

ARMY NRA AMERICA'S RIFLE ARMY MATCH

Presented By
**DANIEL
DEFENSE.**

NRA America's Rifle Match Guidebook

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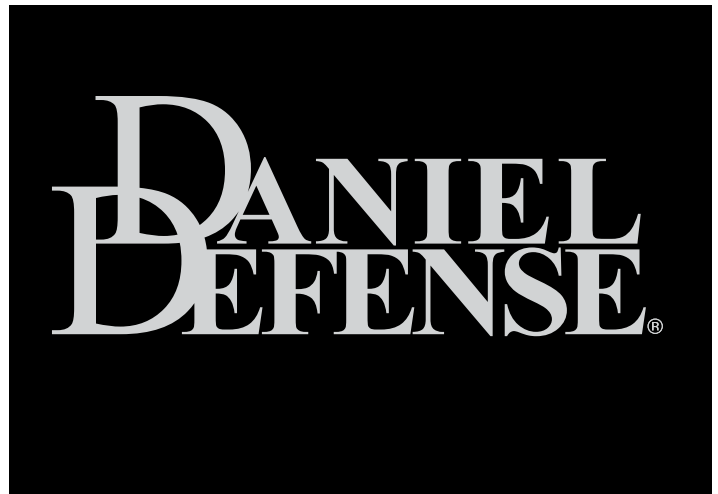
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The NRA's interest in promoting the shooting sports among America's youth began in 1903 when NRA Secretary Albert S. Jones urged the establishment of rifle clubs at all major colleges, universities and military academies. By 1906, NRA's youth program was in full swing with more than 200 boys competing in matches at Sea Girt that summer. Today, youth programs are still a cornerstone of the NRA, with more than one million youth participating in NRA shooting sports events and affiliated programs with groups such as 4-H, the Boy Scouts of America, the American Legion, Royal Rangers, National High School Rodeo Association and others.

Due to the overwhelming growth of NRA's shooting programs, a new range was needed. General Ammon B. Crichfield, adjutant general of Ohio, had begun construction of a new shooting facility on the shores of Lake Erie, 45 miles east of Toledo, Ohio. Camp Perry became the home of the annual National Matches, which have been the benchmark for excellence in marksmanship ever since. With nearly 6,000 people competing annually in pistol, smallbore and high-power events, the National Matches are one of the biggest sporting events held in the country today.



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AR MATCH

NRA AMERICA'S RIFLE

Presented By
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The **National Rifle Association's America's Rifle Match (AR Match)**, presented by Daniel Defense is a competitive marksmanship program designed to develop and test defensive rifle skills with modern, general purpose rifles, such as the AR-15. Americans own approximately five million AR-15s, with the number increasing significantly each year.

The AR Match is designed for competitors of all skill levels, and can be conducted on just about any rifle range in the country. This is a moderate physical activity competing at distances of up to 100 yards in the Basic course, unknown distances in the advanced levels, and in different firing positions. Included are categories for Iron Sights, Optics Limited, and Optics Open rifles. Competitors will shoot from a variety of positions at multiple distances, and will often move between positions. The AR Match is designed so that people can compete with the rifles they have at home for defensive purposes.

While the fundamentals of marksmanship are the same as they have ever been, defensive rifle skills and equipment have evolved over time. America's Rifle Matches are envisioned as the modern-day equivalent of shooting events the NRA introduced in the late 19th century, to improve defensive rifle skills as they were understood at the time.

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SAFETY

A. COMPETITORS

Participation in an AR Match is contingent upon following the rules of the range on which the event is held and this Guidebook. Failure to follow any safety rule is grounds for automatic disqualification from any NRA Sanctioned Competition.

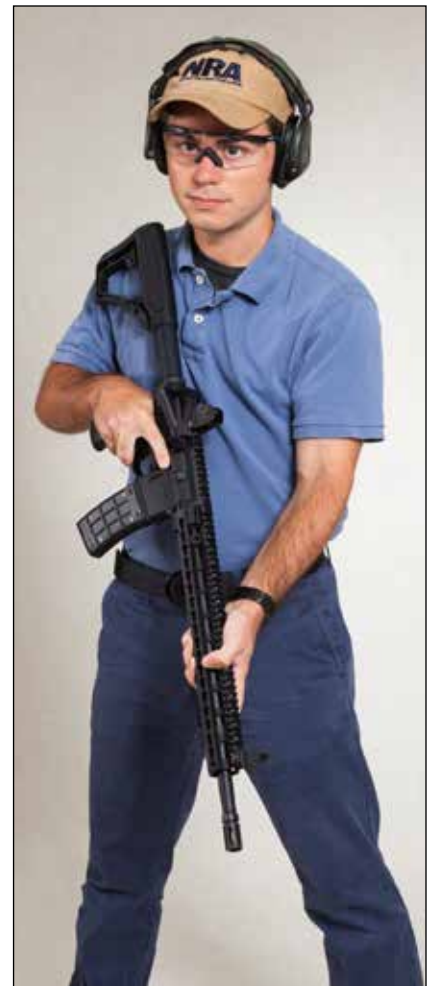
1. NRA BASIC FIREARM SAFETY RULES

Each competitor shall follow the NRA's three Basic Firearm Safety Rules, which apply to all firearms:

a. "**ALWAYS** keep the gun pointed in a safe direction." A safe direction means downrange, pointed down to the ground or up in the air, depending on different circumstances. At all times, control where the muzzle or front end of the barrel is pointed.

b. "**ALWAYS** keep your finger off the trigger until ready to shoot." When holding the rifle, keep your finger outside the trigger guard until you are actually ready to fire.

c. "**ALWAYS** keep the gun unloaded until ready to use." For AR Match purposes, this means that the rifle may be loaded only on the firing line, after the command to "Load" has been given.



ALWAYS keep the gun pointed in a safe direction. Practice muzzle control at all times.

2. KEEPING RIFLES SAFE WITH CHAMBER FLAG INSERTED

Competitors shall arrive to the range with the rifle unloaded, with the rifle on SAFE, no detachable magazine in the rifle, a chamber flag inserted and the bolt closed to hold the flag in place. Keep the rifle in this condition until otherwise instructed by the CRSO or RSO.

3. MOVING INTO AND OUT OF FIRING POSITIONS

Competitors will always keep the rifle pointed in a safe direction, finger outside the trigger guard, and have the rifle's safety set to SAFE while moving into, or out of, any firing position. The preferable method is "low ready", meaning the muzzle is pointed safely downrange at approximately a 45-degree angle to the ground and finger outside the trigger guard.

4. LOADING, UNLOADING AND RELOADING

a. **Direction of the rifle.** When loading, reloading, and unloading the rifle, always keep the muzzle of the rifle pointed downrange. Competitors will keep the rifle pointed downrange, toward the target. While this might not be the preferred method in some defensive situations, safety requirements take precedence during AR Matches.

b. **Unloading at the End of each Stage.** Upon completing firing in any stage, the competitor shall remain in position until the rifle is placed on SAFE, magazine has been removed, an empty chamber indicator (ECI) has been placed in the rifle with the bolt closed to hold the ECI in place; and the CRSO in an AR Match (Basic), or an RSO in any other AR Match, has declared that the line is "clear".

c. **Rifles the actions of which cannot be opened with the mechanical safety set to SAFE.** For rifles of this type, such as those of Kalashnikov design, the safety may be taken off SAFE to allow for opening the action in order to load, or unload and clear the chamber, but shall be returned to SAFE immediately thereafter.

5. SCANNING BEFORE RISING

Under all circumstances, competitors must be aware of their surroundings and shall scan left, right, and to the rear before rising from a lower firing position to a higher position (e.g., prone to kneeling, or kneeling to standing).



ALWAYS keep the gun unloaded until ready to use.



ALWAYS keep your finger off the trigger until ready to shoot.



Show your rifle is safe on the range with a chamber flag inserted.

6. EYE AND EAR PROTECTION REQUIREMENT, AND BALL CAP RECOMMENDATION

Each competitor, match official, and scorer on or near the firing line, shall wear eye and ear protection while the range is “hot”. Additionally, ranges are encouraged to require competitors, spectators, and other persons on the range in the immediate vicinity of the firing line to wear eye and ear protection when rifles are being fired. It is recommended that each competitor wear a ball cap while firing, to protect vision against bright sunlight and to protect the face from ejected cartridge casings.

7. OTHER FIREARMS

No competitor shall have, on or about his/her person, any firearm other than the rifle in use for the match(es).

8. ELECTRONIC COMMUNICATION DEVICES

Competitors may not have any electronic devices forward of the ready line, unless the device is turned off or on vibrate.



Eye & ear protection is mandatory for all NRA Sanctioned Competition, including the AR Match.

