

Equipment and Competition Rules of the IASC, adopted 27.02.2019



Following are the official rules governing “ACTION SHOOTING” Competition as a Shooting Discipline.

The below mentioned Rules & Regulations are sole and exclusively propriety of the IASC
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1	THE CONDUCT OF ACTION SPORT SHOOTING COMPETITION	5
1.1	<i>Purpose</i>	5
1.2	<i>Principles</i>	5
2	SAFETY BEHAVIOUR	5
3	SCORING	6
3.1	<i>Scoring Method</i>	6
3.1.1	STANDARD COUNT	6
3.1.2	LIMITED COUNT	6
3.2	<i>Penalties</i>	7
3.2.1	Penalties for Standard and Limited Count	7
3.2.2	Penalties for Fixed Time	7
3.2.3	Did not finish – DNF	8
3.3	<i>Questions and Answers</i>	8
3.3.1	How does Standard count scoring work?	8
3.3.2	What is the easiest way to score a target?	8
3.3.3	When is a failure to neutralize penalty assessed?	9
3.3.4	What constitutes a Procedure Penalty?	9
3.3.5	How do I score hits on hardcover?	10
3.3.6	How do I score hits on a non-threat target?	10
3.3.7	How do I score steel targets?	10
3.3.8	Scoring Issues	10
4	Gun Handling Issues	12
5	Divisions of Competition	13
5.1	<i>STOCK DIVISION - DOUBLE ACTION (SD-DA):</i>	13
5.2	<i>STOCK DIVISION - SAFE ACTION (SD-SA):</i>	13
5.3	<i>LIMITED DIVISION (LD):</i>	13
5.4	<i>45 DIVISION (45D):</i>	13
5.5	<i>MODIFIED DIVISION (MD):</i>	13
5.6	<i>OPEN SPORT DIVISION (OSD):</i>	14
5.7	<i>REVOLVER DIVISION (RD):</i>	14
5.8	<i>SHOTGUN (SG):</i>	14
5.9	<i>SEMI-AUTO SHOTGUN (SSG):</i>	14
5.10	<i>SEMI-AUTO RIFLE IN PISTOL CALIBER (SAR):</i>	14
5.11	<i>SEMI-AUTO RIFLE IN PISTOL CALIBER - OPEN (SAR-OPEN):</i>	14
5.12	<i>Sub-Divisions</i>	14
6	Division details	14
6.1	<i>STOCK DIVISION - DOUBLE ACTION</i>	14
6.2	<i>STOCK DIVISION - SAFE ACTION</i>	15
6.3	<i>LIMITED DIVISION</i>	15
6.4	<i>45 DIVISION</i>	16
6.5	<i>MODIFIED DIVISION</i>	16
6.6	<i>OPEN SPORT DIVISION</i>	17
6.7	<i>REVOLVER DIVISION</i>	17
6.8	<i>SHOTGUN DIVISION</i>	18
6.9	<i>SEMI-AUTO SHOTGUN DIVISION</i>	18
6.10	<i>SEMI-AUTO RIFLE IN PISTOL CALIBER DIVISION</i>	19
6.11	<i>SEMI-AUTO RIFLE IN PISTOL CALIBER – OPEN DIVISION</i>	19
7	Classifications	19

8	Power floors	19
8.1	<i>Power floor testing procedure</i>	20
9	Equipment	20
9.1	<i>Holster and ammunition carrier rules</i>	21
10	Courses of Fire	21
10.1	<i>A.S. Course Design Rules & Rationale</i>	22
10.1.1	<i>Rules for Course Design</i>	22
10.1.2	<i>Course Design Rationale</i>	23
10.2	<i>Threat and Non-Threat Targets</i>	24
10.3	<i>Hard Cover/Soft Cover</i>	24
11	Range Commands	25
11.1	<i>Standard range Commands</i>	25
11.2	<i>Safety Issue Commands</i>	25
12	Shooting Officers, Range Master, Match Director	25
13	Course Walk-through	26
14	Competition Rules	26
15	Awards	29
16	Targets	30
17	Frequently Asked Questions (FAQs)	31
17.1	<i>How do I become certified as a Shooting Officer?</i>	31
17.2	<i>Where can I buy official IASC targets?</i>	31
17.3	<i>What are the dimensions of the Bianchi barricade?</i>	31
17.4	<i>Does IASC utilize shooting boxes?</i>	31
17.5	<i>Can I use Express sights?</i>	31
17.6	<i>Can I use fibre optic inserts in my sights?</i>	31
17.7	<i>Can I use a pistol with Accu-rails and/or Briley bushing?</i>	31
17.8	<i>What is a tactical reload?</i>	31
17.9	<i>What is the difference between a tactical reload and a magazine change with retention?</i>	31
17.10	<i>How do I have to retain the partially loaded magazine after a tactical reload?</i>	32
17.11	<i>How do I do a tactical reload with a revolver?</i>	32
17.12	<i>What is the difference between “tactical priority” and “tactical sequence” target engagement?</i>	32
17.13	<i>Are ambidextrous safeties permitted?</i>	32
17.14	<i>I use a double action pistol, do I have to have the safety on at the start of a string?</i>	32
17.15	<i>Can I thumb cock the hammer on my double action pistol?</i>	32
17.16	<i>Can I polish the trigger face on my revolver?</i>	32
17.17	<i>Can I bob the hammer spur off my hammer?</i>	33
17.18	<i>Can I chamfer the rear of the chambers on my revolver?</i>	33
17.19	<i>Can I shoot in more than one division?</i>	33
17.20	<i>Can a club change the design of the courses in the COF BOOK and/or design other courses?</i>	33
17.21	<i>Do I always have to do either a tactical reload, reload with retention or an emergency (slide lock) reload?</i>	33
17.22	<i>Can I shoot more shots at a target than is specified in the course description?</i>	33
17.23	<i>Why doesn’t the official target represent the anatomy more closely?</i>	33
17.24	<i>On stages requiring a tactical or emergency reload, can I dump (shoot unnecessarily)</i>	

rounds downrange so I will be able to reload by a faster method or in a more convenient location?

33

18	Safety program	34
19	Assisting the shooter	34
20	IASC Shooting Officer training guidelines	34
20.1	<i>General</i>	34
20.2	<i>What is the purpose of the Shooting Officer (SO)?</i>	34
20.3	<i>What are the range commands?</i>	35
20.4	<i>Where should I stand?</i>	35
20.5	<i>What should I be concentrating on while the shooter is firing?</i>	35
20.6	<i>What if the shooter does something dangerous?</i>	36
20.7	<i>Should I talk to the shooter while they are firing?</i>	36
20.8	<i>What should I do after "The range is safe" command?</i>	36
20.9	<i>What should I cover with each new group that comes to my COF?</i>	36
20.10	<i>What else should I be aware of?</i>	36
20.11	<i>Disqualification (must put gun away)</i>	36
20.12	<i>Possible Failure to Do Right (20 second penalty)</i>	37
20.13	<i>Hit on Non-Threats (5 second penalty)</i>	37
20.14	<i>Failure to Neutralize (5 second penalty)</i>	37
20.15	<i>Procedural Errors (5 second penalty)</i>	37
21	Conclusion	37

1 THE CONDUCT OF ACTION SPORT SHOOTING COMPETITION

1.1 Purpose

A.S. as a sport is the use of practical, sport or service equipment including full charge service ammunition to solve sports scenarios. Shooters competing in A.S. events are required to use practical shotguns, handguns and holsters that are truly suitable for self-defence, sport and law enforcement. The main goal of the matches is to test the skill and ability of the individual, not their equipment or gamesmanship. Only to active duty military, law enforcement or other government security personnel is allowed the use of duty equipment and gear.

1.2 Principles

- To create a level playing field for all competitors to test the skill and ability of the individual, not their equipment or gamesmanship.
- To promote safe and proficient use of guns, shotguns, rifles and equipment suitable for self-defence, service or sport use.
- To provide shooters with practical sport courses of fire that tests their skills.
- To offer a practical shooting sport that is responsive to the shooters and sponsors, with unprecedented stability of equipment rules.
- To offer a practical shooting sport that allows the competitors to concentrate on the development of their shooting skills and to fellowship with other like-minded shooters.
- To offer a sports competition forum for shooters using standard factory produced pistols.

2 SAFETY BEHAVIOUR

Please note that unless your club has a policy of a 'HOT' range, all firearms should be unloaded except when on the firing line.

It should be noted, that, unlike some other action shooting sports, a '180 degree' rule does NOT exist and will NOT be grounds for DQ. The SO will clearly define 'Muzzle Safe Points' if they are required for stage safety requirements.

The single greatest concern for muzzle direction issues in A.S. stages is a stage or scenario that requires the contestant to move along a line parallel to the firing line. Typically, this involves a 'wall stage' where the shooter must traverse from one point to another to engage targets. It is far too easy for the shooter's muzzle to be directed in an unsafe direction. Sound course design should always avoid this type of problem. Keep contestants moving at a downrange angle so their muzzle direction will be safe. Always be alert to this issue for both right and left-handed shooters.

In the event that a contestant does drop a loaded firearm during a stage or string of fire, the SO will immediately shout the command 'STOP'. It will be the task of the SO to pick-up/recover the dropped loaded firearm, and render it safe and unloaded before returning it to the contestant. The competitor who has dropped the loaded firearm will be disqualified from the entire event. The shooter will be disqualified from the match for any of the following:

- **Endangering another person**
- **Pointing muzzle beyond "Muzzle Safe Points"**
- **Pointing a loaded firearm at their self with the safety off and their finger in the trigger guard**
- **Handling a loaded firearm except while on the firing line**
- **Dropping a loaded firearm**
- **Dangerous or repeated "finger in trigger guard" violations during loading, unloading, reloading, drawing, holstering, remedial action**
- **Gross Unsportsmanlike conduct**
- **The use of illegal equipment**
- **Premature shot in the holster or a shot striking behind the firing line or into the ground closer than 2 meters to the firing line.**

3 SCORING

3.1 Scoring Method

The sum of a string and/or stage time, penalties and jollies cannot be lower than 0 (zero) and cannot be transferred to other strings and/or stages on the match.

