines and they are the ranking authority at an event.
- 13.1.4 The Match Director assigns all other match officials and staff along with their roles and responsibilities.

### **13.2 Assistant Match Director (AMD)**

- 13.2.1 Appointed by Match Director to assist with the match.

### **13.3 Match Administrative Officer (MAO)**

- 13.3.1 Responsible for shooter registration.
- 13.3.2 Score sheet production, distribution and collection.
- 13.3.3 Score entry.
- 13.3.4 Certify and post results.
- 13.3.5 Provide data in the event of a score appeal.

### **13.4 Assistant Match Administrative Officer (AMAO)**

- 13.4.1 Assists and supports the Match Administrative Officer.

### **13.5 Chief Match Safety Officer (CMSO)**

- 13.5.1 Responsible for all aspects of shooter safety.
- 13.5.2 They make sure all Match Safety Officers have current accepted safety training.
- 13.5.3 Insure that all shooters adhere to US ARMS safety rules and any additional range rules.

### **13.6 Match Safety Officer (MSO)**

- 13.6.1 In charge of shooters, runs shot timer, monitors and maintains safety on the range, issues range commands, oversees shooters, declares time, scores and penalties, and makes sure shooters adhere to US ARMS rules and guidelines.

### **13.7 Match Score Keeper (MSK)**

- 13.7.1 Assists the MSO in maintaining safety.
- 13.7.2 Records times, scores targets and watches for penalties. Assist and back up the MSO.

## **14. Match Officials Guidelines and Certification**

### 14.1 General Guidelines

US ARMS members who wish to become US ARMS Match Officials must meet the following general criteria prior to taking part in US ARMS Official Training and Certification programs:

- 14.1.1 Be a US ARMS member in good standing.
- 14.1.2 Be over the age of 16.
- 14.1.3 Have competed in a minimum of six (6) action shooting sport events.
- 14.1.4 Possess the organizational and administrative skills necessary for the desired position.
- 14.1.5 Be of the right temperament and attitude to successfully represent US ARMS.
- 14.1.6 Complete the appropriate US ARMS Match Official training and test with a passing grade.
- 14.1.7 US ARMS recognizes the training and certifications that US ARMS members have received through other nationally recognized shooting sports such as IDPA, USPSA, IPSC, SCSA, SASS, 3 Gun-Nation, and the NRA.
  - 14.1.7.1 US ARMS members who have been certified by and are in good standing with other nationally recognized shooting sports in the capacity in which they wish to serve within US ARMS will be certified to do so after:
    - 14.1.7.1.1 Providing a recommendation from a person who holds the equivalent position for which they are seeking within US ARMS;
    - 14.1.7.1.2 Providing proof of certification from the national organization.
    - 14.1.7.1.3 Completing the appropriate US ARMS Officials Online Test.

### 14.2 Match Director (MD) Certification Guidelines

Members wishing to become a certified Match Director who do not hold an equivalent certification with a nationally recognized shooting sport must meet the following criteria:

- 14.2.1 Be over the age of 21.
- 14.2.2 Be a certified Match Safety Officer (MSO)
- 14.2.3 Be sponsored by a US ARMS Certified MD.
- 14.2.4 Be interviewed by US ARMS HQ.
- 14.2.5 Successfully complete the US ARMS Match Director Online Certification Class.
- 14.2.6 Pass the US ARMS Match Director Online Test.
- 14.2.7 Work as an Assistant Match Director (AMD) under the guidance of a US ARMS certified MD for a minimum of three (3) US ARMS matches.
- 14.2.8 MD Certification will be valid for five (5) years after which each MD must complete and pass an online refresher exam.

#### 14.3 Assistant Match Director (AMD) Certification Guidelines

Members wishing to become a certified Assistant Match Director who do not hold an equivalent certification with a nationally recognized shooting sport must meet the following criteria:

- 14.3.1 Be over the age of 18.
- 14.3.2 Be a certified Match Safety Officer (MSO)
- 14.3.3 Successfully complete the US ARMS Match Director Online Certification Class.
- 14.3.4 Pass the US ARMS Match Director Online Test.
- 14.3.5 Work as a Match Safety Officer (MSO) under the guidance of a US ARMS Certified MSO for a minimum of three (3) US ARMS matches.
- 14.3.6 AMD Certification will be valid for five (5) years after which each AMD must complete and pass an online refresher exam.

