

NCRR

Tactical Shotgun Range Rules

1. RANGE OPERATORS

1.1. Match Director (MD) – The MD is responsible for match notification, stage design, setup and teardown, and is overall responsible for the operation of the match. The MD may also act as an RSO.

1.2. Range Safety Officers (RSO) – Range Safety Officers are responsible for the safe operation of the range and participants during a match.

1.3. Score Keeper – The score keeper will keep track of all shooter's scores and notify the next 2 shooters to shoot in each stage. The score keeper can be a trained volunteer that is not a RSO.

2. SAFETY RULES - These rules are established for NCRR Tactical Shotgun

2.1. It is the competitors' responsibility to read and understand the rules set forth by these range rules and agree to be subject to these rules while participating in an event.

2.2. All NCRR Tactical shotgun matches shall be run on COLD RANGES.

2.2.1. COLD RANGE (definition): Competitors' firearms must remain unloaded at the event site except under the direct supervision of an event official at the shooting line.

2.3. Designated Safe Areas

2.3.1. The Safe Areas shall be clearly marked with signs. Unloaded firearms may be handled and/or displayed in Safe Areas only.

2.3.2. Ammunition and loaded firearms must not be handled in any Safe Area. This includes loaded magazines and live or dummy rounds.

2.4. Shotgun carry to the range and between stages

2.4.1. Hand carried shotguns must be carried muzzle up or down with the chamber open and a chamber flag in the chamber. Shotguns may be transported securely fastened to a cart muzzle down with a chamber flag inserted in the chamber.

2.4.2. Shotguns carried between stages must be transported with muzzle up or down, with an inserted chamber safety flag. Actions can only be "closed" on an inserted chamber safety flag when moving between stages. Transport of shotguns securely fastened to a cart as in para. 2.4.1 are also allowed.

2.5. Loaded with Safety Engaged

2.5.1. Any shotgun with a manual safety must have it FULLY engaged to satisfy the loaded on safe rule.

2.5.2. Empty Chamber and Empty Magazine or "Shotgun Feeding Tube"

2.5.3. Empty chamber with no live rounds in feed tube, on lifter, and with the magazine removed (if used).

3. RANGE COMMANDS AND PROCEDURES

3.1. "RANGE IS HOT, EYE AND HEARING PROTECTION ON" The range is now hot and eye and hearing protection is required to be on.

3.2. "LOAD AND MAKE READY" or "MAKE READY" depending on the course of fire. The course of fire begins with the "Make Ready" command and ends after the "Range is Clear" command.

3.2.1. The RSO will give the "Load and Make Ready" command signifying the start of the Course of Fire and will then direct and supervise the competitor through the process of preparing and positioning all "staged" firearms. The RSO will then accompany the competitor to the start position and direct the competitor to prepare the firearm to be initially used on the stage, prior to assuming the ready position.

3.3. "SHOOTER READY-STANDBY": After the competitor has loaded and staged their firearm for the course of fire, the RSO will accompany him to the start position. The RSO shall then issue the commands "Are You Ready" followed shortly by "Standby" and the activation of the timer.

3.3.1. The lack of any negative response from the competitor after being issued the "Are You Ready?" command indicates that they fully understand the requirements of the course of fire and are ready to proceed. If the competitor is not ready, they must state "No" or "Not Ready". It is suggested that when the competitor is ready they should assume the required start position to indicate their readiness to the RSO.

3.4. "STOP": Any RSO assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving, and wait for further instruction from the RSO.

3.4.1. In the event that an RSO terminates a course of fire due to a suspicion that a competitor has an unsafe firearm or unsafe ammunition (e.g. a "squib" load), the RSO will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The RSO will then inspect the firearm or ammunition and will proceed as follows:

3.4.1.1. If the RSO finds evidence that confirms the suspected problem, the competitor will not be entitled to a re-shoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded up to the last shot fired, and the course of fire will be scored "As Shot", including all applicable misses and penalties.

3.4.1.2. If the RSO discovers that the suspected safety problem does not exist, the competitor will have the option to re-shoot the stage.

3.5. "IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR": If the competitor has finished shooting, they must lower their firearm and present it for inspection by the RSO with the muzzle pointed downrange, magazine removed or tube emptied, slide/bolt locked or held open and chamber empty.