3.1.1 STANDARD COUNT

(to be used for shooting speed shoots & scenarios)

Standard Count scoring is based on assessing the shooter a Time penalty for every point the shooter drops from the total Possible point score (*points down*). To score Standard Count, take the time it took to complete the string of fire (*raw time*) and ADD 1 (ONE) second for each point down from the possible score. Add any applicable penalties and total to get the Final Score. As many shots as desired may be fired but only the best hits as specified by the course description will be scored (Example: if 2 hits per target are specified in the course description and you fire 3 shots, ONLY the 2 highest scoring hits will count for score).

3.1.2 LIMITED COUNT

(to be used for shooting standard exercises)

Same as STANDARD Count described above except the number of shots you can fire on any string is limited to the number specified in the course description; any pick-up shots will incur a procedural penalty of FIVE (5) seconds per extra shot fired and one of your highest scoring hits will be deducted from your point score for each extra shot fired. Limited scoring is used to allow multiple strings to be fired without having to score the targets after each string of fire, thus making the stage run quicker. Limited should ONLY be used to score Standard Exercises courses and is not suitable for Scenario stages.

3.2 Penalties

3.2.1 Penalties for Standard and Limited Count

3.2.1.1 Procedural Error

Add five (5) seconds per infraction.

3.2.1.2 Hits on a Non-Threat Target

A single five (5) second penalty assessed per non-threat target hit. If you have more than one hit on a non-threat target, you will still ONLY be assessed a single five (5) second penalty for that target.

3.2.1.3 Failure to Neutralize

Add five (5) seconds per infraction (this penalty applies to any target that scores LESS than four (5) points total, regardless of the total number of hits specified). Failure to neutralize penalties ONLY applies when Standard Count scoring is used and the target(s) do not completely disappear. FTN does NOT apply to Limited Count scoring, Fixed time scoring, or to disappearing targets.

3.2.1.4 Failure to Do Right

Add twenty (20) seconds to total score.

3.2.2 Penalties for Fixed Time

Standard exercises are often scored on a Fixed time basis. This means each string of fire will have a specific pre-set time limit to shoot the required number of rounds. (Example: 2,5 seconds, 25 meters to draw and fire one round.) As long as all shots are fired within the time limit, points scored on the target(s) is all that counts. Unlike STANDARD Count, your final score will be in points rather than time. A second should be added to all time limits if the course is shot from concealment.

3.2.2.1 Procedural Error

Deduct five (5) points per infraction.

3.2.2.2 Hits on Non-Threat Target

A single five (5) point penalty will be deducted per target hit.

3.2.2.3 Failure to Do Right

Deduct 200 points from your final score.

NOTE: Standard Count and Fixed Time stages can be used in the same match if the Fixed Time stage(s) are converted to time in the following manner. Add up all the Fixed times in the stage (every shooter will get this 'base' time) and add 1 seconds for each 'point down' from the possible total points. Apply any procedural error penalties as 'points down' before converting the Fixed score to time.

3.2.3 Did not finish – DNF

If a shooter cannot finish a stage due to a broken firearm, their score will be determined by whichever of the following methods that will result in the best score:

1. All required shots that were not fired will be scored for points down and failure to neutralize; this time penalty will be added to their total score up to the point where the firearm broke.
2. The minimum number of shots required for the stage will be multiplied by five (5) seconds for a stage score.

A competitor that chooses not to shoot a stage will be given no score and a DNF for the entire match.

3.3 Questions and Answers

The main things to remember when scoring Standard Count is that everything is based on time and that you are working with the POINTS DOWN from the possible, NOT the points scored on the target.

3.3.1 How does Standard count scoring work?

Take the total possible points for the string or stage and deduct the score the competitor shot. The difference is the number of points down. Multiply the points down by 1 (ONE second penalty for each point down) and add this time to the time it took the competitor to shoot the string or stage. Add any applicable penalties and the result is the competitor's final score. If more than the required hits are fired, the best hits of the specified number will score. The competitor with the LOWEST SCORE WINS. The Standard count scoring system is designed to reward accuracy over pure speed. Standard Count converts everything to a time score, fastest time wins.

3.3.2 What is the easiest way to score a target?

We have found the easiest way to score a target is to first count the total number of hits missing from the target (if any) and multiply the number of missing hits by 5 (the points possible for the shot). Each miss costs you 5 seconds (5 points X 1 SC factor). For example, if a target should have two hits on it and there is only one bullet hole in the target, then the competitor has one miss, which means they are 5 points down from the 10 points possible on that target.

Next, score the target using the method described in Section 1 above and add any penalties for dropped shots using the procedure described in this section. You can see that missing a target incurs a rather severe penalty because 5 seconds is added to the total score for each miss.

3.3.3 When is a failure to neutralize penalty assessed?

This penalty only applies to stages scored Standard Count, such as Scenario and Speed Shoot stages, and it does not apply to stages which are scored Limited Count, such as Standards or the Classifier.

A 5 second penalty is applied anytime a target has less than 5 total points scored on it. If, for example, the course of fire specifies only one (1) hit to be scored on a target, then the competitor must have a hit in 5 zone to avoid a failure to neutralize penalty. If the course of fire requires 2 hits on the target, then the value of the competitor's 2 hits must add up to 5 points or more to avoid the penalty. If a required hit on a steel target is not made, a FTN penalty will be assessed.

The reason for this penalty is to encourage shots of sufficient accuracy to make sure the target would be neutralized in a real-world encounter.

3.3.4 What constitutes a Procedure Penalty?

PROCEDURE PENALTY – FIVE (5) SECONDS

A procedure penalty is assessed when the competitor does not follow the procedures set forth in the course of fire description. Here are some examples:

1. The competitor's foot touches the ground outside the shooting box at the barricade on Stage 3 of the Classifier. One procedural penalty is assessed regardless of the number of shots fired.
2. Failure to do a tactical re-load when specified. If the competitor makes an honest attempt to retain the partial magazine and it falls from the competitor's pocket or pouch after they have begun to move to another firing point, no penalty should be assessed.
3. Shooting from a stationary position when the course of fire specifies shots are to be fired while moving. One penalty, regardless of the number of shots fired.
4. Firing a "double tap" (2 rapid consecutive shots on the same target) on a target when the course of fire specifies that targets are to be engaged with one shot each, and then re-engaged for a total of 2 hits per target.
5. Using both hands when the course of fire specifies that the shots are to be fired strong hand only or weak hand only. One procedural penalty for each target will be assessed regardless of the number of shots fired.
6. Shooting targets out of sequence if a specific sequence is, e.g., tactical order.

7. Premature start. An example of this would be movement of the shooting hand towards the gun between the standby command and the start signal.
8. Firing extra shots on Fixed or Limited scored stages. Tape over 1 of the highest scoring hits for each extra shot fired and also assess 1 procedural penalty.

In case of multiple procedural mistakes in a string of fire, a single procedural penalty per string of fire for the same type of procedural mistake is assigned. Unlike some other organizations, in IASC there is NO procedural penalty for EACH shot fired in error. Of course, if the shooter does more than one thing wrong (for example, using the wrong hand and fire incorrect number of shots), the shooter may incur more than one procedural penalty. Likewise, hitting a non-threat target incurs a single penalty per target regardless of how many times that target has been hit.

3.3.5 How do I score hits on hardcover?

There is no penalty for hitting hardcover. However, a full diameter hit on hardcover will be scored as a miss, even if the bullet also hits a threat target that is behind the hardcover. Hardcover is considered to be impenetrable. The only penalty is for a missed shot, which is scored 5 points down (5 seconds). Only full diameter hits on hardcover will be scored as a miss on the shoot target.

3.3.6 How do I score hits on a non-threat target?

Hits on a non-threat target are assessed a 5 second penalty. Even if several hits are on a non-threat target, the competitors only receive one 5 second penalty for that particular target. If there is a hit on a threat target behind the non-threat target, the competitor will be entitled to the value of the hit on the threat target. Non-threat targets are considered penetrable.

As you can see from the above, Standard Count scoring is all related to time. A competitor's time to shoot a string or stage is determined and then time penalties are added to the score for any mistakes they may have made. Penalties are designed to encourage the use of good tactics and to penalize mistakes that can have serious consequences in the real world.

3.3.7 How do I score steel targets?

The entire steel target is considered a 5 zone (-0 if hit). If a steel target is not hit or in the case of a knock down target, not knocked down, the target will be scored as a miss (-5 points/5 sec.) and will also incur a Failure to Neutralize penalty of 5 seconds if the stage is scored Standard Count. Failure to properly neutralize a steel target will thus result in 10 seconds being added to the competitor's raw time.

3.3.8 Scoring Issues

Limited Count scoring should ONLY be used on standard exercise courses of fire. All speed

shoot and scenario courses should use Standard Count (unlimited number of shots permitted) so the shooters will always be training themselves to pick up any shot that doesn't feel like it was under control.

Always award any uncertain hits to the contestant's benefit. If you have to look at the target very closely to determine if a shot has broken a higher scoring line, you will automatically award the higher value to the contestant. At no time will IASC SO's use scoring plugs or overlays. When in doubt on a scoring call, always award the higher value to the shooter. This also applies to doubles.

Great care must be used in stages of fire where the targets are covered with shirts. Only a single layer of cotton T-shirt material or one layer of a button up front shirt should ever be used. Double layers cause distorted size bullet holes in the target. Never use double layers of sweatshirt or sweaters in IASC targets, as the result will be bullet holes that are nearly impossible to accurately call. It is recommended that T-shirts be split so that one thickness of material is on the side of the target that is being engaged. Also, do not allow targets with shirts to become excessively pasted. Change targets regularly so scoring remains simple.