#### 14.4 Match Administrative Officer (MAO)

Members wishing to become a certified Match Administrative Officer who do not hold an equivalent certification with a nationally recognized shooting sport must meet the following criteria:

- 14.4.1 Be over the age of 18.
- 14.4.2 Be a certified Match Scorekeeper (MSK)

- 14.4.3 Successfully complete the US ARMS Match Administrative Officer Online Certification Class.
- 14.4.4 Pass the US ARMS Match Administrative Officer Online Test.
- 14.4.5 Work as an Assistant Match Administrative Officer (AMAO) under the guidance of a US ARMS Certified MD for a minimum of three (3) US ARMS matches.
- 14.4.6 MAO Certification will be valid for five (5) years after which each MAO must complete and pass an online refresher exam.

#### 14.5 Assistant Match Administrative Officer (AMAO)

Members wishing to become a certified Assistant Match Administrative Officer who do not hold an equivalent certification with a nationally recognized shooting sport must meet the following criteria:

- 14.5.1 Be over the age of 16.
- 14.5.2 Be a certified Match Scorekeeper (MSK)
- 14.5.3 Successfully complete the US ARMS Match Administrative Officer Online Certification Class.
- 14.5.4 Pass the US ARMS Match Administrative Officer Online Test.
- 14.5.5 Work as a Match Scorekeeper (MSK) under the guidance of a US ARMS Certified MSO for a minimum of three (3) US ARMS matches.
- 14.5.6 ADO Certification will be valid for five (5) years after which each ADO must complete and pass an online refresher exam.

#### 14.6 Chief Match Safety Officer (CMSO) Certifications

Members wishing to become a certified Chief Match Safety Officer (CMSO) who do not hold an equivalent certification with a nationally recognized shooting sport must meet the following criteria:

- 14.6.1 Be over the age of 21.
- 14.6.2 Be a certified Match Safety Officer (MSO)
- 14.6.3 Successfully complete the US ARMS Chief Match Safety Officer Online Class.
- 14.6.4 Pass the US ARMS Chief Match Safety Officer Online Test.
- 14.6.5 Work as a Match Safety Officer (MSO) under the guidance of a US ARMS certified MD for a minimum of three (3) US ARMS matches.

14.6.6 CMSO Certification will be valid for three (3) years after which each CMSO must complete and pass an online refresher exam.

#### 14.7 Match Safety Officer (MSO)

Members wishing to become a certified Match Safety Officer (MSO) who do not hold an equivalent certification with a nationally recognized shooting sport must meet the following criteria:

14.7.1 Be over the age of 18.

14.7.2 Successfully complete the US ARMS Match Safety Officer Online Class.

14.7.3 Pass the US ARMS Match Safety Officer Online Test.

14.7.4 Work as a Match Scorekeeper (MSK) under the guidance of a US ARMS certified MSO for a minimum of three (3) US ARMS matches.

14.7.5 MSO Certification will be valid for three (3) years after which each MSO must complete and pass an online refresher exam.

#### 14.8 Match Scorekeeper (MSK)

Members wishing to become a certified Match Scorekeeper (MSK) who do not hold an equivalent certification with a nationally recognized shooting sport must meet the following criteria:

14.8.1 Be over the age of 16.

14.8.2 Successfully complete the US ARMS Match Safety Officer Online Class.

14.8.3 Pass the US ARMS Match Safety Officer Online Test.

14.8.4 MSK Certification will be valid for five (5) years after which each MSK must complete and pass an online refresher exam.

#### 14.9 Exceptions and Provisional Guidelines for Officials

14.9.1 Exceptions to match officials' requirements may be granted by US ARMS HQ in special circumstances based on a candidate's experience, credentials and location.

14.9.2 Provisional Status may be awarded for Match Officials who are starting new clubs.

## 15. Rule Exceptions and Modifications

15.1 Exceptions and modifications to equipment and shooting rules may be granted by US ARMS HQ. No exceptions for safety rules will be granted.

- 15.2 Requests for exceptions must be made to US ARMS HQ before publishing any match information.
- 15.3 Detailed reasons must be provided with the request.
- 15.4 Examples of request that would likely be granted:
  - 15.4.1 A laser sight company wants to sponsor a match and requests an exception to the “no laser” rule.
  - 15.4.2 A physical fitness group wants to run an “ironman” style of match and request an exception for the maximum yards of movement rule.