3.6. "IF CLEAR, SAFETY ON, CHAMBER FLAG IN": - After the unload and show clear command, the shooter must engage the safety, and put in a chamber flag. The action may remain open or closed on the flag.

3.7. "THE RANGE IS CLEAR". This declaration signifies the end of the course of fire. Once this declaration is made, officials and competitors may move downrange to score, paste, reset, and paint targets.

3.8. Default Start Position. The competitor assumes the start position as specified in the written stage briefing. Unless otherwise specified for a shotgun start, the competitor must stand at "High Port" which is defined as; standing erect and relaxed, with the firearm held in both hands, stock touching the competitor's belt, at hip level, muzzle pointing upward at or above eye level and with the finger out of the trigger guard. Different stages may require the "ready position" to be prone, kneeling, sitting or as otherwise stated in the course of fire.

3.9. Shotgun: Bolt locked back OR chamber safety flag inserted. Shotguns must be carried Muzzle Up/down when exiting the "Range Is Clear": This command shall be issued only after briefing. A course of fire may permit a competitor to start a stage with a shotgun mounted into the shoulder and pointing towards targets. The competitor shall not touch or hold ammunition or a loading device after the Standby command and before the Start Signal.

3.10. Definition of "supported" shotgun: that description or term is defined as when any part or the competitor's body and or their shotgun touches, rests or comes in contact with any stage prop, object or the ground during the course of fire. Prone is considered a supported position.

3.11. Definition of "unsupported" shotgun: that a competitor's body and or their shotgun shall not touch, rest or come in contact with any stage prop or object during the course of fire. Furthermore, the competitor may modify their body position (bend, kneel, sit, stand) with adherence to fault line or detailed stage description. In the unsupported position a competitor's body part may come in contact with a fault line but not exceed its boundaries. (See Rule 5.1)

4. SCORING

4.1. Scoring per stage will be total time plus penalties (in seconds)

- Miss on a Flying Clay +5 seconds added to your raw time
- Miss on Any Target +5 seconds added to your raw time
- Spinners: +30 seconds for the small spinner and + 60 seconds for the large spinner added to your raw time
- Fail to Engage a Target +10 seconds (this includes the miss) added to your raw time
- Hit on a No Shoot +10 seconds added to your raw time

- Procedural +10 seconds added to your raw time
- All non-static steel MUST fall to be scored
- A clay pigeon must have evidence of penetration by at least one pellet and showing light through a visible hole in order to be recognized as a hit. A clay knocked off of a stand with no visible hole is scored as a miss
- A target that is knocked down or broken by a ricochet must be engaged with at least 1 round to be considered a hit.

5. PROCEDURAL PENALTIES

5.1. Additional 5 Seconds: Foot faults, a competitor who fires shots while any part of their body is touching the ground or while stepping on an object beyond a Shooting Box or a Fault Line, or who gains support or stability through contact with an object which is wholly beyond and not attached to a shooting Box or Fault Line, and/or have any part of the body in contact with a rope fault line will receive one procedural penalty for the first shot fired. Any subsequent shots fired after the first will also incur an additional 5 seconds with a maximum of 15 seconds.

5.2. Additional 10 Seconds: Shall be assessed for failing to follow stage procedures.

5.3. Additional 10 Seconds: Before the Start Signal, no more than 9 Rounds total loaded in the shotgun and the competitor cannot have any ammunition in their hands. (The 9 round total does not apply to OPEN class shotgun). If determined that a shooter started with more than 9 rounds, in addition to the penalty he/she will be bumped to the open class and all scores will be recorded as such.

5.4. Additional 10 Seconds: Shall be assessed for failure to start in the default starting position as defined in the prior rules.

5.5. Additional 10 Seconds: Shall be assessed to any shooter who coaches another shooter during the course of fire. Examples are, but not limited to, calling out target directions, spotting information, shooting instructions etc.

5.5.1. If the individual providing the coaching is not a competitor, the RSO shall have the discretion to eject the non-competitor from the stage.