B. RIFLES AND OTHER EQUIPMENT

1. MANUALLY OPERATED MECHANICAL SAFETY REQUIREMENTS

Any rifle used in an AR Match must have a properly functioning, manually-operated mechanical safety. Each competitor shall keep the safety set to SAFE, unless aiming at a target with the intention to fire.

2. TRIGGER PULL WEIGHT

Any rifle used in an AR Match (Basic) must have a trigger pull of no less than 4.5 pounds. Any rifle used in any other AR Match must have a trigger pull of no less than 2.5 pounds.

3. PROPERLY FUNCTIONING EQUIPMENT

Any rifle or related equipment that malfunctions in an unsafe manner, or that is otherwise unsafe, will be removed from the firing line. Such unsafe equipment shall include, but not be limited to, a rifle that fires more than one shot with a single pull of the trigger due to malfunction, ammunition with not enough power (squib load) or light loads, and ammunition with blown primers.

4. TRIGGER DEVICES AND AUTOMATIC FIRING MODE

No competitor shall fire in automatic mode or use any device that assists the competitor in the pulling of the trigger. This includes, but is not limited to, auto resetting triggers and slide-fire stock.

C. RANGES, MATCH OFFICIALS AND MATCH SPONSORS

1. CHIEF RANGE SAFETY OFFICER AND RANGE SAFETY OFFICERS

For every AR Match, a Chief Range Safety Officer (CRSO) shall be designated. Before the event begins, the CRSO shall conduct a safety briefing covering AR Match and range rules, including, but not limited to, rifle loading, reloading, and unloading procedures and the authorized exception for rifles the actions of which cannot be opened while the mechanical safety is set to SAFE.

The CRSO shall be responsible for the safe conduct of the event and the enforcement of all safety and competition guidelines stated herein. AR Match (Basic) events also require at least one Range Safety Officer (RSO) for every three competitors on the firing line. In other AR Matches, each stage requires an RSO and scorer.

2. DESIGNATED “SAFE AREA”

The range shall have a designated safe area where competitors may place their rifles while awaiting their turn to fire. All rifles in the designated area shall be placed on SAFE, magazines removed, and ECIs inserted. Adjustments can be made to the rifles while pointed in a safe direction. No ammunition will be allowed in the safe area.

3. FIRING LINE

The firing line is any location from which competitors may be authorized to fire, and it shall be clearly indicated.

4. READY LINE

There shall be a ready line, clearly indicated as such, no less than 15 feet behind each firing line in an AR Match (Basic) or behind the rearmost firing point in each stage of any other AR Match. No one, other than competitors called to the firing line by the CRSO or RSO, other range safety personnel, and other persons authorized by the CRSO or RSO, is permitted forward of the ready line while the range is “hot”.

5. TARGET PLACEMENT

In no case shall the combination of target distance, the relative height off the ground of the rifle and target, and a competitor's firing position result in a situation in which a shot aimed to strike a target would be fired at an angle that could cause a bullet to travel outside the range's safe impact area, skip off the ground, or cause any other unsafe condition.

6. RESTRICTIONS ON STAGES INVOLVING CERTAIN MOVEMENTS BY COMPETITORS

a. Stages in which competitors, against the clock, change firing positions, switch shoulders, or fire from both the left and right sides of a barricade shall be conducted one competitor at a time, with other competitors in the same relay or squad remaining behind the ready line until it is their turn to fire.

b. Stages described above may be fired only on ranges that have side bullet impact berms, as well as a berm behind the targets, or natural terrain serving the same purpose.

7. ON-SITE ZEROING

Though competitors should arrive to the range with rifles zeroed, match sponsors are encouraged to provide zeroing opportunities whenever possible. After the first shot for score in an AR Match, a competitor is allowed to re-zero a rifle only when a sight has been added to the rifle as a substitute for a sight that the CRSO or RSO has declared to be disabled, provided facilities are available, without delaying the progress of the match. In such a situation, the CRSO and RSO may re-squad a competitor to accommodate the competitor's need to re-zero a rifle.

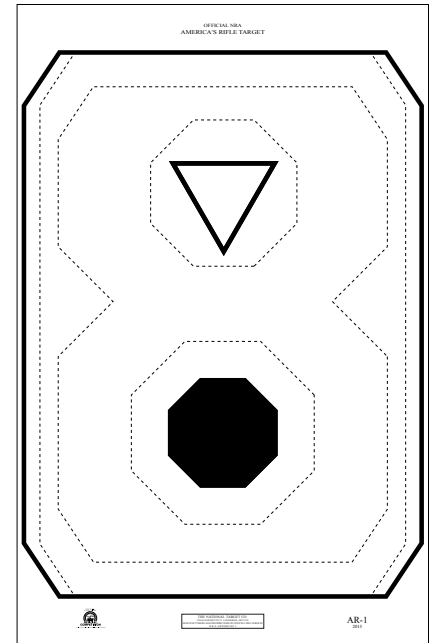
8. RESPONSIBILITIES OF AR MATCH SPONSORS

SHALL INCLUDE, BUT NOT BE LIMITED TO:

a. **Post-AR Match reporting.** A sponsor shall report to the NRA Competitive Shooting Division the competitors' scores, in classifier stages, as well as the winners and scores, in all categories, in state or regional AR Match championships.

b. **Public relations.** Sponsors are encouraged to fill out the AR Match News Release template and submit to local newspapers along with photographs, in the interest of calling attention to the safe and responsible use of firearms in the AR Match.

c. **AR Match (Basic) and AR Match Classifier requirements.** A sponsor who conducts an AR Match Classifier shall conduct at least one Basic earlier in the same calendar year. A sponsor who conducts any



The AR-1 Target.

AR Match other than a Basic or Classifier, shall conduct at least one AR Match (Basic) and AR Match Classifier earlier in the same calendar year. For purposes of meeting these requirements, multiple match sponsors can combine their efforts, provided that all take place within 50 miles of one another. This is to help competitors wishing to become involved in the AR Match program to have more opportunities early in the shooting season.

d. **Ethics.** The CRSO may disqualify any competitor and/or request removal from the range any person who engages in unsafe, unethical, inflammatory, or other disruptive rhetoric or other conduct.

D. USE OF RANGE COMMANDS

1. AR MATCH (BASIC)

The CRSO will call competitors to the ready line and firing line with commands such as “Relay One to the ready line” or “Competitors on Relay One to the firing line.” The CRSO will then announce the number of magazines and rounds required for the stage, and the firing sequence. The CRSO will give the command, “With the rifle’s safety on, load and make ready.” The next commands will be “Ready on the right?”, “Ready on the left?” and “All ready on the firing line.” If all competitors are ready, the next command will be “Shooters stand by.” The command to fire shall be by a clearly audible command or other signal.

The signal to cease fire shall be by horn or other clearly audible signal, followed by the verbal commands “Cease Fire, Cease Fire, Unload. Place all rifles on SAFE and insert empty chamber indicator.” At the end of each stage, RSOs will visually verify that each rifle is unloaded and that the chamber is empty; say “flag,” to instruct the competitor to insert a chamber flag and close the bolt; and verify that the flag is inserted and the bolt closed to hold the flag in place. When rifles have been verified to be unloaded, the CRSO will ask the RSOs “Is the line safe on the left?” and “Safe on the right?” When all rifles are safe with chamber flags inserted, the RSOs will give a “thumbs up” and the CRSO will announce “The line is safe.” At that point the competitors may move out of position and move from the firing line.

2. AR MATCH (ADVANCED)

AND OTHER COURSES OF FIRE

The RSO of each stage shall call each competitor to the firing line with the command “Next shooter.” The next command is “With the rifle’s safety on, load and make ready.” The next command is “Shooter

Ready?” Following an affirmative answer by the competitor, the next command is “Stand by.” The signal to begin shall be by the sound of a shot timer. At the end of a stage or for other safety related reasons, the RSO will verbally command “Stop” or “Cease fire, Cease Fire, Unload. Place the rifle on SAFE and insert empty chamber indicator”. When the rifle is safe, with chamber flag inserted and bolt closed to hold the flag in place, the RSO will declare the rifle “clear” and the competitor may depart the firing line.

3. ALL AR MATCHES

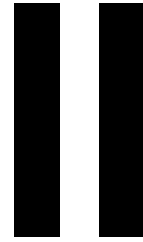
If there is a pause during the sequence of commands, the CRSO or RSO shall say “As you were” and the competitor(s) shall remain in position, awaiting the next command. When the commands resume, the CRSO or RSO will say “Resuming commands”.