## **16. Club Requirements**

- 16.1 Each Local club must have a Match Director and a trained Match Safety Officer. One person can serve both roles.
- 16.2 US ARMS will recognize training from other nationally recognized shooting sports per Section 15.1 of the US ARMS Rule Book.
- 16.3 Club matches and club facilities must be available to US ARMS members.
- 16.4 Clubs must agree to hold four (4) US ARMS matches a year.
- 16.5 Clubs must hold at least two (2) League shoots a year.
- 16.6 Clubs must follow all US ARMS rules and guidelines.
- 16.7 The annual club membership fee is \$50.

## **17. US ARMS LOGO**

- 17.1 The US ARMS name, logo and symbol and published materials are trademarked and solely owned by US Action Rifle Match Society, LLC.
- 17.2 The use of the name, logo or symbol are not available for individual or commercial use.
- 17.3 Affiliated US ARMS clubs may use the name, logo and trademark for match announcements, correspondence, event items and event promotion.
  - 17.3.1 Any use of the name, logo and symbol and published material must be approved by US ARMS HQ.
- 17.4 Electronic and hardcopy versions of logo are available from US ARMS HQ.

## 18. Junior Shooters

- 18.1 Shooters age ten (10) to seventeen (17) are Junior Shooters in US ARMS.
- 18.2 A parent or guardian must accompany Junior Shooters during matches.
- 18.3 All Junior Shooters will complete a basic evaluation by an MSO prior to shooting their first match.
- 18.4 A parent or guardian may witness the evaluation but may not coach during the evaluation.
- 18.5 Junior Shooter's participation is dependent on MSO's approval.
- 18.6 Junior and New Shooter Evaluation
  - 18.6.1 Be able to name and explain the four basic safety rules of shooting.
  - 18.6.2 Adequately define and explain the following range commands:
    - Range Is Hot, Eyes and Ears
    - Load and Make Ready
    - Safety, Unload and Show Clear
    - Stop
    - Muzzle
    - Finger
    - Fault
  - 18.6.3 Must demonstrate the following:
    - 18.6.3.1 How to case and uncase a rifle
    - 18.6.3.2 How to check a rifle's condition
    - 18.6.3.3 How to flag a rifle
    - 18.6.3.4 How to carry a rifle safely from one location to another
    - 18.6.3.5 How to load a rifle
    - 18.6.3.6 How to unload a rifle
    - 18.6.3.7 Ready, Low Ready, High Ready and Patrol Carry rifle positions
    - 18.6.3.8 How to pick up a grounded rifle



## **19. Low Light Rules**

- 19.1 Note in CoF description
- 19.2 Light must be weapon mounted (cannot be head/helmet mounted, body mounted or held in hand)
- 19.3 Light may be used in either constant on or strobe condition.
- 19.4 Light may be of any color and power (lumen).
- 19.5 CoF may dictate if light is mandatory or not.
- 19.6 CoF will dictate if light must be used throughout CoF or may be turned on and off.
- 19.7 Lights may be activated by push button, pressure switch, or twist cap, etc but must have on/off mechanism.
- 19.8 During low light stages, shooters who are not on the active CoF should refrain from using their lights as it could pose an unfair advantage or disadvantage for the shooter.
- 19.9 If a light fails during a CoF the MSO may stop the shooter if it is unsafe to shoot the CoF without a light. If that happens the targets will be scored as is with points down and penalties just like for a firearm malfunction.

## **20. Pickup Gun Rules**

- 20.1 Pickup guns provided by the match, match sponsors, or organizers may be used in US ARMS matches.
- 20.2 Pickup rifles do not need to be compliant with US ARMS equipment rules but do need to be compliant with all safety rules.
- 20.3 Any firearm used as a pick up gun during a US ARMS match must be safe and in good working order.
- 20.4 If a shooter has a firearm malfunction using a pickup gun, the shooter must re-shoot the CoF or string.
- 20.5 Pick up guns may include derringers, revolvers, semi-auto pistols including AR pistols, lever action rifles, bolt action rifles, non-magazine fed rifles, shot guns (break action, pump and semi-auto), fully automatic rifles, short barreled rifles and must be of a caliber approved by the range hosting the match and used in a manner that is safe.