Anytime a target has become extensively pasted, it should be replaced. At a major match, targets should be replaced often to prevent any scoring problems. IASC policy is that targets should be replaced every 50 hits maximum.

When scoring any target in a standards match, whether Standard Count or Fixed/Standard adjusted, it is always recommended that the SO count the total hits per target FIRST to ensure that all the rounds fired are accounted for. If there are shots missing, they can be calculated and assess a -5 points for each missing shot before the Standard Count scoring has begun on that respective target.

On shoot troughs of non-threat targets that also strike a shoot target, the contestant will get the penalty for the non-threat target hit, and will get credit for the scored hit on the shoot target. The reverse also applies when around on a shoot target penetrates a non-threat behind it. Hence the rule: all shoots count.

Adjusting Fixed time stages to Limited Count: This can easily be done as follows. The total (Fixed) times for all strings of fire shall be totalled as stated in Fixed time. Each contestant will be given the same (base) time for that event. Targets will be scored as normal Limited Count. Points down will be converted to seconds and combined with any penalties and added to the totalled Fixed 'time' for the final score... low time wins. Fixed times should always be generous enough for your Marksman shooters to be able to 'get their shots off'. These Fixed time stages are a very good way for you to add substantial round count to the match without slowing the match down since you can run multiple shooters at a time on the firing line.

Limited Count strings with head shots: These strings should be fired first so hits below the neck line can be pasted before additional strings are fired. Total number of hits required per target should always be counted. This should always be the first step in scoring a target. Add up the points down from shots off the target, then add on additional points down for hits in the 4 and 2 zones.

4 Gun Handling Issues

During the “unload and show clear” phase of the range commands, the SO (shooting officer) must be careful of the unloading process. Many new and novice shooters can be very reckless in this practice. Muzzle direction is often hazardous. Many clubs now require a new shooter class or session to cover such safety requirements as how to load, unload, draw and move with the finger out of the trigger guard.

For A.S. purposes, contestants may replace the magazine in their pistol with a fully loaded one while the pistol remains in the holster as long as they are facing down range and the range is clear. If the contestant does choose to recharge his pistol between strings by removing it from the holster and swapping magazines while the pistol is pointed safely down range, this procedure is acceptable also.

It is highly recommended that contestants become comfortable with performing a ‘tactical reload’ between strings of fire as they re-charge their pistols or Rifle.

If contestants wear law enforcement holsters, it is possible that during drawing and re-holstering the muzzle of the weapon will be pointed up range slightly. BEWARE! All SO personnel should avoid standing directly behind any contestant during the critical draw and re-holster phase of any course of fire.

If a competitor re-holsters his loaded sidearm between stages/strings of fire and while doing so, the muzzle of his weapon inadvertently covers a part of the SO’s body, the error is with the SO for standing where he should not have been. No penalty will be assigned to the contestant, as this is a failure of the SO to perform his task correctly.

Any contestant moving with a loaded handgun in his hand but not actually firing will keep his finger out of the trigger guard unless engaging targets. If a SO observes a contestant moving with his finger in the trigger guard, he will sound off with the command “Finger”. Failure to immediately comply will result in a **5 second** procedural penalty.

All IASC contestants will handle their firearms with care and be aware of the direction the muzzle is pointed in at all times. Whether handling a handgun in the designated ‘safe area’, or when arriving at the range, safe gun handling is critical. Unless in a ‘safe area’ or while gearing up, a contestant’s sidearm will remain in its holster until the SO gives the command: “Load and make ready.”

There will be NO sight pictures allowed on any IASC range. Doing so will result in a **5 second** procedural penalty.

Dropping of an unloaded handgun can result in a FTDR penalty; however, the contestant may pick-up/recover his dropped handgun and continue on.

On car stages that require the contestant to start seated in a car and draw to engage targets outside of the vehicle, care must be taken in the process of drawing the sidearm. In the past,

some events have required the contestant to draw his sidearm, and trace his movement of the pistol up and over the steering wheel before pointing the handgun out the window to engage targets. This concept was to eliminate any danger of the shooter crossing his body with his own muzzle. The problem is that many times procedural penalties were assessed anytime the muzzle did not go above the steering wheel. What we had was a penalty for not doing something totally unsound and tactically impractical. Hence, it is recommended that this 'over the steering wheel' rule will be forever eliminated from IASC as impractical. Instead, it is far more logical to allow the contestant to start with the gun in hand, pointed in the direction of fire with the muzzle slightly below the side window line. This will make the drawing of the weapon while inside the car less of a safety hazard, and allow the response from inside the car to a threat to be a viable part of a scenario stage.

The key factors to good gun handling are: (1) finger out of the trigger guard until you are prepared to shoot, and (2) be aware of your muzzle direction at all times. NEVER compromise these two ideals.

There is NO provision for a slide down (speed reload) in IASC shooting. All reloads must be either made as emergency reload or tactical reload. A shooter is deemed "loaded" and may move from a position of cover ONLY when the magazine is fully seated and the slide is closed or revolver cylinder is closed.

5 Divisions of Competition

ACTION SHOOTING is divided into ELEVEN separate divisions of competition. Shooters using all popular service-type rifles, shotguns, pistols and revolvers will have a place to compete competitively. These divisions are TOTALLY SEPARATE from each other. There will be awards for winners in all classes within ALL divisions. At club level events, competitors may shoot in all divisions; however, only the first division one shoots in will be awarded.

5.1 STOCK DIVISION - DOUBLE ACTION (SD-DA):

for shooters using popular stock factory pistols used in Double Action mode. Examples: Berretta, CZ, SP01, Tanfoglio stock, Vector, Jericho, SIG, etc.

5.2 STOCK DIVISION - SAFE ACTION (SD-SA):

for shooters using standard factory produced pistols with Safe Action only. Examples: Glock, Springfield, XDM, HS 2000, Steyr, Caracal, etc.

5.3 LIMITED DIVISION (LD):

for shooters using popular Single Action pistols from 7mm to .50AE such as the Tanfoglio, Browning HP, CZ-75, EAA, Witness 1911 pattern pistols, 2011 pistols, etc.

5.4 .45 DIVISION (45D):

for shooters using the "practical" custom 1911-style .45 single stack or double stack pistols.

5.5 MODIFIED DIVISION (MD):

for shooters using handguns with ported compensators or handguns with factory reduced

recoil and using iron or optical sights, as long as the holster is suitable for defence carry or duty.

5.6 OPEN SPORT DIVISION (OSD):

for shooters using IPSC-style equipment including Open pistols; magazine length is limited to 120mm. Any modification is allowed as long as the gun safety is functional and reliable.

5.7 REVOLVER DIVISION (RD):

for shooters for shooters using all types of revolvers.

5.8 SHOTGUN (SG):

for shooters using popular service PUMP-SLIDE ACTION SHOTGUNS

5.9 SEMI-AUTO SHOTGUN (SSG):

for shooters using popular service SEMI-AUTO SHOTGUNS

5.10 SEMI-AUTO RIFLE IN PISTOL CALIBER (SARPC-OPEN):

for shooters using popular service semi-auto rifles in pistol calibre such as: Beretta CX storm, H&K MP5 etc.

SARPC-OPEN with ported compensators or factory reduced recoil, optic sights.

Permitted calibres are 9mm, 40S&W, 45ACP and similar.

5.11 SEMI-AUTO RIFLE (SAR-OPEN):

for shooters using popular service semi-auto rifles.

SAR-OPEN with ported compensators or factory reduced recoil, optic sights.

Permitted calibres are from .222 up to .308.

No Competition Only type modifications are permitted except in OPEN SPORT DIVISION.

In all divisions, the gun safety must be working and reliable, without any modifications.

5.12 Sub-Divisions

- JUNIOR (AGE UNDER 18)
- LADY
- SENIOR (AGE 50 UP)
- VETERAN (AGE 65 UP)
- LAW ENFORCEMENT
- MILITARY
- INTERNATIONAL
- SINGLE STACK
- SAR 22LR
- SAR 22LR OPEN
- PISTOL 22LR

6 Division details

6.1 STOCK DIVISION - DOUBLE ACTION

Handguns permitted for STOCK DIVISION DOUBLE ACTION must be Double Action or Double Action Only and be of 7mm or larger allowed. Weight of the unloaded gun is under 1200 grams. No external modifications other than changing sights and grips will be permitted. The gun can be fully loaded, as in A. S. competition we count all the guns/shooters as they are starting the stage with **FULL MAGAZINE CAPACITY**.

NOTE: Selective DA/SA pistols MUST begin with hammer down.

Permitted modifications - if it's not on this list, it can't be used in Action Shooting competition:

- Change of sights to another conventional notch and post type
- Change of grips to another style or material that is similar to factory configuration (no weighted grips)
- Slip-on grip sock and/or skateboard tape
- Internal accuracy work to include replacement of the barrel with one of factory configuration
- Internal reliability work
- Internal action work may be used to enhance trigger pull, as long as safety is maintained.

6.2 STOCK DIVISION - SAFE ACTION

Handguns permitted for STOCK DIVISION - SAFE ACTION must be Safe Action ONLY and be of 7mm or larger allowed. No external modifications other than changing sights and grips will be permitted. The gun can be fully loaded, as in A. S. competition we count all the guns/shooters as they are starting the stage with **FULL MAGAZINE CAPACITY**.

Permitted modifications - if it's not on this list, it can't be used in Action Shooting competition:

- Change of sights to another conventional notch and post type
- Change of grips to another style or material that is similar to factory configuration (no weighted grips)
- Slip-on grip sock and/or skateboard tape
- Internal accuracy work to include replacement of the barrel with one of factory configuration
- Internal reliability work
- Internal action work may be used to enhance trigger pull, as long as safety is maintained.