Anyone observing an unsafe condition at anytime shall call “Cease Fire, Cease Fire”. As in any match, each competitor hearing the “Cease Fire, Cease Fire” command shall remain in position, keep his or her rifle pointed in a safe direction, keep the finger off the trigger, place the rifle on SAFE, repeat “Cease Fire, Cease Fire” loudly until all firing has ceased, and await further command from the CRSO or RSO.

Anyone experiencing or observing any other problem warranting action by the CRSO or RSO, raise one hand, remain in position, keeping the rifle pointed in a safe direction with finger off the trigger, and place the rifle on SAFE. A “thumbs up” indicates that the problem has been resolved.



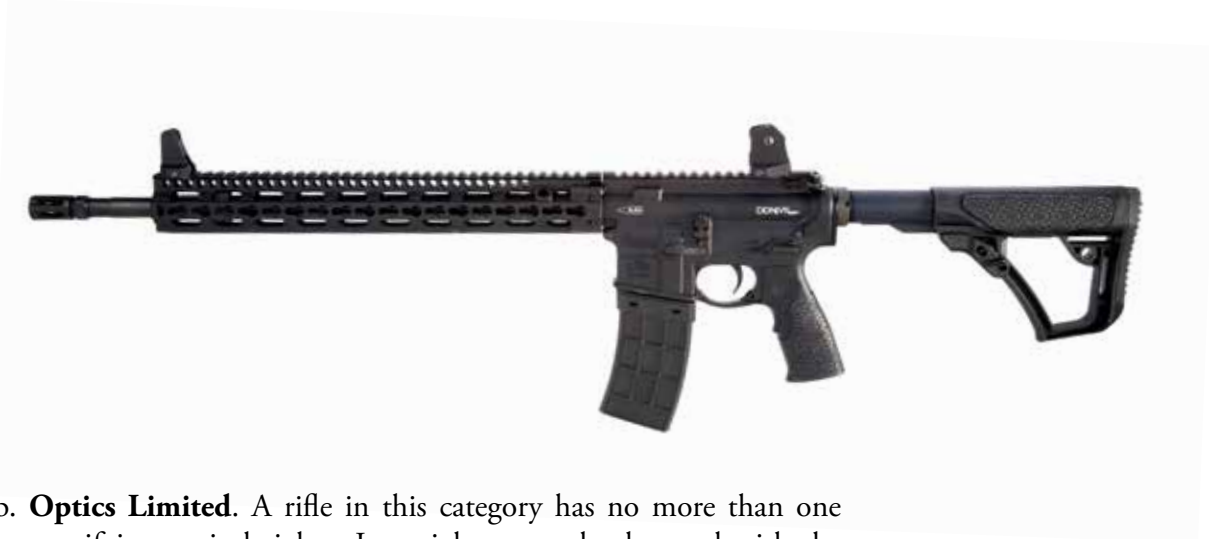
COMPETITOR RIFLE CATEGORIES, CLASSIFICATIONS, & AWARDS



A. RIFLE CATEGORIES

In any AR Match, competitors shall be categorized according to the type of rifle used.

- a. **Iron sights.** A rifle in this category has only iron sights.



- b. **Optics Limited.** A rifle in this category has no more than one non-magnifying optical sight. Iron sights may also be used with the non-magnifying optic.



c. **Optics Open.** A rifle in this category has a maximum of two (2) optical sights; with a maximum of one being magnified. Examples would be: a magnified scope paired with a non-magnified red dot or iron sights. A rifle with a red dot that has a magnifier that can be “flipped” to the side meets the maximum requirements of two optics.



Two examples of Optics Open rifles.



B. COMPETITOR CLASSIFICATIONS

In any AR Match, each competitor shall also be categorized according to the competitor's classification. However, any competitor who has participated safely in any AR Match (Basic) or other center-fire rifle competition sanctioned by the NRA, the United States Practical Shooting Association, or 3-Gun Nation during the previous 12 months may compete in an AR Match as an "unclassified competitor."

1. COMPETITOR CLASSIFICATIONS

They are, from least to most experienced, Marksman, Sharpshooter, Expert, and Master. Classifications are based upon scores in the AR Match Classifier or the six most recent classifier stages fired in other AR Matches. As this program develops in 2015, scores will be compiled and classification percentages will be determined at the year's end.

2. JUNIOR AND SUB-JUNIOR COMPETITORS

At the match sponsor's discretion, separate competition categories may be established for Juniors (defined to include persons up to the age of 20 as of the first day of the match) and Sub-Juniors (defined to include persons up to the age of 15 as of the first day of the match). Minors under the age of 18 may participate in an AR Match only if accompanied by a parent or legal guardian, or another adult with the parent or legal guardian's written permission.

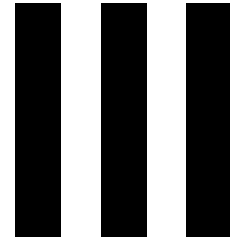
C. AWARDS

Awards are left to the discretion of the match sponsor. Guidelines are as follows:

- Overall Champion by Rifle Category
- High Woman
- Junior/Sub-Junior
- Classification Awards



EQUIPMENT AND THE SPIRIT OF THE AR MATCH



A. GENERAL

AR Matches are intended to pose rifle handling and marksmanship challenges that relate to what a person might expect to encounter in a defensive-type situation. Therefore, AR Matches are designed so that people can participate successfully with equipment that they might expect to use in a defensive situation. Given the wide variety of rifles and components available today, it would be impossible to set guidelines capable of preventing every modification that a person might employ to obtain an advantage contrary to the spirit of the AR Match. A goal of the AR Match is to encourage participation and determine what would work best in defensive situations; as such situations are understood today. Therefore, for the time being, the NRA will keep limitations on the AR Match equipment to a minimum and to detachable magazine fed rifles only. However, the NRA will adopt new guidelines as necessary to maintain AR Match orientation to practical skills and practical equipment.

B. RIFLES

1. IRON SIGHTS

No rifle shall have an iron sight forward of the muzzle.

2. SLINGS

Each competitor in an AR Match (Basic) may, and in any other AR Match shall, use a sling affixed to the rifle with a secure attachment device or woven through a portion of a stock designed for that purpose, and worn over the shoulder and across the back when firing from the shoulder. In any AR Match, a loop sling or a sling attached in parade sling fashion (underneath the rifle at both ends and not allowing the rifle to fall naturally across the torso when worn over the shoulder and across the back) is not allowed. Any sling used must allow the competitor to keep

the rifle pointed in a safe direction at all times, and allow for safe and efficient loading, reloading, unloading, and clearing of malfunctions. Other than in an AR Match (Basic), a sling may be used in “hasty” fashion in any stage, but it must be free of the support arm until time begins.

3. MAGAZINE AND AMMUNITION CARRIAGE

In an AR Match (Basic) a competitor is encouraged to, and in any other AR Match the competitor shall, carry, in a pouch, bandoleer, pocket, or similar device on the person, all magazines and ammunition required for the stage. In a AR Match (Basic), each competitor is encouraged to have six magazines, so that all mandatory and optional stages at the 100-yard line (or the same stages optionally conducted at the 50-yard line) can be fired without having to reload empty magazines on the firing line. Competitors in an AR Match (Basic), who do not have multiple magazines are encouraged to pre-load the required number of rounds for each stage on stripper clips, which, in conjunction with a stripper clip guide or similar device, can help expedite the magazine-loading process.

4. ADJUSTABLE BARREL-SUPPORT DEVICES, SHORT-BARRELED RIFLES, AND SILENCERS

a. Such devices are allowed in any AR Match except an AR Match (Basic). For purposes of this rule, a folding monopod or bipod, or any other device that is capable of supporting the barrel, the location of which on the rifle can be changed without the use of tools is acceptable. A short-barreled rifle is a rifle that has a barrel under 16 inches in length (as measured for purposes of the National Firearms Act of 1934, or NFA); and a silencer is any device defined as such under the NFA.

b. Consistent with the limitation stated in the previous paragraph, adjustments to the monopod and/or bipod may be made during a stage, but such device shall be in the closed position until time begins. The removal of any such device is not allowed after the first shot for score in an AR Match, unless the device is declared disabled by the CRSO or RSO.

6. KNEE AND ELBOW PADS

Competitors may use knee and/or elbow pads at any time, and are encouraged to do so on ranges the surfaces of which have rocks and other potentially uncomfortable objects.

7. SHOOTING MATS

Portable shooting mats are allowed only in the AR Match (Basic).

8. SIGHT ADJUSTMENTS

Telescopic magnification adjustment. In an AR Match (Basic), all such adjustments shall be made before time begins in a stage. In other AR Matches, in stages with targets at 100 yards or less, competitors using telescopic or magnifier-enhanced optics shall begin each stage with the optic set to the lowest magnification setting (or with a magnification enhancer not in-line with an optic), but may adjust the magnification or magnification-enhancer once time begins.

