

Arizona Citizens Defense League



Protecting Your Freedom

2009 Independence Day Action Rifle Match Rules

1. Safety Rules

- 1.1 Participants are subject to procedural penalties or match disqualification for violation of any rule or regulation in Sections 1 or 2.
- 1.2 The Independence Day Action Rifle Match will be conducted as a COLD RANGE.
 - 1.2.1 COLD RANGE (definition): Participants firearms will remain unloaded at the match site except under the direction of a match official.
- 1.3 Designated Safety Areas
 - 1.3.1 The Safety Areas will be clearly marked with signs.
 - 1.3.2 Unloaded firearms may be handled and/or displayed only in the Safety Areas.
 - 1.3.3 No ammunition may be handled in any Safety Area.
- 1.4 Rifles
 - 1.4.1 Rifles must be cased or carried slung muzzle up between stages. If you take a rifle in a case to the stage, have the courtesy to be sure it is NOT pointed at anyone when it comes out of the case. Anyone who fails to do this correctly WILL be disqualified.
 - 1.4.2 Rifles must be carried with actions open and detachable magazines removed.
- 1.5 "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or unintentionally in which a projectile (bullet) strikes the ground within 3 meters of the competitor or range officer, or outside the confines of the backstop.
- 1.6 A participant shall be disqualified from the Match for dropping a loaded firearm or dropping a firearm while in the loading/unloading process.
- 1.7 A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane
- 1.8 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match site. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.9 Eye protection is mandatory for participants, spectators & range personnel at the match site.
- 1.10 Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.
- 1.11 No Full-Auto Fire (Phoenix Rod and Gun Club Rule)

2. Sportsmanship & conduct

- 2.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled promptly and fairly by the Match Director or by submission to the Arbitration Committee (aka the Match Director).
- 2.2 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site/range.
- 2.3 Participants unable to control their temper, may have penalties added and or be disqualified from the match.
- 2.4 Competitors will pay the replacement cost of any props or range equipment damaged through their own negligence.

3. Ammunition

- 3.1 No tracer, incendiary, armor piercing or steel jacketed ammunition is allowed.
- 3.2 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.
- 3.3 If a competitor's ammunition punctures a steel target, they will pay for the replacement cost of that target.

4. Firearms

- 4.1 All rifles used by competitors shall be serviceable and safe.
- 4.2 If a competitor's rifle becomes unserviceable during competition, that competitor may replace his/her rifle with another of the same model, caliber and sighting system approved by the Match Director or his designee.
- 4.3 For purposes of this ruling, a "rifle" consists of a specific caliber, receiver, barrel, stock and sighting system combination.
- 4.4 The same rifle system, for each gun, per Rule 4.3, shall be used during the entire match.
- 4.5 Competitors will not reconfigure any rifle during the course of a match. (i.e., change caliber, barrel length, sighting systems or stock style.)

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5. Firearms Classifications

Classic: Any firearm or copy of a design made in 1945 or before. All feeding devices and sighting devices must be of the correct time period too. Classic Division shooters may bayonet the targets (please don't tear them in half) if the course design lends itself to doing so.

Tactical Iron: Iron Sights only, Compensators must be less than 1" diameter X 3" length, no bipods allowed

Tactical Scope Rifle: Any single optic may be used, Compensators must be less than 1" diameter X 3" length, no bipods allowed

Open Rifle: No limitations on accessories

Any questions on equipment/classifications ask at shooter's meeting.

6. Scoring – PAY ATTENTION TO THIS!

6.1 Scoring per stage will be straight time with penalties added in the form of time.

6.1.1 Any cardboard target, designated as a "shoot" target must meet one of the following conditions to be considered neutralized. The bullet hole must be inside of or break the edge of the perforation for the scoring zone to count.

Intermediate Rifle Cartridges:

- 1 – Head Shot (*Head Shot is defined as breaking the neck perforation or higher*)
- 1 – "A" Zone
- 2 – Hits anywhere

Battle Rifle Cartridges (.308, .30-06, 7.62x54R, 8mm Mauser)

- 1 – Head Shot (*Head Shot is defined as breaking the neck perforation or higher*)
- 1 – "A" or "C" Zone
- 2 – Hits anywhere

6.1.2 Scoring and penalties on paper targets:

- a. Meeting any of the conditions listed above in **6.1.1** = no penalty
- b. Single non-neutralizing hit = 5 second penalty
- c. Target hit, but not Neutralized = 10 second penalty. Target has holes in non-scoring areas as prescribed by the course of fire but none in scored areas. Steel has been hit, but has not fallen.
- d. Clean paper targets (no hits), unbroken frangible targets, or un-hit steel targets = 25 second penalty. It does not matter if the target was shot at, no hits will incur this penalty.

6.1.3 Paper targets used in the match will be USPSA Targets.

6.1.4 "No Shoot" Targets will be USPSA targets. The way targets are defined as no-shoots may vary from stage to stage to encourage target identification.

6.1.5 Knock down style targets (i.e., poppers) must fall to score.

6.1.6 Swinging style rifle targets must be struck solid enough to cause the hidden "flash card" to be visible to the Range Officer (R.O). Range Officer may call hits.

6.1.7 Procedural penalties, 10 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.

6.1.8 Procedural penalties, 10 seconds, may be assessed for failing to follow stage procedures.

6.1.9 Stage Not Fired (SNF) penalty, 500 Seconds

6.2 Competitor Placement

6.2.1 Lowest Total Time wins for each class, and over all. This is a total time match. If a competitor does very poorly on one stage, it may cost them the match, even if they are first place on every other stage. Shoot Well and make sure your equipment works, and you will have no problems.

6.2.3 Certificates will be awarded to the top 3 shooters in each class and top 3 shooters over all.

6.2.4 Prizes will be awarded by random drawing.