6.3 LIMITED DIVISION

Handguns permitted for LIMITED DIVISION must be Single Action or selective SA/DA or Safe Action and be of 7mm or larger and meet the following criteria:

As in A. S. competition we count all the guns/shooters as they are starting the stage with **FULL MAGAZINE CAPACITY**. DUSTCOVER and CONIC BARREL are PERMITTED.

Permitted modifications - if it's not on this list, it can't be used in Action Shooting competition:

- Change of sights to another notch and post type Change of grips (no weighted grips)
- Internal accuracy work to include replacement of the barrel with one of factory configuration
- Internal reliability work
- Checker frontstrap and backstrap
- Checker or square and checker trigger guard
- Cosmetic checkering/serrating
- Extended thumb (may be ambidextrous) and grip safeties
- Change of hammer and other trigger action parts to enhance trigger pull
- Bevelled magazine well and add-on well extensions
- Custom finishes Heavy barrels,
- Add on weights, weighted magazines, tungsten guide rods, extended dust covers
- Extended oversize magazine release buttons
- Trigger shoes

6.4 45 DIVISION

Handguns permitted for the 45 DIVISION must be .45 HP, .45 ACP, 45 GAP allowed, and meet the following criteria:

The gun can be fully loaded, as in A. S. competition we count all the guns/shooters as they are starting the stage with **FULL MAGAZINE CAPACITY**, 6" or shorter conventional bushing type standard weight barrels are used and all other stipulated criteria is met. Factory installed cone style barrels are permitted on pistols, Dust cover is permitted.

Permitted modifications - if it's not on this list, it can't be used in Action Shooting competition:

- Change of sights to another notch and post type
- Change of grips (no weighted grips)
- Internal accuracy work to include replacement of the barrel with one of factory configuration.
- Factory installed cone style barrels are permitted on pistols
- Checker frontstrap and backstrap
- Checker or square and checker trigger guard
- Cosmetic checkering/serrating
- Extended thumb (may be ambidextrous) and grip safeties
- Full length guide rod manufactured of material that is heavier than common steel
- Change of hammer and other trigger action parts to enhance trigger pull
- Bevelled magazine well and add-on well extensions
- Custom finishes
- Extended oversize magazine release buttons
- Trigger shoes

6.5 MODIFIED DIVISION

Handguns permitted for MODIFIED DIVISION must be Single Action or selective SA/DA or Safe Action and be of 9mm or larger and meet the following criteria:

The gun can be fully loaded, as in A. S. competition we count all the guns/shooters as they are starting the stage with **FULL MAGAZINE CAPACITY**. DUSTCOVER and CONIC BARREL are PERMITTED.

Optical sights are permitted if installed on a holstered (closed holster meeting all the holster criteria) handgun.

Permitted modifications - if it's not on this list, it can't be used in Action Shooting competition:

- Change of (standard) sights to another notch and post type
- Change of grips (no weighted grips)
- Internal accuracy work to include replacement of the barrel with one of factory configuration
- Internal reliability work
- Checker frontstrap and backstrap
- Checker or square and checker trigger guard
- Cosmetic checkering/serrating
- Extended thumb (may be ambidextrous) and grip safeties
- Change of hammer and other trigger action parts to enhance trigger pull
- Bevelled magazine well and add-on well extensions
- Custom finishes
- Heavy barrels
- Porting of barrels
- Add on weights, weighted magazines, tungsten guide rods, extended dust covers
- Extended oversize magazine release buttons
- Trigger shoes

6.6 OPEN SPORT DIVISION

IPSC-style equipment including Open pistols; magazine length is limited to 120mm. Any modification is allowed as long as the gun safety is functional and reliable.

6.7 REVOLVER DIVISION

Any revolver of 9mm Calibre or larger with a barrel length of 6"1/2 or less. 6, 7, 8 & more shot revolvers are permitted. Classic and moon clips feeding/loading). No external modifications other than changing sights, grips, shortening of factory barrels, and changing the finish will be permitted.

Permitted modifications - if it's not on this list, it can't be used in Action Shooting competition:

- Change of sights to another conventional notch and post type
- Action work to enhance trigger pull as long as safety is maintained (smoothing the trigger face and removing the hammer spur are considered action work and are permitted)
- Change of grips to another style or material that is similar to factory configuration (no weighted grips)
- Chamfer the rear of the chambers

- Shortening of factory barrels
- Custom finishes

6.8 SHOTGUN DIVISION

Shotguns permitted in SHOTGUN DIVISION may be standard-stock pump-slide action. On the start the maximum (total) number of rounds that may be loaded into the shotgun is five (5). Shotgun reloading is permitted from belts, pockets and pouches, but only with one round at the time in shooters hand. Pancho Villa style (over shoulder) belts are prohibited.

NOTE: only factory ammunition is permitted. BIRDSHOT minimum weight 24 grams, SLUGS and BUCKSHOT minimum weight 28 grams.

Permitted modifications - if it's not on this list, it can't be used in Action Shooting competition:

- Change of sights to another conventional notch and post type
- Change of stock to another style or material that is similar to factory configuration
- Slip-on grip sock and/or skateboard tape
- Action work to enhance trigger pull as long as safety is maintained
- Reliability work to enhance feeding and ejection
- Internal accuracy work to include replacement of barrel with one of factory configuration
- Custom finishes
- It's not allowed to change chokes during the match

All courses of fire for the SHOTGUN DIVISION must be limited to 16 rounds maximum per string to allow shooters to compete equally and separated from other courses of fire. Sample SHOTGUN Division courses of fire are available from AS HQ.

6.9 SEMI-AUTO SHOTGUN DIVISION

Shotguns permitted in SEMI-AUTO SHOTGUN DIVISION may be standard - stock SEMI-AUTO SHOTGUNS. On the start, the maximum (total) number of rounds that may be loaded into the handgun is five (5). Shotgun reloading is permitted from belts, pockets and pouches, but only with one round at the time in shooters hand. Pancho Villa style (over shoulder) belts are prohibited.

NOTE: only factory ammunition is permitted. BIRDSHOT minimum weight 24 grams, SLUGS and BUCKSHOT minimum weight 28 grams.

Permitted modifications - if it's not on this list, it can't be used in Action Shooting competition:

- Change of sights to another conventional notch and post type
- Change of stock to another style or material that is similar to factory configuration
- Slip-on grip sock and/or skateboard tape
- Action work to enhance trigger pull as long as safety is maintained

- Reliability work to enhance feeding and ejection
- Internal accuracy work to include replacement of barrel with one of factory configuration
- Custom finishes
- It's not allowed to change chokes during the match

All courses of fire for the SEMI-AUTO SHOTGUN DIVISION must be limited to 16 rounds maximum per string to allow shooters to compete equally and separated from other courses of fire. Sample SEMI-AUTO SHOTGUN DIVISION courses of fire are available from AS HQ.

6.10 SEMI-AUTO RIFLE IN PISTOL CALIBER DIVISION

Rifles permitted in SEMI-AUTO RIFLE IN PISTOL CALIBER DIVISION are standard - stock SEMI-AUTO RIFLE. Modifications are not permitted - only stock factory rifles.

6.11 SEMI-AUTO RIFLE IN PISTOL CALIBER – OPEN DIVISION

Rifles permitted in SEMI-AUTO RIFLE IN PISTOL CALIBER – OPEN DIVISION are standard – stock. Modifications are permitted. Rifles with ported compensators or factory reduced recoil and optic sights are legal for SAR-OPEN.

7 *Classifications*

In order for all shooters to be able to compete with their peers, Action shooting competitors will be divided into five classifications within each division based upon their skill level. Classifications will be as follows:

MASTER	MA
EXPERT	EX
ACCURATE SHOOTER	AS
BEGINNER	BE
PIONEER	PI

Action shooting has a very quick and easy method of classifying shooters. Simply take your classification card to any affiliated club and shoot our 90-round classifier match. The match organizer or club president will then be able to assign you a classification on the spot. You must, however, shoot a separate classification match for each division you wish to compete in. You will receive a copy of the “Classifier Match” when you join the Action Shooting Confederation. Official A.S. targets must be used for all classifier matches. Contact your local club for information on shooting the classifier match.

8 *Power floors*

The goal is to compete with “service type” ammunition, not light target ammunition; therefore, the following minimum power floors will be in effect.

Minimum power floor for STOCK DIVISION DOUBLE ACTION & SAFE ACTION
Pepper Popper target placed at 20m should fall over when hit properly.

Minimum power floor for LIMITED DIVISION
Pepper Popper target placed at 20m should fall over when hit properly.

Minimum power floor for 45 DIVISION
Pepper Popper target placed at 20m should fall over when hit properly.

Minimum power floor for MODIFIED DIVISION
Pepper Popper target placed at 20m should fall over when hit properly.

Minimum power floor for OPEN SPORT DIVISION
Pepper Popper target placed at 20m should fall over when hit properly.

Minimum power floor for REVOLVER DIVISION
Pepper Popper target placed at 20m should fall over when hit properly.

Minimum power floor for SEMI AUTO SHOTGUN DIVISION, SHOOTGUN DIVISION, SAR DIVISION and SAR-OPEN DIVISION is not tested, but **only factory ammunition is permitted.**

8.1 Power floor testing procedure

Large PP is placed at 20 meters perpendicularly to the ground. It should fall when hit properly. This provides an instant feedback about the reached minimum power floor. If after being hit the PP doesn't fall down, it's clear that the minimum requested power floor is not reached and the shooter will be DQ-ed. Each shooter can request an additional function test to confirm that the PP is placed in right position and properly calibrated. The function test is executed by the Range Master using his own gun and factory loaded 9mm ammo. In case of positive function test result (PP falls down) the DQ penalty is confirmed, otherwise the PP should be re-calibrated and the shooter can repeat the test.