Note: Competitors should have zeros on their rifles before arriving to participate in an AR Match.

9. RE-FIRES

No re-fire shall be allowed due to a malfunction of a competitor's rifle, magazine, ammunition, or related equipment.

10. CHANGING EQUIPMENT

No competitor may change rifle, barrel assembly, sighting system, or sling after the first shot for score, unless the CRSO or RSO has declared that the device is disabled. In the event of any equipment substitution authorized by the CRSO or RSO, the substituted part shall be of the same type as the part that it replaces. "Same type" means a rifle of the same platform type (e.g., AR-15) and caliber, barrel assembly of the same length, sighting system of the same type (i.e., iron, non-magnifying optic, or telescopic), and sling of the same type (i.e., one-point, two-point, etc.) attached in the same locations on the rifle.



COMPETITIONS

IV

A. GENERAL

Note: Effective January 1, 2014, the terms “AR Match (Basic)” , “AR Match (Advanced)” and “AR Match Classifier” shall be used in reference to those events specifically, and the terms “America’s Rifle Match” or “AR Match” will refer to all AR Matches (including Basic, Classifier, and all others).

1. SPECIFIED TIME AND ELAPSED TIME

The AR Match (Basic) is conducted on the basis of par times. During a specified time stage, competitors are challenged to achieve hits within a prescribed amount of time, sufficient in duration to give most competitors ample time to perform firing sequences with precision. Competitors may, without penalty, use all of the allotted time to make their shots.

All AR Matches other than the Basic are conducted on the basis of elapsed times. In elapsed time stages, competitors fire one at a time because shot timers used to track the pace of shots cannot distinguish between competitors firing concurrently. The advantage of elapsed time scoring is that it allows for a more precise measurement of competitor’s ability to fire accurate shots quickly.

2. POSITIONS AND RELOADS

All AR Matches call for shots and reloads in each of the firing positions most commonly used in defensive situations (dominant side standing, kneeling, and prone). The Basic and Classifier also call for shots from the opposite shoulder. The Basic also calls for shots in the sitting position. AR Matches other than the Basic also call for movement from standing to kneeling, standing to prone, and kneeling to prone.

3. AR MATCH TARGETS

In all AR Match stages at 100 yards or less, the AR-2 target is used for Basic, unless otherwise the range personnel feel their participants are more advanced and they may then opt to use the AR-1. The AR-1 shall be used for AR classifier and other advanced AR matches. In all AR Matches, any shot touching the boundary line of a scoring zone favors the competitor. (For a diagram of the AR-2 target and purchase information from the National Target Company, please see Appendix 1). NOTE: At the range's discretion, the 3GN target may be used in the advanced match.

4. TARGETS BEYOND 100 YARDS

At distances beyond 100 yards, steel or other reactive targets shall be used, if permitted by range rules. Such targets shall measure, if circular, no less than four minutes of angle diameter or, if angular, no less than four minutes of angle from the center of any side to the center of the opposite side. (For AR Match purposes, a minute of angle equals one inch for every 100 yards.) In no case shall such target exceed 24 inches in width or 36 inches in height.

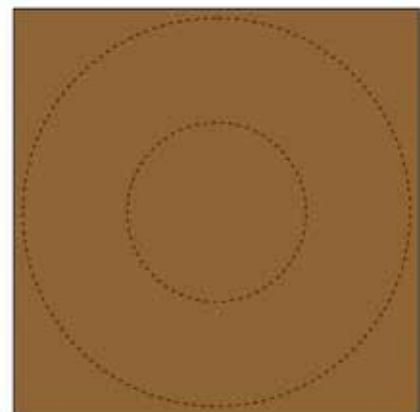
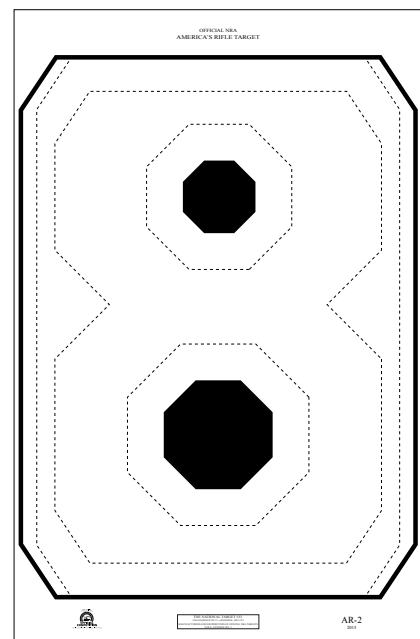
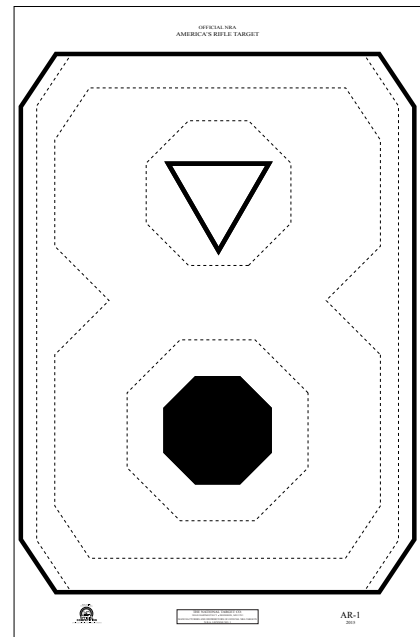
5. SCORING, AR MATCH (BASIC)

Targets are scored on the basis of five points for a hit in the lower A-Zone during Stages 1-8 and five points for a hit in the upper A-Zone in Stage 8; four points for a hit in the lower or upper B-Zone, two points for a hit in the C-Zone, and zero points for a miss or a shot not fired. Competitors with the most points in their respective rifle categories and classifications win.

6. SCORING, AR MATCH (ADVANCED) AND OTHER COURSES OF FIRE

a. Targets at 100 yards or less are scored on the basis of penalty “seconds” for shots landing outside the intended A-Zone. Shots landing in the upper or lower A-Zone are assessed no penalty seconds, each shot landing in the upper or lower B-Zone is assessed a one-second penalty, each shot landing in the lower C-Zone is assessed a three-second penalty, and each miss or shot not fired is assessed a five-second penalty.

b. Targets beyond 100 yards are scored on a hit/miss basis. The competitor may fire until he or she hits each target, within time limits



provided by match rules.

c. In all stages described in sub-paragraphs (a) and (b), the competitor's score is expressed as the number of seconds used to complete the stage. Each such stage shall have a maximum allotted time. Any target not hit within the allotted time is assessed a five second penalty. Competitors with the fewest "seconds" in their respective rifle categories and competitor classifications win.

7. STATE, REGIONAL AND NATIONAL CHAMPIONSHIP AR MATCHES

Such championships may be held only with the approval of the NRA, which has approval authority over such events' courses of fire. Applications may be submitted to the NRA by going to www.nratournaments.org or email NRA-ARMatch@nrahq.org.

8. INDIVIDUAL AND TEAM EVENTS

During the AR Match startup phase, it is limited to events in which people participate on an individual basis. However, NRA will evaluate the potential for team events, take suggestions from the field, and make decisions about team events, in other than the AR Match (Basic) and AR Match Classifier, going forward.

B. AR MATCH POSITIONS

1. DOMINANT SIDE

"Dominant side" means on the right side or with the rifle stock's butt plate in the right shoulder pocket, for a right-handed competitor, and the inverse for a left-hander. "Support side" or "support shoulder" means on the left side or in the left shoulder for a right-handed competitor and the inverse for a left-hander.

2. AT THE LOW READY

Regardless of the position (standing, kneeling, prone, etc.), the competitor is facing and looking downrange, the butt plate is in the shoulder, the muzzle is pointed safely downrange at approximately a



At the **low ready** for a right handed shooter. Note the rifle stock's butt plate in the right shoulder pocket.

45-degree angle to the ground, the finger is off the trigger and outside the trigger guard, and the rifle's mechanical safety is set to SAFE.

3. STANDING

a. **Freearm standing.**

Generally facing the target, with the support arm not resting upon the torso or hip.

b. **Arm rest standing.**

Typically facing at an angle to the target, with the support arm resting upon the torso or hip.



The **arm rest standing** position has the support arm resting upon the torso or hip.