6. DISQUALIFICATIONS

6.1. A Disqualification (DQ) will result in complete disqualification from the event and the competitor will not be allowed to continue. The competitor will not be eligible for prizes. Furthermore: in the event a competitor commits a safety violation and the RSO or Staff does not immediately stop the competitor, the delay is NOT grounds to arbitrate any action taken by the RSO or staff. For example, but not limited to this example, a competitor breaks the 180 and continues to proceed through the stage and finishes the stage. The RSO or staff can and shall impose the appropriate sanction(s). The fact that the competitor was not immediately stopped does not negate their prior action or conduct. Any RSO or Staff member that witnesses a violation can issue a sanction. It does not have to be seen by the RSO holding the timer. Disqualifications will be issued

by the RSO, or Match Director (MD).

6.2. Safety violations shall not be subject to arbitration. Disqualifications will apply for the following violations:

6.3. Negligent Discharge: A competitor who causes a negligent discharge must be stopped by an RSO as soon as possible.

6.3.1. A Negligent Discharge is defined as follows: A shot which travels over a backstop, a berm, or in any other direction deemed by the event organizers as being unsafe.

6.3.2. A shot which strikes the ground less than 10 feet from the competitor, except when shooting at a target closer than 10 feet to the competitor. The shooter will be stopped. The position the shooter was in will be marked as well as the impact point. Until a ruling is made no one shall walk the stage or the area where the violation occurred.

6.3.2.1. Exception: A projectile or shot which strikes the ground within 10 feet of the competitor due to a "squib" shall not be subject to rule 6.3.2

6.3.2.2. If the RSO determines that the projectile or shot would have struck the ground within 10 feet of the competitor had it not been deflected or stopped by a prop, the provisions of rule 6.3.2 will apply.

6.4. Any discharge of a firearm while not shouldered will result in an automatic disqualification.

6.5. A competitor shall be disqualified for dropping or losing control of a firearm, whether loaded or unloaded at any time after the "Make Ready" command and before the "Range is Clear" command. This includes any firearm, loaded or unloaded, that falls after being grounded during the course of fire.

6.5.1. Exception: Dropping an unloaded firearm before the "Make Ready" command or after the "Range is Clear" command will not result in a disqualification, provided the firearm is empty and retrieved safely by the shooter or range official.

6.6. A competitor shall be disqualified for abandoning a visible firearm anywhere other than in a designated area/container. NCRR defines abandoning a firearm as: 1) the competitor does not have physical control of the firearm.

6.7. A competitor shall be disqualified for allowing the muzzle of a firearm to break the 180 degree Safety Plane at any time.

6.8. A competitor shall be disqualified for unsportsmanlike conduct, which includes, but is not limited to cheating.

6.8.1. Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties.

6.8.2. Altering or falsifying score sheets or digital scoring devices.

6.8.3. Altering the configuration of firearms to gain advantage.

6.8.4. Altering the course of fire. (i.e., moving props and or targets) This includes, but is not limited to, the repositioning or altering of targets, no-shoots, barriers, barrels, walls, tables, grounding containers, fault lines, painted markings, banners, trees, bushes or anything else deemed by match officials to create an unfair advantage.

6.8.5. Using abusive language and/or hostile behavior toward a competitor, RSO, Match Director, or match Staff. Disqualification for this type of conduct shall result in immediate ejection from the match venue property.

6.9. Use of steel shot, slugs, or bird shot other than 7 1/2 to 9 is a Safety Violation and will result in a DQ.

6.10. Any competitor found with a loaded chamber not under the direct supervision of a RO will be DQ'd

6.11. A competitor found to be impaired and deemed unsafe as a result of drugs, legal or otherwise, or alcohol.

6.12. Allowing the muzzle of any firearm to point at any part of the competitor's body (i.e. sweeping) during a course of fire.

6.13. Failure to submit to an inspection of any and all equipment used during a match to see if the equipment is in compliance with the established rules.

7. SHOTGUN - GENERAL

7.1. The firearm used by participants must be serviceable and safe. RSOs may demand examination of a participant's firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by an RSO, it must be withdrawn from the event until the item is repaired to the satisfaction of the RSO.