9 Equipment

All equipment used in Action Shooting matches must meet the following simple guidelines: equipment must be practical for self-defence or sport use (in OPEN SPORT division), concealable, suitable for all-day continuous wear, and must be worn in a manner that would be appropriate for all-day continuous wear. The match director will be REQUIRED to disallow any equipment that does not meet these simple criteria. If you wouldn't carry it to defend yourself, you can't shoot or use it in Action Shooting competition. It is strictly prohibited the use of clothing manufactured in hard materials and/or clothing modified with accessories which allow the shooter to retain the magazine(s) and/or speedloader(s) with a simple drop.

If you are found using equipment that is not in the guidelines set forth, not in the spirit of

Action Shooting PURPOSE and the Match Director determines that you did so to gain competitive advantage, you will be disqualified from the entire match.

9.1 Holster and ammunition carrier rules

Holsters and ammunition carriers permitted for competition must be specifically designed and marketed for concealed carry/duty use and NOT for range or competition use (unless in OPEN SPORT division) and must be suitable for continuous all-day concealed carry wear (unless in OPEN SPORT division). If you are a full-time law enforcement officer, your duty gear is acceptable. All holsters/ammunition carriers must be worn in a manner consistent with everyday concealed carry use. A maximum of three (3) spare magazines carried in 3 single pouches or 1 double pouch AND ONE SINGLE or four (4) speedloaders may be worn at any time. One additional magazine may be carried on the person for “charging” purposes only. Up to two speedloaders may be worn immediately in front of the holster. If a holster or ammunition carrier is listed in the competition section of a manufacturer’s catalogue, it’s probably NOT suited for AS use. If a holster or ammunition carrier is listed in the law enforcement or concealed carry section of a manufacturer’s catalogue and can be worn behind the centre line of a shooter’s body, it is probably appropriate for AS use. All holsters must fully cover the trigger when the pistol is holstered. The front of holsters for semi autos may be cut no lower than ¼” below the ejection port. Revolver holsters may be cut no lower than half way down the cylinder. Holster and pouches must be worn on a belt that passes through regular pants loops. The holster must position the pistol so the centre of the trigger pad is behind the centre line of the body from a side view and all magazines and magazine carriers for pistols must be positioned behind the centre line. Revolver ammunition carriers may be worn directly in front of the holster on the strong side. The seam on the side of a shooter’s pants may or may not indicate where the centre line of a shooter’s body is located. If you can conceal your pistol/ holster/ ammunition carriers with a light windbreaker and comfortably draw your pistol while seated in an automobile with bucket seats, your equipment is probably okay. Exception – Police/military officers may use their duty rig, but ALL retention features of the holster MUST be used.

10 Courses of Fire

Courses of fire must simulate a sporting ground field. The maximum number of shots required for any string of fire is 24. The majority of shots fired in an Action Shooting match will be under 15 meters and many stages will start with your equipment concealed. Precision close range shooting on the move and at moving targets is also to be encouraged. Every effort will be made to keep all courses six (6) shot revolver neutral. Emphasis will not be placed on physical ability, but rather on shooting and gun handling skills. Local match directors are free to add NON-THREAT targets, HARD/SOFT cover, specify ‘Concealed Carry’ start, or shoot the ‘Scenario’ courses in low light. Clubs may design their own courses of fire, but any course of fire must have a scenario as its central theme, and it must meet the course criteria as set forth in the Action Shooting Rules.

These basic criteria are as follows:

- Develop the scenario.

- Maximum number of shots required for any string of fire is 24.
- Most shots should be held to 5 – 15 meters.
- When cover is available, it **MUST** be used both when shooting and reloading.
- Vision and physical barriers should be used to force the shooter to shoot from the specified positions rather than the use of fault lines (shooting ports also work well and tend to eliminate SO judgment calls).
- Use of props such as brief cases, tables (especially with drawers), automobiles, simulated ATM machines, bed/night stand combos, etc. is encouraged.
- Use of non-threat targets should be kept within reason.
- ANYTHING that can be done to eliminate judgment calls on the part of the help SO is encouraged.
- Targets should be engaged in tactical order whenever possible, i.e. either from near to far target or shoot the first target that is visible when you lean out from behind cover (some common sense should be used here).
- Shooting on the move is encouraged, as is the use of moving targets. A combination of the two is even more realistic.

10.1 A.S. Course Design Rules & Rationale

10.1.1 Rules for Course Design

- All courses of fire must be clear and simple.
- 75% of all shots required in a match must be 15 meters or less; however, occasional targets out to 35 meters are to be encouraged.
- No 'strong hand only' strings of fire may require the shooter to engage targets more than 10 meters distant.
- No 'weak hand only' strings of fire may require the shooter to engage targets more than 7 meters distant.
- No more than 40% of the shots required on any string of fire may be on steel targets and no more than 40% of the total shots required in the match may be on steel.
- Shooter movement of more than 10 meters between firing points is not permitted.
- Only one non-threat target may be used per every two threat targets in any string of fire.
- No string of fire may require the shooter to have more than 24 hits on the targets.
- Foot fault lines may be used on any scenario stage.
- Vision barriers should be used to force the shooter to fire from the desired locations rather than specifying firing positions (whenever possible).

- Shooting on the move is to be encouraged and at least 30% of all shots required in a match must be fired on the move.
- Any course of fire that requires the shooter to re-engage a target in two or more strings of fire MUST be scored Limited or FIXED time.

10.1.2 Course Design Rationale

Well-designed courses of fire should have the following attributes:

- They should test the shooters skills.
- The sequence of target engagement should be obvious to the shooter without extensive briefing or instruction.
- Assessment of procedural penalties because the shooter failed to understand the course of fire should be very rare. Procedural penalties will rarely be assessed on stages exhibiting good course design.
- Of the many concepts set forth in the establishment of AS, none is more important than the requirements of Course Design. When the AS founders set out to structure 'Action Shooting' guidelines, the one issue that became very critical to the long-term survival of this shooting discipline was the fact that the problems that shooters are asked to solve must reflect simple solutions. Requirements like the use of cover, reloading behind cover, and the limit of 24 rounds per string of fire were all based upon the principle that action shooting should help promote sound basic individual tactics and test the skills. Most ranges should be 15 meters or less. If on special occasions a club wants to utilize targets in excess of 15 meters, do it. Our goal is to make the ranges at which we engage targets to be within the norm of most scenarios.
- The distance that a shooter must travel in any scenario can also be an issue. Any movement of the shooter between firing points must not exceed ten meters and is allowed only if the shooter has executed a reload. We do not wish to see AS matches turn into track and field events. Think about it - few real scenarios require the shooter to run or cover a very long distance. If clubs allow their stages of fire to exceed more than 25 meters of total movement, they begin to reward foot speed, not shooting ability. Our Practical Count scoring system is very good when applied to shooting, but it becomes distorted when time is excessive for long distances of travel or the need to negotiate obstacles requiring more time than the actual shooting. Beware of course design that places too much effort in moving over a long distance or getting around obstacles.
- If barricades or other range props that are designed to allow the shooter to use them for cover are provided, make sure that they are used properly. Make the shooter stay behind the cover area while actually shooting or reloading. A common problem when shooters are using some form of low barricades is that many will want to squat and

shoot, then move quickly to the next firing area. This type of tactic is very common in IPSC, IDPA. Clearly, the squat position is fastest to use in many events, but it is a match tactic, and not a real world one. If one is going to use low cover for protection, one will not use this gamesman squat. The solution to using a low cover position is to require the shooter to have at least one knee on the ground when actually firing. It may be noted that older shooters will be slower on this than younger ones, or a person with a prior knee injury will not be able to do this technique as well as someone with good knees. This is a fact of life, and will be exactly the same in a scenario.

- Of key importance, when developing a new AS stage of fire, is to think through what you are trying to simulate. Ask yourself, “Could this really happen?” or “Would this stage test viable skills that would likely be used in a scenario?” Some stages are by nature going to be short in the number of rounds fired. Our sport rarely requires a high number of rounds to be fired. You could design some really great scenario stages around four or five round strings. The way to make a stage more challenging is to make the contestant do the same drill with different methods, such as strong hand only, fired from a close-range in retention position, or perhaps while backing up. Consider a variety of different ways a scenario could be solved, then make your strings of fire reflect it. One of the great sins of many course designers is the practice of getting overly complex. Complexity is the enemy of good course design.
- If you wish to make a shot more difficult, then use simulated hard cover to reduce the view of the target which is exposed.
- Requiring multiple hits, i.e. 3-6 hits on targets, requires more skill and ability and should be encouraged. However, mixing the number of hits required on targets within the same string of fire leads to procedural penalties and should be discouraged. The same goes for mixing strings requiring a tactical priority 2-2-2 engagement with a tactical sequence 1-1-2-1-1 type engagement.

10.2 Threat and Non-Threat Targets

Threat targets may be designated by the painting of a symbol on the target or clipping the cut-out of a symbol on the target. This target designation is not mandatory, but is highly recommended. Non-threat targets must be designated by the painting of an X on the target or in the case of a target with textile on it, clipping a cut-out of an X. All paper targets are to be standard official buff colour cardboard.

10.3 Hard Cover/Soft Cover

If a stage specifies “Hard” cover, any shot that puts a full diameter hole in the “Hard” cover and continues on to penetrate the target will be scored as a MISS. If “Soft” covered is specified, shots penetrating “Soft” cover will be scored as HITS. We recommend that clubs/course designers standardize on WHITE for “Soft” cover and BLACK for “Hard” cover simulation. Stage props are commonly used to represent “Hard” cover or impenetrable objects such as walls, cars, barricades and furniture such as desks and file cabinets. Props can also be used to represent “Soft” cover or penetrable objects such as curtains, windows, hollow doors and

shrubs.