4. KNEELING

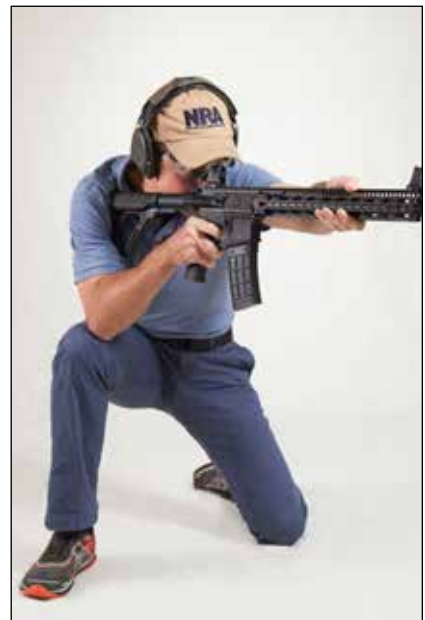
a. **Conventional kneeling.** The strong side knee is on the ground and the opposite knee is in the air. The torso may be upright or the support side arm may rest upon the elevated knee.

b. **Reverse kneeling.** The strong side knee is in the air and the opposite knee is on the ground. The torso may be upright or the strong side arm may rest upon the strong side leg.

c. **Double kneeling.** Both knees are upon the ground, the torso is upright, and neither arm rests upon either leg.



The **conventional kneeling** position has the strong knee on the ground.



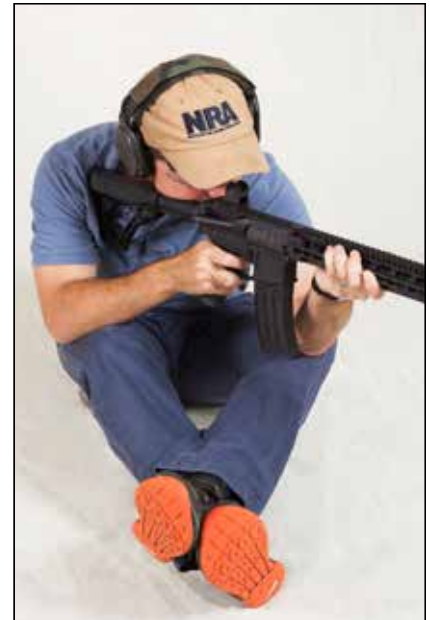
The **reverse kneeling** position has the strong knee in the air.



The **open leg sitting** position has both feet on the ground.



The **crossed leg sitting** position has the legs bent and crossed.



The **crossed-ankle** position has the legs extended towards the target.

5. SITTING

The posterior is upon the ground, with the elbows or triceps resting upon or against the legs:

a. **Open leg.** Both feet (or heels) are on the ground, the knees are bent at approximately a 45-degree angle upward, and the arms are resting upon the legs.

b. **Crossed leg.** The legs are bent and crossed, typically with the strong side leg underneath the opposite leg, with the arms or elbows resting upon the legs.

c. **Crossed-ankle.** The legs are extended toward the target, typically with the strong side ankle underneath the opposite ankle.

6. PRONE

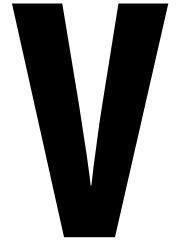
The torso is on the ground, in a line generally perpendicular to the target, with the head nearest to, and the feet farthest from, the target.



The **prone** position has the torso on the ground with the head towards the target.



COURSES OF FIRE



A. GENERAL

AR Matches are intended to develop and test defensive rifle skills in three ways. First, call for shots and reloads in the positions most often used in defensive situations (standing, kneeling, and/or prone). Second, call for shots at different distances, to test the competitor's ability to adjust their aim of their shot impacts to their sight zero. Third, because defensive shooting situations are varied and unpredictable, another goal of the AR Match is to help people develop the ability to adapt to unexpected defensive situations if they arise, AR Matches other than the Basic and Classifier do not depend on only one course of fire. Instead, the AR Match guidebook presents parameters from which match sponsors can build their own uniquely challenging courses of fire.

The parameters are intended to encourage innovation, while assuring that all AR Matches cover a comprehensive range of skills. AR Match sponsors are encouraged to use courses of fire intended to replicate foreseeable defensive shooting situations, and to avoid those intended only to be novel or to improve a particular shooting technique without a clear relationship to a foreseeable defensive situation.

B. AR MATCH (BASIC) COURSE (72-92 ROUNDS)

The Basic course of fire consists of eight mandatory stages and may additionally include one or more optional stages listed below, fired at 100 (or 50), 50, 25 and seven yards, on the AR-2 target. The mandatory stages call for shots and reloads in the firing positions most commonly used for defensive purposes, as well as additional shots in other positions, for purposes of familiarization. The optional stages call for shots fired while using a barricade for support or cover.

Each stage is conducted on a par time basis, with competitors taking positions on the firing line concurrently, in relays. Before time begins in each stage, the competitors, on command, shall assume the required firing position with rifles on SAFE and unloaded, with chamber flags inserted, held at the low ready, and await the commands to “Load and Make Ready.” After executing those commands competitors shall remain in position with rifles held at the low ready, awaiting the signal to fire.

Targets are scored and repaired after Stages 3 (or 3a), 5 (or 5a/b/c), and 8. In all stages, shots are to be fired to the lower A-Zone (eight-inch scoring zone). In Stage 8, there are also shots to be fired to the upper A-Zone. In all stages, a hit in the required A-Zone counts for five points, a hit in the B-Zone surrounding the required A-Zone counts for four points, a hit in the lower C-Zone counts for two points, and a miss or a shot not fired counts for zero points. Competitors with the most points in their respective rifle categories win.

For all stages except Stages 7 and 8, each competitor has one NRA AR-2 target. In Stages 7 and 8, competitors will divide into two groups: those originally on odd numbered targets and those originally on even numbered targets. The competitors originally on odd-numbered targets will go first. Each will fire on their original target and the even numbered target immediately to their right. The competitor will assume a position on the firing line such that the angle to each target is the same. After that group is finished, the competitors originally on even-numbered targets will fire. Each will fire on their original target and the target immediately to their left, assuming positions on the firing line such that the angle to each target is the same.

Note: If optional stages using barricades are included in the match, there is a five-point penalty for any shot striking a barricade.

100 OR 50 YARDS

Stage 1 — Prone, with Reload (Two five-round magazines.) — Fire five shots, reload, and fire five shots, all to the lower A-Zone. (Par Time: 40 seconds.)

Stage 2 — Sitting (Any) (One five-round magazine.) — Fire five shots to the lower A-Zone. (Par Time: 20 seconds.)

Stage 3 — Kneeling, with Reload (Two five-round magazines.) — Fire five shots, reload, and fire five shots, all to the lower A-Zone. (Par Time: 40 seconds.)

Optional Additional Stage 3a — Standing, Barricade Support (One five-round magazine.) Assume a standing position at the low ready, with feet behind the barricade. When time begins, place the support hand on the vertical edge of a tall barricade, and fire five shots to the lower A-Zone. (Par Time: 20 seconds.)

50 YARDS

Stage 4 – Kneeling, with Reload (Two five-round magazines.) – Fire five shots, reload, and fire five shots, all to the lower A-Zone. (Par Time: 40 seconds.)

Stage 5 — Prone, Support Shoulder (One five-round magazine.) — Fire five shots to the lower A-Zone. (Par Time: 20 seconds.)

Optional Additional Stage 5a — Standing, Barricade Support, Support Shoulder — The same as Stage 3a, except from the opposite side of the barricade, from the opposite shoulder.

Optional Stage 5b — Kneeling (Any), Barricade Support (One five-round magazine.) — Assume a kneeling position with both knees behind the barricade. When time begins, place the support hand on the vertical edge of the barricade and fire five shots to the lower A-Zone. (Par Time: 30 seconds.)

Optional Stage 5c — Kneeling (Any), Barricade Support, Support Shoulder — The same as Stage 5b, except from the opposite side of the barricade, from the opposite shoulder.

25 YARDS

Stage 6 — Standing, with Reload (Two five-round magazines.) — Fire five shots to the lower A-Zone, reload, and fire five shots to the upper A-Zone. (Par Time: 20 seconds.)

Aiming note: Due to sight-bore offset and trajectory, it will be necessary for a competitor with a 100-yard or 200-yard zero to aim slightly high (typically some amount less than two inches, depending on zero distance, muzzle velocity and sight-bore offset) at 25 yards.

7 YARDS

Aiming note: Due to sight-bore offset and trajectory, the competitor will have to aim approximately two inches high for a center hit at 7 yards.

Stage 7 — Standing, Non-Standard Response (One Ten-round magazine.) — Fire five shots to the lower A-Zone of each target. (Par Time: 10 seconds.)

Stage 8 — Standing, Center-High Drill (Two Six-round magazines.) — Fire two shots to the lower A-Zone and one shot to the upper A-Zone, alternating targets. Then reload fire two shots to the lower A-Zone and one shot to the upper A-Zone, alternating targets.