- 20.6 When pick up guns are used within a CoF, at no time may a shooter be positioned forward (downrange) of a firearm that has live ammunition regardless of the use and engagement of a mechanical safety. Either all the ammunition must be used during the CoF or the weapon must be unloaded, magazine ejected and the action cleared after the last shot. Also, prior to the shooter moving down range of the discarded firearm whether it is the shooter's rifle or a pick up gun.
- 20.7 Any firearm that is used as a first weapon during a CoF with a pick up gun must be discarded in a condition such that it contains no ammunition, magazine ejected and the action cleared.
- 20.8 When a shooter completes a CoF with a pick up gun, a MSO will take control of the discarded firearm PRIOR to the "Range is Clear" command in order to make it safe until the range is clear and set for the next shooter.
- 20.9 Pick up guns will only be loaded or staged under the direction of the MSO.
- 20.10 When pick up guns are used, each shooter will have the opportunity to test the action and trigger of the firearm prior to shooting the CoF. This can be done either in the walk-through or when the shooter comes to the line.
- 20.11 Handguns used as a pick up gun and used as an initial gun should be discarded to a box with the muzzle pointing down range. If the handgun is discarded in any of the following conditions it will result in a DQ:
  - 20.11.1 Magazine or ammunition still in the handgun
  - 20.11.2 Action not cleared
  - 20.11.3 Muzzle beyond the MSP
- 20.12 Rifles used as a pick up gun and used as an initial gun should be discarded to a barrel with the muzzle pointing down. If the rifle is discarded in any of the following conditions it will result in a DQ:
  - 20.12.1 Magazine or ammunition still in the rifle
  - 20.12.2 Action not cleared
  - 20.12.3 Muzzle beyond MSP
  - 20.12.4 Muzzle pointing up

## 21. Accommodations for Shooters with Disability

US ARMS recognizes that there are numerous shooters with disabilities that desire to shoot competitive action matches on a level playing field. In many cases, the nature of the shooter's disability precludes them from being competitive against shooters without a disability. In order to make US ARMS the action shooting sport of choice among shooters with a disability, US ARMS is leading the way in serving shooters with a disability by incorporating separate classifications for shooters based on the nature of the disability and how it affects the ability to shoot a CoF. This type of process has been in place for people with disabilities for more than 55 years in Paralympic sports and has been proven to provide a level playing field.

21.1 Shooters with disabilities will be placed into one of three Classifications: Upper Extremity (UE), Lower Extremity (LE), and Dual Extremity (DE).

21.2 Upper Extremity (UE) Classification

21.2.1 In order to qualify for the UE Classification a shooter must have a permanent and measurable upper extremity disability that affects the function of the UE and, in comparison to a shooter without a disability, significantly alters the manner in which the shooter, holds, loads, reloads, carries, aims, shoots, or clears malfunctions of the rifle.

21.2.2 Typical types of disabilities that would qualify a shooter to compete in the UE Classification include but are not limited to: amputation (congenital or traumatic) and/or paralysis of the hand(s) or arm(s), permanent loss of range of motion (ROM) of the arm(s), shoulder joint(s), or elbow joint(s).

21.3 Lower Extremity (LE) Classification

21.3.1 In order to qualify for the LE Classification a shooter must have a permanent and measurable lower extremity disability that affects the function of the LE and, in comparison to a shooter without a disability, significantly alters the manner in which the shooter moves through a CoF and/or limits the types of shooting positions that a shooter can perform.

21.3.2 Typical types of disabilities that would qualify a shooter to compete in the LE Classification include but are not limited to: amputation (congenital or traumatic) and/or paralysis of the leg(s), permanent loss of range of motion (ROM) of the ankle joint(s), or knee joint(s).

- 21.3.3 Shooters with lower extremity amputations that utilize prosthetic limbs generally will NOT qualify for this classification.
- 21.3.4 Shooters who meet the criteria of this classification typically utilize mobility devices such as wheelchairs, walkers, or canes. Shooters who utilize manual wheelchairs may elect to have partner push them through the CoF.
- 21.4 **Duel Extremity (DE) Classification**
  - 21.4.1 In order to qualify for the DE Classification a shooter must meet the criteria for classification in both the UE and LE Classes.
  - 21.4.2 Typical types of disabilities that would qualify a shooter to compete in the DE Classification include those listed in the UE and LE Classifications.
  - 21.4.3 Shooters with amputations of BOTH the UE and LE that utilize prosthetic limbs generally will compete in either the UE or the LE Classification and not the DE Classification. The shooter's classification will be determined ARMS HQ upon review of the shooter's request to shoot in a classification for shooter's with disabilities.
  - 21.4.4 Shooters who meet the criteria of this classification typically utilize mobility devices such as wheelchairs, walkers, or canes.
- 21.5 **Example Classifications**