11 Range Commands

11.1 Standard range Commands

Standard range commands are:

- **Range is hot**
- **Load and make ready**
- **Shooter ready?**
- **Standby**
- **Start signal** (start signal can be verbal, audio buzzer/timer or other suitable method)
- **Unload and show clear**
- **Hammer down**
- **Holster**
- **Range is safe / clear**

NO “sight pictures” will be allowed. A sight picture is defined as drawing a loaded or unloaded firearm and aiming it downrange or pointing with empty hands downrange before the start signal to begin a course of fire; a procedural penalty will be incurred for each infraction. After the “shooter ready” command is given, if the shooter does not confirm within a reasonable amount of time that they are ready for the standby command, the SO at their discretion may ask the shooter to “unload and show clear” and move to the end of the squad in order to expedite match flow.

11.2 Safety Issue Commands

- **Shout “Finger” for finger in trigger guard violations.**
- **Shout “Muzzle” if the muzzle is getting near a muzzle safe point.**
- **Shout “Stop” if the shooter does something grossly unsafe or is disqualified.**

If the shooter doesn’t immediately correct a “muzzle downrange” problem, the SO may have to physically push the shooter’s arms to get the muzzle downrange. This will almost always accompany a disqualification.

12 Shooting Officers, Range Master, Match Director

IASC shooting officers are designated as follows: Club SO, National SO and International SO. Further upgrades of the SO system are exclusively under each state membership/organisation decision.

- **CLUB SHOOTING OFFICER** can work on Club events
- **NATIONAL SHOOTING OFFICER** can work on National events
- **INTERNATIONAL SHOOTING OFFICER** can work on all levels of events

ACTION Shooting rules have as their fundamental purpose the safe conduct and enjoyment of Action Shooting matches. Unlike some other shooting sports, Action Shooting rules are few in number and simple to administer. The purpose of an AS SO is to assist the competitor so they can complete the course of fire safely and with as much enjoyment as possible. The purpose is NOT to hover over the shooter and treat them like a child and look for every possible opportunity to assess the shooter a procedural penalty. The goal of an AS match director should be for the competitors to have a safe and enjoyable event and to promote fellowship between participants.

13 Course Walk-through

No individual course of fire walk-through will be permitted. Each squad will be allowed a brief course walk-through as the course of fire is being explained to the shooters in the squad. The degree and time permitted for this walk-through is at the discretion of the SO in charge of the stage.

14 Competition Rules

1. Unsafe gun handling will result in disqualification from the entire match. Some examples of unsafe gun handling are: handling a loaded firearm except while on the firing line, endangering another person, dropping a loaded firearm.
2. Any attempt to circumvent or compromise the spirit or rationale of any stage either by the use of inappropriate devices, equipment, or technique, will incur a twenty (20) second penalty (Standard Count Stage) or a two hundred (200) point penalty (Fixed Time Stage); this is the "FAILURE TO DO RIGHT RULE".
3. Unsportsmanlike conduct, unfair actions, or the use of illegal equipment which, in the opinion of the Match Director, tends to ridicule the defensive shooting sport shall result in disqualification from the stage or the entire match at the discretion of the Match Director.
4. A premature shot in the holster or striking behind the firing line or into the ground downrange closer to the firing line than two meters, shall disqualify the shooter from the entire match.
5. The muzzle of a shooter's handgun MUST NEVER be pointed in an unsafe direction. The pointing of a firearm in any direction that would cause injury to another person will be deemed unsafe. Due to the nature of IASC courses of fire and the fact that many ranges have U shaped backstops, a standard 180-degree line is often impractical and/or unnecessary. Course designers should determine safe muzzle direction points on each side of their specific range bays and clearly mark these points as rear muzzle safe points. Pointing of the competitor's muzzle behind either of these predetermined muzzle safe points will result in immediate disqualification from the entire event. Shooting

officers/spectators should NEVER stand directly behind the holstered handgun during the start command or during re-holstering of the handgun.

NOTE: IASC strongly recommends that extreme care be taken to set up match stages so it is natural for the firearm to remain pointed down range while the course of fire is shot. Competitors should ALWAYS be conscious of their muzzle direction and should refrain from having their finger in the trigger guard when not actually engaging targets.

6. Pistols will not be loaded except when directed by a SO.
7. Shock resistant eye protection and ear protection are required of anyone within 60 meters of the firing line.
8. After completing any course of fire, the shooter must unload, show clear and re-holster before turning up-range or leaving the firing line.
9. Pistols used in competition shall be serviceable and safe. If any pistol is observed to be unserviceable or unsafe, it shall be withdrawn at the request of the Match Director. In the event that a pistol cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the shooting officer, who will take such action as he thinks to be safest.
10. During loading, unloading, drawing, re-holstering, while moving or during remedial action, fingers must be outside the trigger guard and the muzzle must be directed downrange. Failure to do so will result in a five (5) second procedural error penalty. Multiple violations of this rule could result in disqualification from the entire match at the discretion of the Match Director.
11. During a contest, shooters while not firing will NOT handle their pistols except at designated safe areas. Magazines and speedloaders may be reloaded while off the firing line, but NO live ammo is to be handled at the safe area. The normal condition of pistols not actually engaged is holstered and unloaded, with hammer down and magazine removed.
12. During a single contest, a shooter must use the same pistol in all stages of the contest. The only exception is that shooter may use another pistol of the same type, action, and calibre as that with which they commenced the contest if they starting pistol becomes unserviceable during the contest. In this case the shooter may resume the contest at the next scheduled start signal, but previous stages may not be re-shot.
13. No shooter shall wear or use two pistols unless dictated by the specific course of fire at hand.
14. Pistols must start from mechanical condition of readiness appropriate to their design. In general, single-action autos will start cocked and locked (LD& 45D), double-action autos (SD-DA) will start hammer-down and locked or unlocked. However, unusual designs may be started in other ways. Selective double-action autos may start cocked and locked or

hammer down. Autoloaders MUST begin any Standard Count string of fire requiring a reload with the pistol loaded to maximum capacity or the maximum capacity allowed in that division.

15. In general, all stages will be started with the pistol holstered and safe, hands clear of equipment as directed by the Course Director. Other positions for the pistol may be stipulated (table top, drawer, pack, purse or in the firing hand).
16. In cases where metal targets are used which may be damaged by excessive penetration, the club conducting the contest may prohibit cartridges that may damage the equipment. Metal piercing and incendiary or tracer ammunition is prohibited.
17. TACTICAL RELOAD: Courses of fire may require that while firing a stage, no loaded ammunition carriers (i.e. magazines, speedloaders) may be left behind if the shooter moves to another firing position (exception: when clearing a firearm malfunction). The shooter's firearm will be considered LOADED when the fresh magazine is seated and slide is closed with a round in the chamber or revolver cylinder is closed. Failure to do so will result in a five (5) second procedural penalty per infraction. To be in the "spirit" of the stage, the shooter must retain the magazine in one of the following ways PRIOR to the firing of the first shot after a tactical load: pants pocket, vest pocket, jacket pocket, waistband or magazine pouch. Using specially designed pockets, shirt pockets or holding the magazine in the hand or teeth is NOT permitted.
18. On stages requiring the shooter to reload, but not designated as a TACTICAL LOAD stage, the shooter may be required to shoot the gun dry before reloading in order to more closely simulate a real-world situation. Failure to do so will result in a five (5) second procedural penalty per infraction. There are only three (3) approved types of reloads in IASC competition: #1 reload from slide lock – Emergency reload, #2 Tactical reload and #3 reload with retention. If a magazine is abandoned during a reload with a round still in the chamber (slide down), this will result in a five (5) second procedural penalty or possibly a twenty (20) second FTDR penalty.
19. PROPER USE OF COVER: If cover is available, the shooter must use it! More than 50% of the shooter's upper torso must be behind cover while engaging threat targets and/or reloading. If the shooter is shooting from low cover, one knee must be on the ground while shooting. When using vertical cover such as wall/barricade, 100% of the shooter's legs and feet must be behind cover while engaging threat targets and/or reloading. If in the opinion of the SO adequate cover is not being used (if the shooter does not have to move between target engagements, this is a strong indicator that adequate cover is NOT being used), the SO will shout COVER. If the competitor immediately moves to adequate cover, NO penalty will be assessed. If the competitor does NOT immediately move to adequate cover, a five (5) second procedural penalty will be assessed. All reloads must be executed behind cover, if cover is available, and must be completed before leaving cover (Shooters may not move from one position of cover to another with an empty weapon). The firearm will be considered LOADED when the fresh magazine is seated and the slide is closed or revolver cylinder is closed. Failure to reload behind cover or moving from cover with an empty weapon will result in a five (5) second procedural penalty per

infraction.