(Par Time: 20 seconds for Advanced & 30 seconds for Basic.)

Option: In states that arbitrarily limit magazine capacity, Stage 8 may be conducted with two six-round magazines, with a reload mid-stage.

C. AR MATCH CLASSIFIER COURSE (AR MATCH-C, 88 ROUNDS)

The AR Match Classifier Course is intended as an event in which newcomers can obtain their initial competitor classifications. To accommodate ranges that do not have barricades, the stages of the Classifier Course do not require barricades, though barricades are required in some of the additional classifier stages. Effective April 1, 2015, participation in an AR Match Classifier is required for participation in any state, regional, or national championship AR Match. The Classifier is fired at 50, 25 and seven yards on the AR-1 target.

Competitors' classifications will be updated as they participate in additional AR Match Classifiers, or in AR Matches, which must contain at least one stage from the AR Match Classifier or from the list of additional classifier stages. After initial classification, a competitor's classification is based upon scores in his or her six most recent classifier stages.

All stages are conducted on an elapsed time basis, one competitor at a time, with no one other than the competitor, RSO, and scorer forward of the ready line. Each competitor is reminded that, when moving between positions, they must keep the rifle pointed safely downrange, finger off the trigger, and have the rifle's mechanical safety on SAFE. Unless otherwise stated, all stages begin with the competitor standing at

the low ready, with the rifle on the dominant side, in a SAFE condition. Each competitor will have **two** AR -1 targets, at the same distance, separated by 15 feet, center-to-center. Targets are scored and repaired after Stages 4, 7 and 10.

In all stages, shots are called for in one or both A-Zones (the eight-inch zone in the center of the target and the scoring triangle in the upper portion of the target). Each shot landing in the required A-Zone is penalized zero seconds. Each shot in the upper B-Zone or the lower B-Zone (scoring area immediately outside the eight-inch A-Zone) is penalized one second. Each shot in the C-Zone is penalized three seconds. Each miss or shot not fired is penalized five seconds. Penalty seconds are added to the competitor's total elapsed time. The competitor with the lowest "time" wins.

50 YARDS

Stage 1 — Three-Position Accuracy Drill (One 10-round magazine.) — Fire two shots standing, three shots kneeling, and five shots prone, all to the dominant side target's upper A-Zone.

Stage 2 — Two-Position Speed Drill, with Reload (Two five-round magazines.) — Fire two shots standing, place the rifle on SAFE, then three shots prone, reload, and five shots prone, all to the opposite side target's lower A-Zone.

Stage 3 — Reverse or Double Kneeling, with Reload (One 10-round magazine.) — When time begins, assume a reverse or double kneeling position, fire five shots, reload, and fire five shots, all to the dominant side target's lower A-Zone.

25 YARDS

Stage 4 — Standing, Both Shoulders, with Reload (Two five-round magazines.) — Fire five shots to the lower A-Zone of the dominant side target, place the rifle on SAFE and reload. Then, while keeping the rifle pointed in a safe direction with the muzzle no less than 45 degrees relative to the ground and the finger off the trigger, switch to the support shoulder and fire five shots to the lower A-Zone of the opposite side target.

7 YARDS

Stage 5a — Standing, Non-Standard Response Drill (One 15-round magazine.) — Fire five shots to the dominant side target, five to the opposite target, and five to the dominant side target, all to the targets' lower A-Zones.

Stage 5b — Standing, Center-High Drill (One 15-round magazine.) — Fire three shots to the lower A-Zone and two shots to the upper A-Zone of each target, alternating targets, beginning with the opposite side target.

D. ADDITIONAL CLASSIFIER STAGES

As in the AR Match Classifier Course, each competitor has **two** AR-1 targets at the same distance, 15 feet apart, center-to-center. There is a five-second penalty for any shot striking a barricade.

50 YARDS

Three-Position Barricade Support Drill (One 10-round magazine.) — When time begins, place the support hand on the vertical edge of a tall barricade for support, fire two shots standing, three shots kneeling while again using the barricade for support, and fire five shots prone (use of the barricade for support not required) with both knees and one elbow behind the barricade (inside a fault line), all from around the strong side of the barricade, from the strong side shoulder, to the strong side target's lower A-Zone.

50 YARDS

Three-Position Barricade Support, Opposite Shoulder Drill (One 10-round magazine.) — When time begins, move the butt plate to the opposite shoulder, place the support hand on the vertical edge of a tall barricade for support, fire two shots standing, then three shots kneeling, again using the barricade for support, and fire five shots prone (use of the barricade for support not required) with both knees and both elbows behind the barricade inside the fault line, all from around the opposite side of the barricade, from the opposite side shoulder, to the opposite side target's lower A-Zone.

50 YARDS

Two-Position, Two-Side Barricade Support Drill (One 10-round magazine.) — When time begins, place the support hand on the vertical edge of a tall barricade for support, fire two shots standing, then three shots kneeling, again using the barricade for support, all from around the strong side of the barricade, from the dominant side shoulder, to the strong side target's lower A-Zone. Then, with the rifle on SAFE, pointed in a safe direction downrange, with the finger off the trigger, reload, then repeat the firing sequence from the opposite side of the barricade, from the dominant shoulder, to the opposite side target.

50 YARDS

Kneeling Movement Drill, With Barricade (Two five-round magazines.) — When time begins, assume a kneeling position with both knees behind the barricade (inside a fault line) and fire five shots around the strong side of the barricade, to the dominant side target's lower A-Zone. With the rifle on SAFE, pointed in a safe direction downrange, with the finger off the trigger, shift laterally as necessary to fire five shots to the opposite side target's lower A-Zone.

25 YARDS

Standing, Lateral Movement Drill, With Barricade (Two five-round magazines.) — Beginning with both feet behind the barricade (inside a fault line), fire five shots to the dominant side target's lower A-Zone. Step entirely behind the barricade (both feet inside a fault line), reload, and step laterally to the dominant side sufficient to fire five shots to the lower A-Zone of the opposite target.

7 YARDS

Standing, Non-Standard Response Drill, Opposite Shoulder (One 10-round magazine.) Beginning with the rifle in the support shoulder, fire five shots to the lower A-Zone of the opposite side target, followed by five shots to the lower A-Zone of the strong side target.

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E. AR MATCH (ADVANCED), AR MATCH CLASSIFIER, AND OTHER COURSES OF FIRE

1. FIRING POSITIONS

Stages shall be structured so that the majority of shots will be fired in strong side standing, kneeling, and prone positions.

2. POSITION CHANGES

There shall be stages designed so that the competitor will move, against the clock, from a standing position into a kneeling position, from a kneeling position into a prone position, and from a standing position into a prone position. This may be achieved by target, barricade, and firing line placement; by limiting the number of rounds loaded into the first magazine; by mandating the firing position used at the beginning of the stage; and by other means.

3. SHOTS FROM THE SUPPORT SHOULDER

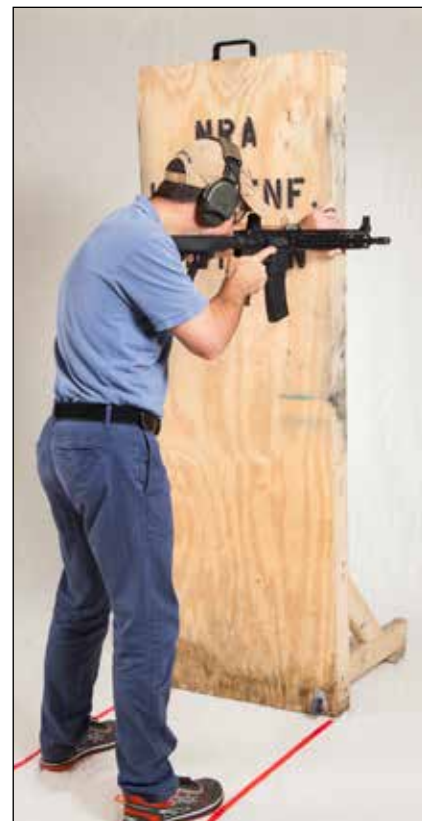
At least one stage shall be designed so that the competitor fires from the support shoulder in a standing, kneeling, or prone position. This may be achieved by target, barricade, and firing line placement; by mandating the firing position used at the beginning of the stage; and by other means. Such shots shall not exceed 10 percent of the required round count in the match.

4. RELOADS

There shall be stages designed so that the competitor will reload in each of the dominant side standing, kneeling, and prone positions. This may be achieved by the same means described in paragraph 2, above. Range rules may require that the rifle be pointed downrange or in another safe direction while being reloaded. See paragraph 13(e), concerning reload-related procedural penalties.