Shooters who qualify for and shoot within the UE, LE or DE Classifications will be noted by both their skill classification and their disability classification for the match. Examples:

  - 21.5.1 Novice – UE
  - 21.5.2 Intermediate – DE
  - 21.5.3 Advanced – LE
  - 21.5.4 Expert - DE
- 21.6 **Awards and Prizes**
  - 21.6.1 Shooters who qualify for and shoot within the UE, LE or DE Classifications will be eligible for awards and prizes within those classifications only. If a shooter wishes to qualify for awards and prizes in the open classifications they may do so by registering in that classification and utilizing any approved equipment modifications but will not be allowed any rules modifications,. All penalties will apply.

## 21.7 Rule Exceptions for Shooters with Disability

21.7.1 Safety Rules have no exceptions.

### 21.7.2 Shooting Rule Exceptions

21.7.2.1 Shooters in the LE and DE Classifications may elect to engage targets from a stationary position regardless of the CoF without penalty.

21.7.2.2 Shooters in the LE and DE Classifications may elect to not assume a low cover or prone position regardless of the CoF without penalty.

21.7.2.3 Shooters who utilize manual wheelchairs may elect to have a partner push them through the CoF.

21.7.2.4 Shooters in the UE Classifications may elect to utilize a single thirty (30) round magazine and not perform reloads without penalty.

21.7.2.5 Shooters in the UE Classifications who, by nature of their disability, cannot assume a support shoulder rifle position, may elect to utilize the strong shoulder without penalty.

21.7.2.6 Any and all other exceptions must be submitted to US ARMS HQ for review and determination.

21.7.3 Equipment rule exception requests must be submitted to US ARMS HQ for approval. Exceptions will only be considered for equipment that is necessary for the safe operation the equipment.

21.7.4 All requests for exceptions for shooters with disability must be submitted to US ARMS HQ prior to the publication of the match CoF.

## 22. Waivers

### **US ARMS, LLC RELEASE OF LIABILITY, WAIVER OF LEGAL RIGHTS, ASSUMPTION OF RISK AND PHOTO RELEASE WAIVER**

In consideration of being allowed to participate in US ARMS, LLC events, I hereby understand and agree to this release of liability, waiver of legal rights, and assumption of risk and to the terms hereof as follows:

I acknowledge that US ARMS, LLC is an action sport and such activity is subject to mishap, injury or death.

I expressly and voluntarily assume all risk of death or personal injury while participating in any US ARMS, LLC activities and knowing all the risks request permission to participate in US ARMS, LLC events and activities.

I take full responsibility for and release and hold harmless US ARMS, LLC, their owners, officers, elected officials, agents and employees from any and all liability, claims, demands or causes of action that I may hereafter have for injuries or damages arising out of my participation in US ARMS, LLC activities.

I further agree that I will not sue or make claim against US ARMS, LLC for damages or other losses sustained as a result of any injury, or death, sustained from my participation in US ARMS, LLC activities.

I also agree to indemnify and hold the released parties harmless from all claims, judgments and costs including attorney's fees, incurred in connection with any action brought as a result of participation in US ARMS, LLC activities by any of the undersigned.

I hereby expressly recognize that this Release of Liability, Waiver of Legal Rights and Assumption of Risk is a contract pursuant to which I have released any and all claims against the US ARMS, LLC resulting from any injury or death sustained from participation in US ARMS, LLC activities.

I further grant to US ARMS, LLC, its representatives and employees, the right to take photographs of me and my property in connection with US ARMS events and activities. I authorize US ARMS, LLC, its assignees and transferees to copyright, use and publish the same in print and/or electronically. I agree that US ARMS, LLC may use such photographs of me with or without my name and for any lawful purpose, including publicity, illustration, advertising, and Web content.

I attest that I am at least 18 years of age, I waive and release any and all legal rights that may accrue to me as the result of any injury I may suffer while engaging US ARMS, LLC activities.

I have read and understand the above:

Signature: \_\_\_\_\_

Printed name: \_\_\_\_\_

Date: \_\_\_\_\_

Signature of Parent or Guardian (if under 18): \_\_\_\_\_