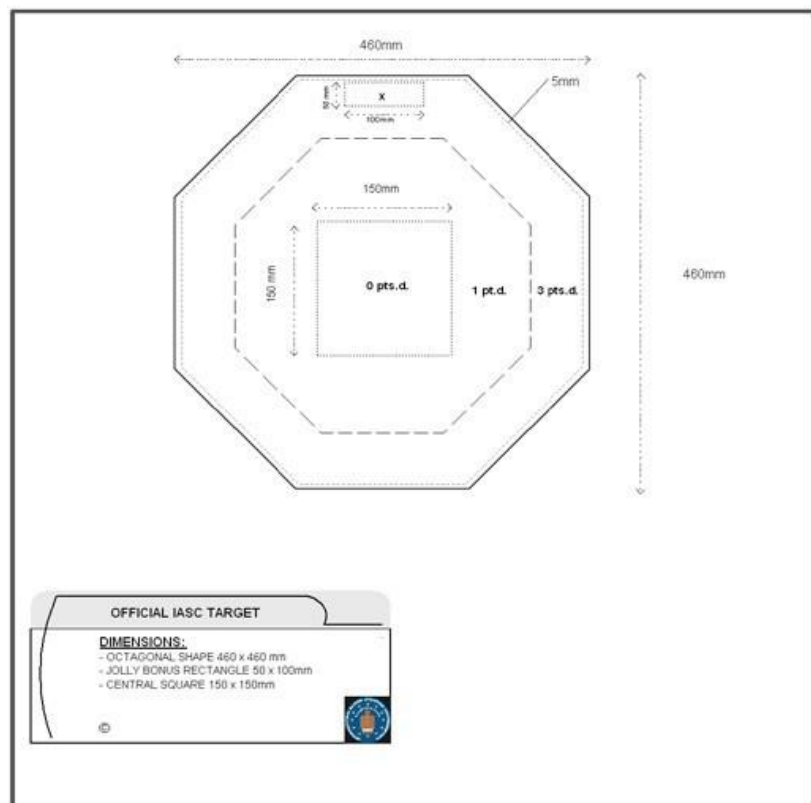
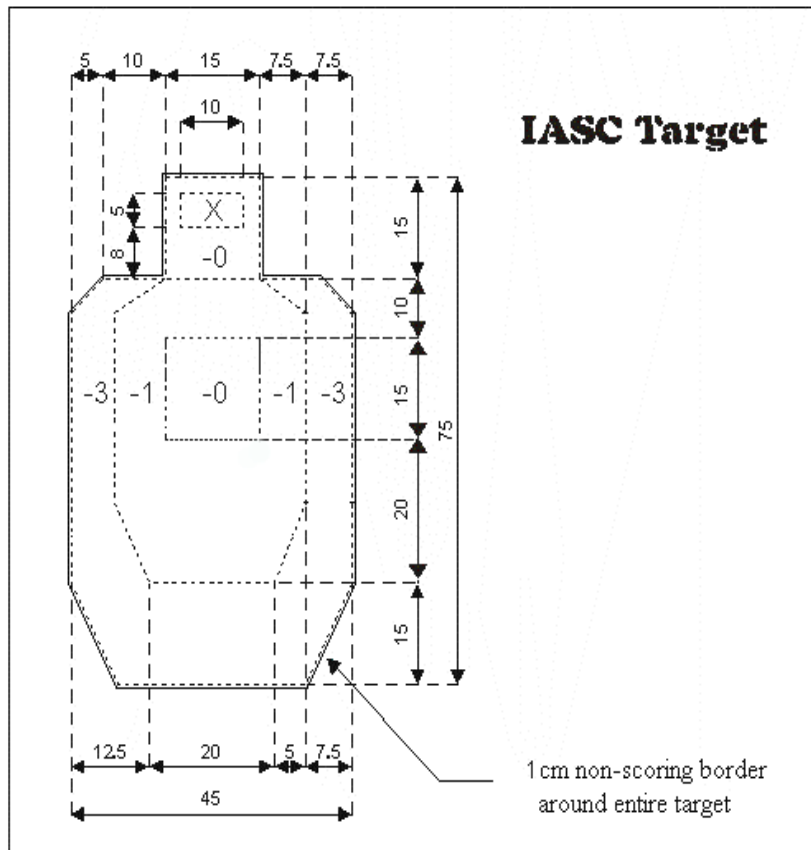
20. Once the ready position is assumed and “standby” command has been given, the position may not be changed before the firing signal. Moving the hand towards the pistol in the ready position will result in a five (5) second procedural penalty.
21. On paper targets, a shot of which the outside diameter touches any part of a scoring area, counts for the value of the area. Radial tears in the paper exceeding two bullet diameters will not count.
22. On Fixed time stages, if a shooter fires after the signal to cease fire, he will be penalized five (5) points for each shot fired after the signal.
23. If a shooter has more hits on his paper than allowed in a given Fixed time string, the maximum value for each excess shot shall be subtracted from their score, except when it can be established to the satisfaction of the Contest Director that the hits in question are of a different calibre from that used by the shooter in question, or when it can be positively proven that another shooter was guilty. In the other case, the shooter whose target was fired upon by another shooter will be allowed to fire the stage again.
24. If a shooter fires before the firing signal, they shall be charged with a procedural penalty of a five (5) seconds for Standard count or five (5) points if Fixed time.
25. Ties shall be broken in a manner decided upon by the club conducting the contest. However, this shall always be done by shooting, not by chance.
26. It shall be the responsibility of each shooter to keep account of his score along with the scorekeeper. If there is an error in the scorekeeper’s final tally, it shall be the responsibility of the shooter to protest the final results within 30 minutes of the posting of final scores. Failure to file a protest with the Match Director prior to the above time nullifies any claims made thereafter. All scoring/officiating protests must be made to the Match Director and the decision of the Match Director will be final as long as their decision is in accordance with the rules as set forth in the most current issue of the official rule book.
27. No re-shoots will be allowed for gun or “mental” malfunctions unless specifically allowed by the Match Director.

15 Awards

Action Shooting is a “Trophy only” sport; merchandise awards can be made. Trophy or plaque awards shall be presented to the top shooters in each division and class at Club matches, State Championships, National Championships and International Championships. Because each division stands alone, no high overall trophies shall be awarded. The following awards are presented at sanctioned events for each division:

- **Division Champion**
- **1st – 3rd In each class**

16 Targets



17 Frequently Asked Questions (FAQs)

NOTE: The information below should be considered the IASC official interpretation of various rules, guidelines and policies.

17.1 How do I become certified as a Shooting Officer?

Contact IASC headquarters for a list of people who have been approved to teach SO classes. Contact one of them and take an SO class.

17.2 Where can I buy official IASC targets?

IASC has licenced a few regional target suppliers. Contact IASC HQ for a list of those suppliers.

17.3 What are the dimensions of the Bianchi barricade?

The barricade wall is 60 cm (24 in) wide by 180 cm (6 feet) tall. Shooting box is 60cm (24 in) wide and does not necessarily have a back to it.

17.4 Does IASC utilize shooting boxes?

Not necessarily – they can be used to simplify course set-up. IASC prefers that the shooter is forced to shoot from certain positions by putting up vision and physical barriers. In addition, this is the best way to force the shooter to use cover. IASC prefers that shooting boxes and fault lines are NOT used at all if possible.

17.5 Can I use Express sights?

Yes, they are considered to be conventional notch and post sights.

17.6 Can I use fibre optic inserts in my sights?

Yes, as long as the sights are of conventional notch and post design.

17.7 Can I use a pistol with Accu-rails and/or Briley bushing?

Yes, these are considered just another method of accuracy improvement and not competitive advantage is gained from them.

17.8 What is a tactical reload?

A tactical reload is a reload in which you top up your weapon during a pause in the action, so when you advance/retreat/move to better cover/approach the next group of targets etc., you will have a fully loaded weapon. Any remaining ammo in your partial magazine is retained in case you need it later in the fight. The main goal of a tactical reload is to top up your ammunition supply as rapidly as possible, have a single shot pistol for the minimum amount of time and take all the ammunition in your possession with you. A proper tactical reload is done at the gun – it means that the spare magazine is drawn before the ejection of the partial magazine from the pistol. There are different practical methods on how to perform this. For IASC competition you are considered loaded when the fresh magazine is fully seated. The partial magazine **MUST** be retained in one of the following manners: pants pocket, vest pocket, jacket pocket, waistband or magazine pouch. The use of specially designed pockets, shirt pockets or holding the magazine in the hand or between teeth is NOT permitted.

17.9 What is the difference between a tactical reload and a magazine change with

retention?

A tactical reload is done at the gun with the spare magazine being drawn prior to the ejection of the partial magazine from the pistol. A magazine change with retention is done by ejecting the partial magazine first, putting it away and then drawing a full magazine from the pouch. A tactical reload leaves you with a single shot pistol for the minimum amount of time and is considered by most experts to be the proper way. If the course of fire specifies a tactical reload, a magazine change with retention is not acceptable and will incur a procedural penalty. If a magazine change with retention is specified by the course of fire, either method is acceptable.

17.10 How do I have to retain the partially loaded magazine after a tactical reload?

To be in the spirit of the stage, you must retain the magazine in one of the following ways PRIOR to the firing of the first shot after a tactical reload: pants pocket, vest pocket, jacket pocket, waistband or magazine pouch. The use of specially designed pockets, shirt pockets or holding the magazine in the hand or between teeth is NOT permitted.

17.11 How do I do a tactical reload with a revolver?

With a revolver, you have to take any unfired rounds remaining in your cylinder with you. A common method of doing a tactical reload with a revolver is to dump empty cases and unfired rounds into your hand, put everything in your pocket and recharge your revolver to full capacity. You are considered reloaded when the cylinder closes with the revolver fully loaded.

17.12 What is the difference between “tactical priority” and “tactical sequence” target engagement?

“Tactical priority” refers to the targets being engaged in order of threat posed. If the targets are all visible at the same time, the priority is from near to far. If the targets are not all visible, for example, when leaning out from cover, the targets are considered priority based on their order of visibility to the shooter – shoot as you see them opening. “Tactical sequence” refers to a method of target engagement where all targets are engaged with one round BEFORE you engage with additional round(s). For example, if you have 3 threat targets to engage, you would shoot them 1-1-2-1-1 or shot one round at each, then come back in ANY sequence and put additional round(s) on each target.

17.13 Are ambidextrous safeties permitted?

Yes, IASC does not distinguish between single side or ambidextrous safeties.

17.14 I use a double action pistol, do I have to have the safety on at the start of a string?

No, you start with the hammer down and the safety can be either on or off.

17.15 Can I thumb cock the hammer on my double action pistol?

Yes, as long as you do so after the pistol is fully out of the holster and pointed safely downrange.

17.16 Can I polish the trigger face on my revolver?

Yes, we consider this part of the action work. “No external modifications” refers primarily to heavy barrels and other modifications that would change the appearance of the revolver and give a competitive advantage.

17.17 Can I bob the hammer spur off my hammer?

Yes, we consider this part of the action work. “No external modifications” refers primarily to heavy barrels and other modifications that would change the appearance of the revolver and give a competitive advantage.

17.18 Can I chamfer the rear of the chambers on my revolver?

Yes, this is a commonly available factory option on most revolver models.