5. FIRING DISTANCES

Range rules permitting, matches that have a maximum distance of 100 yards shall have shots fired at 100, 40-70, 15-35, and 7-10 yards, those with a maximum distance of 50 yards shall have shots fired at 50, 15-35, and 7-10 yards, and targets may also be placed at other distances.



The **barricade** is a good choice for the support shoulder course of fire requirement.

6. TARGET DESIGNATIONS

a. "Shoot targets" are those upon which the competitor is intended to fire.

b. "No-Shoot" targets shall be marked with a clearly discernible "X" across the main portion of the target. The "X" must be visible when viewing the lower A-Zone from any firing position where the target is visible to the competitor. A no-shoot target that is obscured by a shoot target must be positioned so that a hit in the required A-Zone can be made without striking the no-shoot target.

c. Any static target requiring hits must have one half of the lower A-Zone or the entire upper A-Zone visible to the competitor from at least one available firing position.

d. A "disappearing" target is a moving target the A-Zone of which is partially obscured after the target stops moving.

e. A "hard cover" target is one the entire lower portion of which has been blackened. Shots into the blackened area, or into barriers designated as hard cover, do not score.

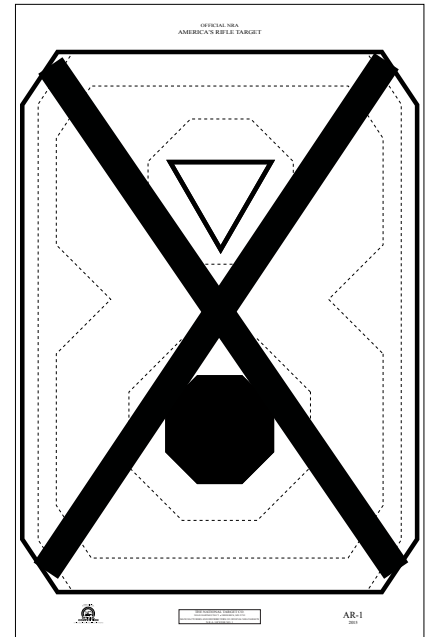
7. ROUND COUNTS

There is no limit on the number of shots a competitor may fire on a target or for the stage, but a maximum allotted time may be assigned to each stage. If multiple strings are shot on the same target(s), the target(s) must be taped between strings to facilitate accurate scoring. A stage description cannot require a specific order in which to engage targets.

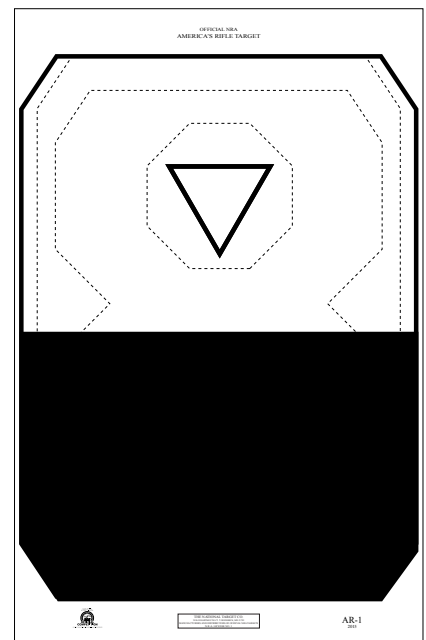
All targets may be shot as they become visible, while making proper use of cover. The course of fire for a stage shall call for the same number of hits on each target, except that one target per stage can call for a different number of hits, provided that such target is clearly identified.

8. MOVING TARGETS

Any such target that must be activated to begin moving after the start signal must be initiated by the start signal or by the competitor.



"No-Shoot" targets must be marked with a clear "X" signifying it as such.



"Hard cover" targets have a blackened lower portion. Shots into this area do not score.

9. HITS ON NO-SHOOT TARGETS

Such hits are penalized 10 seconds per target hit.

10. MULTIPLE-TARGET HITS

A bullet that strikes multiple targets will be scored for each target it hits. If a bullet strikes a target at an angle, hits count for any shot that makes a hole less than one inch long.

11. BARRICADES

When a barricade is used, competitors shall assume a firing position where both feet are reasonably behind the barricade. Where use of the barricade is allowed, competitors shall safely step back from the barricade to transition into other positions, such as standing to kneeling, being careful not to strike the barricade with the firearm.

12. WALK-THROUGH

Every stage begins with a walk-through, during which the course description and instructions are given, all targets are identified, and any moving targets are activated for demonstration. Competitors are not allowed to rehearse a stage during the walk-through.

13. PROCEDURAL PENALTIES

Each procedural violation is penalized five seconds per target. There are no warnings for violations. Procedural violations include:

a. **Failure to use cover.** The stage briefing must inform competitors which targets must be shot from positions of cover. Fault lines shall be used to indicate where a competitor must assume a firing position to be considered behind “cover.” While firing required shots from cover, if any portion of the competitor’s body is touching the ground outside of the fault line, the competitor shall receive one procedural point per shot fired.

b. **Fault lines.** No part of the competitor’s body may touch the ground outside of a fault line when firing a shot.

c. **Premature start.** A competitor who moves before the start signal shall be assessed a procedural penalty, unless the competitor moves back to the start position before the start signal.

d. **Reloads.** In-battery reloads may be performed only from behind cover. All other reloads must be performed only when the chamber and magazine of the rifle are empty. This rule does not apply to a competitor who reloads while clearing a malfunction.



Competitors should know which targets must be shot from positions of cover.

e. **Firing on the move.** If a stage description calls for a Shoot Target to be engaged while the competitor is moving, the competitor shall incur a Procedural Penalty for engaging that target unless he/she is moving when all shots are fired. "Moving" is defined as at least one of the competitor's feet moving forward, backward, or laterally as the shots are fired.

14. SANCTIONING AN AR MATCH

To sanction an America's Rifle Match, follow these guidelines:

a. **An Approved Match** - All NRA safety rules apply, and a match program must be submitted online using the link below.

b. **A Registered Match** - Have a minimum of 4 stages for Advanced matches, with a minimum total of 50 rounds. For Basic matches, the minimum of 8 mandatory stages is required (72-92 rounds). All NRA safety rules apply, and a match program must be submitted online.

Sanction your match online at:

<http://competitions.nra.org/tournaments/>

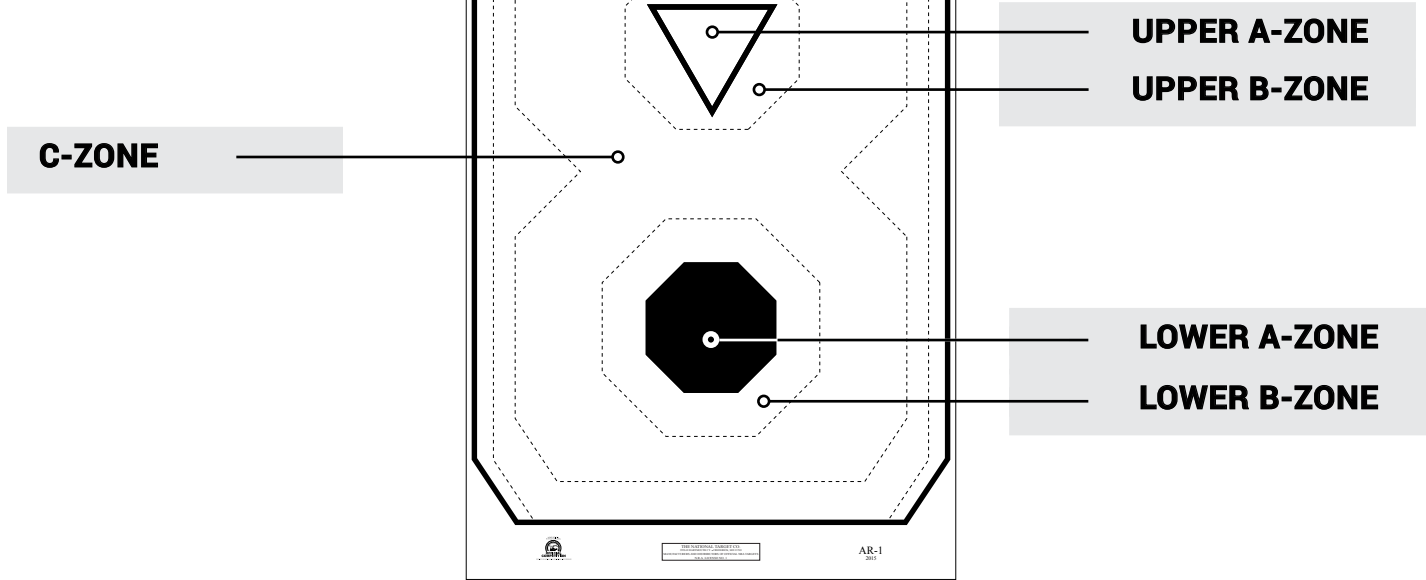
Be sure to submit your sanctioning application in advance so it can be listed in the *Shooting Sports USA* events list for the following month.

These events can be found at <http://www.ssusa.org/>

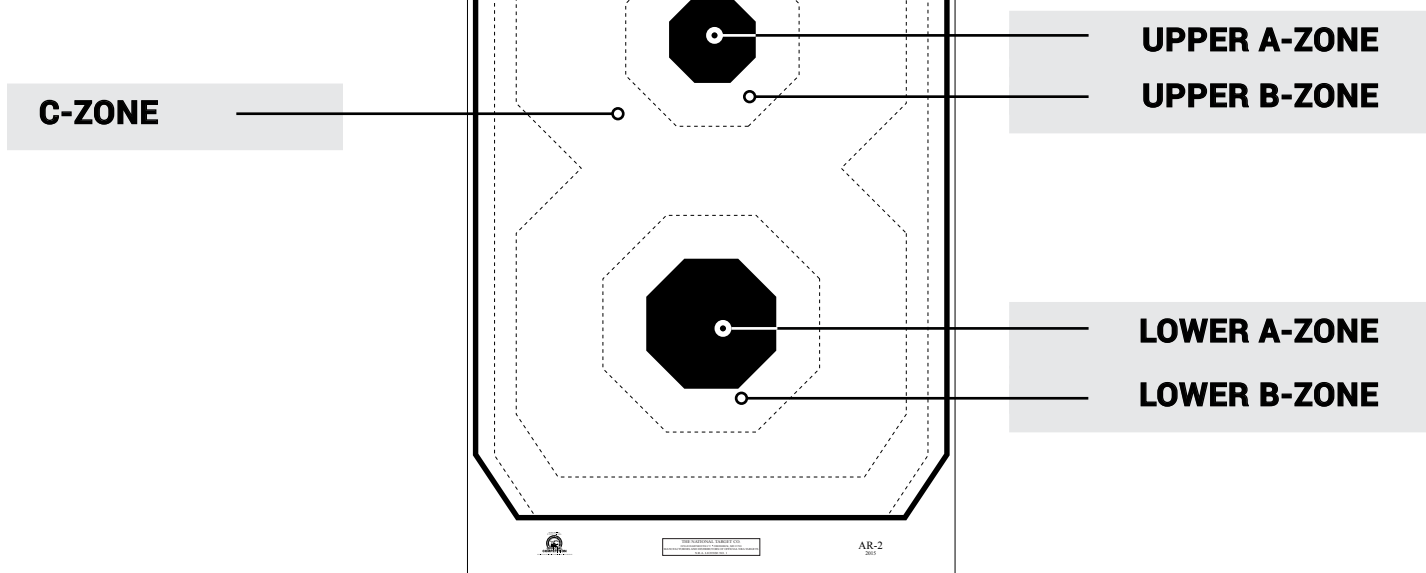


APPENDIX 1: AR MATCH TARGETS

AR—1 TARGET



AR—2 TARGET



For target info, please contact:
The National Target Company
3958-D Dartmouth Court
Frederick, MD 21703

Phone: 301-874-4767 or
1-800-827-7060
Fax: 301-874-4764
www.nationaltarget.com

Email: targetguy@netzero.net
For information regarding future target
vendors, please visit our website at
<http://arm.nra.org>

APPENDIX 2: NEWS RELEASE TEMPLATE

Subject: NRA America's Rifle Match (ARM) conducted at *local shooting range*:

Select one: Basic ARM _____ ARM Classifier Event _____ ARM _____

Where: _____

When: _____

Number of Participants: _____ Adults: _____ Juniors: _____

Sponsor (if applicable): _____

Winners (by skill class and rifle type): _____

NRA AMERICA'S RIFLE MATCH SUMMARY

The National Rifle Association's America's Rifle Match (AR Match), presented by Daniel Defense is a competitive marksmanship program designed to develop and test defensive rifle skills with modern, general purpose rifles, such as the AR-15. Americans own approximately five million AR-15s, with the number increasing significantly each year.

The AR Match is designed for competitors of all skill levels, and can be conducted on just about any rifle range in the country. Included are categories for Iron Sights, Optics Limited, and Optics Open rifles. Competitors will shoot from a variety of positions at multiple distances, and will often move between positions. The AR Match is designed so that people can compete with the rifles they have at home for defensive purposes.

While the fundamentals of marksmanship are the same as they have ever been, defensive rifle skills and equipment have evolved over time. America's Rifle Matches are envisioned as the modern-day equivalent of shooting events the NRA introduced in the late 19th century, to improve defensive rifle skills as they were understood at the time.



APPENDIX III: DEFINITIONS

1. RIFLE CONDITIONS

Rifle Conditions indicate the degree to which a firearm is prepared for firing. In all Rifle Conditions, the rifle's mechanical safety is set to SAFE. To prepare a rifle for firing in an AR Match, the competitor will, on command from the CRSO or RSO, begin with the following rifle conditions:

a. **SAFE** means that the rifle's mechanical safety is set to SAFE, there is no detachable magazine inserted into a detachable-magazine rifle (or, if applicable, there is no ammunition in the fixed magazine of a fixed-magazine rifle), there is no ammunition in the chamber, and the bolt is closed to hold the empty chamber flag in place.

b. **“Load and Make Ready”** means that the rifle's mechanical safety is set to SAFE, and the empty chamber indicator flag is removed. The magazine is then inserted into the detachable-magazine rifle (or, if applicable, there is ammunition in the fixed magazine of a fixed-magazine rifle), chamber a round, and again verify that the safety is set to SAFE.

c. **“Shooter(s) Ready”** means verify that the rifle's mechanical safety is on SAFE, the detachable magazine is in the detachable-magazine rifle (or load ammunition into the fixed magazine of a fixed-magazine rifle), and the shooter is in the proper start position for the string of fire.

d. **“Stand By”** means that the rifle's mechanical safety is set to SAFE, the rifle's detachable magazine is inserted into the rifle (or if applicable, the rifle's fixed magazine is loaded with ammunition), and the bolt is forward, with a round of ammunition in the chamber. Competitor is ready for start signal/sound to begin start of fire.

2. “LOAD”

To load means that the competitor, having assumed the required position (standing, kneeling, prone, etc.) on command of the CRSO or RSO, verifies that the rifle's mechanical safety is on SAFE. The competitor then inserts a detachable magazine into a rifle (or, if applicable, charges a fixed magazine with ammunition), chambers a round, and again verifies that the safety is on SAFE.

3. “CEASE FIRE” OR “STOP”

Means to stop firing, remain in position, keep the muzzle pointed downrange, remove the finger from the trigger, place the rifle's mechanical safety on SAFE, repeat the command loudly to ensure other competitors hear, and await additional commands from the CRSO or RSO.

4. “UNLOAD” AND “SHOW CLEAR”

a. **“Unload”** means to keep the rifle pointed safely downrange with the finger off the trigger, verify that the rifle's mechanical safety is on SAFE, remove the detachable magazine (or unload the fixed magazine), and clear the chamber of ammunition. When the command to “Unload” is given, the competitor shall perform this task before changing position.

b. **“Show Clear”** means that the competitor shall show to the CRSO or RSO that the rifle's mechanical safety is on SAFE, the detachable magazine has been removed from the rifle (or, as applicable, the fixed magazine has been cleared of ammunition), and there is no ammunition in the chamber. Upon the command “flag” from the CRSO or RSO, the competitor shall insert the chamber flag into the chamber and close the bolt, holding the flag in place.

5. “THE LINE IS SAFE”

All rifles have been unloaded and placed on SAFE, magazines removed, and empty chamber flags inserted with the bolt forward to hold the flags in place; the CRSO or RSO have verified the line and competitors may depart the firing line.

6. “THE RANGE IS COLD”

This means that the line is safe and people may move about the range, but rifles may not be handled while anyone is forward of the firing line. Competitors may carry the rifle with the sling over the shoulder and across the back, with the muzzle down and controlled at all times. An empty chamber flag must be inserted and bolt forward to hold the flag in place.

7. “EYES AND EARS”

The range is about to go hot, and eye and ear protection will be worn.

8. “THE RANGE IS HOT”

Competitors are on the firing line, firing is about to begin, non-authorized persons are behind the ready line, and eye and ear protection is in place for all.

9. “PAR TIME”

Refers to a stage being completed within a specified amount of time. An example of five shots fired in 20 seconds shows the par time of 20 seconds. These times are typically achievable without any advanced techniques. The par time is provided as incentive to complete levels faster but with safety and skill.



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