17.19 Can I shoot in more than one division?

Yes, at club level events IASC encourages shooters to compete in more than one division. However, at championship levels where trophies are awarded you may only compete in one division and you must be classified in that division.

17.20 Can a club change the design of the courses in the COF BOOK and/or design other courses?

Yes, the courses in the COF BOOK are proven courses that can be enhanced by the addition of additional props such as physical or vision barriers. Local club members may design completely new courses, but should keep the following rules and guidelines in mind: the course should have some practical, real-world rationale; maximum number of shots in any string of fire is 24; most shots should be kept to practical self-defence ranges of 3-15 meters; shooting boxes and fault lines should NOT be used at all if possible; limited number of non-threat targets; every attempt should be made to keep the courses 6 round neutral for the revolver shooters; and most importantly, make sure the course is safe. No IPSC-style “run and gun” courses should be used for IASC competition.

17.21 Do I always have to do either a tactical reload, reload with retention or an emergency (slide lock) reload?

Yes, this is what actually happens in the real-world situations. No IPSC-style speed reloads (slide down with a round remaining in the chamber) are permitted in IASC. If the course of fire does not specify the type of reload, you may do any of the three.

17.22 Can I shoot more shots at a target than is specified in the course description?

Yes, as long as the course is specified as a Standard Count stage, your best hits of the specified number will be scored. On courses designated a Limited Count, you may only fire the specified number of shots. Any extra shots will incur a procedural penalty.

17.23 Why doesn't the official target represent the anatomy more closely?

The IASC target is designed to improve the shooters' skill level by making them be more conscious of their sight alignment and promote more accurate shooting. No attempt was made to make it represent the human anatomy.

17.24 On stages requiring a tactical or emergency reload, can I dump (shoot unnecessarily) rounds downrange so I will be able to reload by a faster method or in a more convenient location?

Yes, however you will receive a “Failure to do right” penalty of 20 seconds for the stage for not negotiating the course in the spirit of the contest.

18 Safety program

IASC strongly recommends that the club president appoints an experienced shooter to administer a basic safety program for new competitors who have not competed in any action shooting, practical shooting or any other shooting discipline that requires drawing a firearm from a holster and movement. The typical class should include at least the following areas:

- Loading and unloading the weapon
- Drawing from holster and reholstering
- Gripping the firearm with both hands, strong hand only, weak hand only
- Sight picture
- Trigger control
- Reloading (emergency/slide lock reload, tactical reload, reload with retention)
- Mowing with a drawn weapon
- Shooting stances, including prone shooting and barricade shooting
- Clearing malfunctions
- How matches are scored
- Range commands and procedures

19 Assisting the shooter

Every effort should be made to assist the shooter in having a safe and enjoyable match. It is the goal of the shooting officer to thoroughly explain the course of fire, answer questions, instruct the shooter on safety, give the benefit of the doubt on any questionable scoring question or ruling and do anything possible to assist the shooter during the match. Issuing a procedural penalty or disqualification should be the last thing a good IASC SO would want to do. Arrogant, rude or abusive approach of SOs against shooters is NOT welcome in IASC and will NOT be tolerated.

20 IASC Shooting Officer training guidelines

20.1 General

Being a shooting officer requires knowledge of safety rules, IASC rules and concentration. It is also fun and rewarding. Thank you for your willingness to help! You should have carefully read the IASC rulebook and it is a good idea to review it every few matches.

20.2 What is the purpose of the Shooting Officer (SO)?

A shooting officer is a person whose purpose and goal is for all the shooters at the match to have a SAFE and Enjoyable day at the range. Their main duties are (but not limited to):

1. To make sure the match is run safely and smoothly.
2. To assure that the match is officiated consistently and fairly.
3. To make sure the shooter is always treated courteously and with respect.
4. To make sure that the shooter is always given the benefit of any doubt.
5. To assist the shooters so they will have a positive experience at the match.

You want the shooter to leave the match saying “that shooting officer is really a nice and helpful guy, this IASC shooting sure is a lot of fun”.

IASC is NO place for the *Range Nazi* mentality or attitude. This type of behaviour will not be tolerated in IASC. All IASC SOs should also be shooters and just one of the guys. We never want to end up with a situation like some other sports have where the contestants dislike the officials and vice versa. In IASC the officials and the contestants are the same people and we are all in this together to have a safe and enjoyable time and hopefully improve our shooting skills.

We will generally have a Shooting Officer Assistant assisting the SO. The SOA’s job is to keep track of penalties and scoring. The SOA should also call out the next two shooters’ names to they will be ready. SOA should stand out of the way. It is very important that the SOA fills in the score sheet legibly – most scoring errors can be eliminated just by carefully writing in times, points down and penalties.

20.3 What are the range commands?

1. Range is hot
2. Load and make ready
3. Shooter ready?
4. Standby
5. (Start signal)
6. Unload and show clear (you MUST physically look into the chamber to verify)
7. Hammer down
8. Holster
9. Range is safe / clear

It is important to use these exact range commands - shooters can get confused if you use different words. If a holster has a retention device, it must be used – remind them if they forget. Only give the “Holster” command when you know the magazine is out, you have looked in the chamber and found it empty and the hammer has been dropped by dry firing.

20.4 Where should I stand?

Generally, stand about 1m to the side and 1m behind the shooter. Generally, stand on the right side of a right-handed shooter and on the left side of a left-handed shooter, as this gives you the best view of their firing hand and gun. Keep yourself safe. Don’t get trapped by turning or moving shooters. If the shooter has an option, ask him which way he is going to turn or move and put yourself in the safest position. If the shooter points their gun at you because you are in the wrong place – whose fault it is?

20.5 What should I be concentrating on while the shooter is firing?

All your focus should be on the shooter’s firing hand and gun. Let the Assistant Shooting Officer watch for head shots that hit the body etc. Keep this 100% focus until the shooter has put his unloaded gun in the holster. Once the gun is holstered you can look at the timer, score sheet, targets etc. If a shooter commits a non-dangerous error, make a mental note of it but

assign it later. Don't change your focus while the gun is out of the holster.

20.6 What if the shooter does something dangerous?

- Shout "Finger" for finger in trigger guard violations.
- Shout "Muzzle" if the muzzle is getting near a muzzle safe point.
- Shout "Stop" if the shooter does something grossly unsafe or is disqualified.

If the shooter doesn't immediately correct a "muzzle downrange" problem, the SO may have to physically push the shooter's arms to get the muzzle downrange. This will almost always accompany a disqualification.

20.7 Should I talk to the shooter while they are firing?

For safety, YES. If they have forgotten what is next, remind them. Make sure they don't turn around to talk and have a "muzzle downrange" problem. You may want to assist a new shooter, for example advising the shooter that no magazine is in the magazine well after he has nodded that he is "ready". Remember we're here to help the shooter enjoy the match too.

20.8 What should I do after "The range is safe" command?

Show the time to the Assistant SO. If there was a safety issue, stay with the shooter and discuss it with them. Most might not know they had a problem or almost got DQ'd. Tell them what they did wrong and how to correct it. Start scoring the targets and let the ASO write it down together with penalties assigned. If the shooter shot really well or better than his general skill level, congratulate him.

20.9 What should I cover with each new group that comes to my COF?

Time spent explaining the COF to the entire group will eliminate problems and save time. Don't rush through it. Make sure each group knows:

- The general course of fire
- Potential safety problems and how to avoid them
- Starting position
- Special rules such as tactical sequence, one hand only, shoot while moving, begin with 6 rounds only etc.

20.10 What else should I be aware of?

Make sure the spectators stand where they will be safe. With large numbers of shooters, it is important to keep shooters moving quickly through each COF. Make sure the next shooters are ready and standing by. Don't chat too much with the shooter. Don't worry about what division a shooter belongs in or if he has an illegally modified gun or holster. If you notice something, just write it down on their score sheet and let the Match Director sort it out when he comes around.

20.11 Disqualification (must put gun away)

- Endangering another person
- Pointing muzzle beyond "Muzzle Safe Points"
- Pointing a loaded firearm at their self with the safety off and their finger in the trigger guard

- Handling a loaded firearm except while on the firing line
- Dropping a loaded firearm
- Dangerous or repeated “finger in trigger guard” violations, during loading, unloading, reloading, drawing, holstering, remedial action
- Gross Unsportsmanlike conduct
- The use of illegal equipment
- Premature shot in the holster or a shot striking behind the firing line or into the ground closer than 2 meters to the firing line

20.12 Possible Failure to Do Right (20 second penalty)

“Any attempt at circumvent or compromise the spirit or the rationale of any stage either by the use of inappropriate devices, equipment or techniques.”

Examples:

- Firing extra rounds so that you can reload at a more convenient time. This is VERY hard to call!
- Purposefully committing a procedural error because your score will be better even with the penalty
- Not reloading to fire one more round because your score will be better even with a miss
- Unsportsmanlike conduct
- Dropping an unloaded firearm
- Handling and unloaded firearm off the firing line or away from the safe area
- Shots over the backstop

20.13 Hit on Non-Threats (5 second penalty)

Only one penalty per non-threat even if you hit it multiple times. If the round passes through a non-threat and hits a threat target, count the hits on both targets.

20.14 Failure to Neutralize (5 second penalty)

Any target with a score of less than 4 points. Each un-hit steel target will generally get a FTN (sometimes we waive this on bobbing plates or targets that completely disappear).

20.15 Procedural Errors (5 second penalty)

- First “finger in trigger guard” violation as long as it wasn’t dangerous.
- Not using cover properly (50% of head and torso and 100% of legs have to be behind cover)
- Not reloading as required
- Not shooting while moving as required
- Not following other COF rules as required

21 Conclusion

WE HOPE THAT YOU WILL ENJOY THE ACTION SHOOTING, ITS SPORTSMANSHIP AND FELLOWSHIP!