7.2. If a participant's firearm becomes unserviceable during competition, that participant may replace his/her firearm with another of the same model, gauge, and sighting system approved by the RSO or MD or his designee. In the event that a firearm in the same model, gauge, and sighting system cannot be found, the shooter may use any available firearm but may also be moved to another division depending on the type of replacement firearm used. All replacement firearms must be approved by the RSO or MD or his designee.

7.3. For purposes of this ruling, a "firearm" consists of a specific gauge, receiver, barrel, stock, and sighting system combination.

7.4. The same firearm system shall be used during the entire event.

7.5. Participants shall not reconfigure any firearm during the course of the entire event (i.e.

change gauge, barrel length, shotgun magazine tube length, sighting systems or stock style.) This will be considered Unsportsmanlike Conduct. Note: Shotgun choke changes are allowed.

8. SHOTGUN SPECIFICATION PER DIVISION - Shotguns must be 20 gauge or larger.

8.1. Open Class Shotgun - No limitations on accessories. Barrel length may not be changed for the duration of the event. Shotgun speed loaders are allowed in Open division.

8.1.1. Shotgun speed loaders must be the new type, or modified old style with primer relief cut.

8.1.2. Use of old style shotgun speed loaders without the primer relief cut will result in disqualification.

8.2. Semi Auto Class Shotgun - Shotguns must be of a factory configuration with minor modifications.

8.2.1. Conventional tubular magazine fed shotguns, only, allowed in this division. Barrel length may not be changed for the duration of the event. Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.

8.2.2. No electronic or optical sights are allowed on shotguns in this division.

8.2.3. No shotgun supporting devices (i.e. bipods, etc.) are allowed in this division.

8.2.4. No compensators or porting on barrels or chokes allowed in this division.

8.2.5. No shotgun speed loaders are allowed in this division.

8.2.6. No shotgun in this division may start a stage with more than 9 total in the shotgun.

8.2.7. Tube extensions, match savers, fiber optic sights, and other similar devices are allowed in this division.

8.3. Pump Class Shotgun

8.3.1. Conventional tubular magazine fed PUMP shotguns, only. Shotguns must be of a factory configuration with minor modifications.

8.3.2. Barrel length may not be changed for the duration of the event.

8.3.3. Internal modifications are allowed providing the modifications do not alter the original configuration of the shotgun.

8.3.4. No electronic or optical sights are allowed on shotguns in this division

8.3.5. No compensators or porting on barrels or chokes allowed in this division. No shotgun speed loaders are allowed in this division No shotgun in this division may start a stage with more than 9 rounds total in the shotgun.

8.3.6. Tube extensions, match savers, fiber optic sights, and other similar devices are allowed in this division.

9. SHOTGUN LOADING SYSTEMS

9.1. Shotgun loading systems can be removed and abandoned during the course of fire.

10. AMMUNITION

10.1. Shotgun ammunition shall be 20 gauge or larger, 7 1/2 to 9 shot size. Steel shot or slugs are specifically not allowed. Use of steel shot or slugs is a safety violation and the competitor is subject to DQ.

10.2. Live rounds dropped by a shooter during the COF can be retrieved prior to the last shot fired in the COF.

10.3. Magazine or other loading devices dropped by a shooter during the COF can be retrieved prior to the last shot fired in the COF.

11. APPEALS

11.1. Decisions on Rules and Scoring are initially made by the stages' RSO.

11.2. If the competitor indicates they want to appeal the RSO's decision, the MD will be called to make the final ruling in the matter. Safety violations are not subject to arbitration.

12. RE-SHOOTS

12.1. Re-shoots will be issued by the MD. The competitor will be given the choice to re-shoot immediately or have their position moved to the bottom of the shooting order and will be the last to complete the course of fire for that squad. However, if a reshoot is issued after the competitor has left the stage in question, the reshoot will take place under the direction of the MD at a time specified by the MD.

12.2. If a stage has not been completely reset prior to the issuance of the start signal or if a target falls on its own after the start signal, the RSO shall stop the competitor as soon as possible. The competitor will then be required to re-shoot the course of fire once it has been reset.

12.3. Range equipment failure can include the timer. If at any time prior to the final scores being posted, it has been determined by the RSO, that the timer, for any reason, failed to record the last shot, the competitor must re-shoot the stage.

13. CONDUCT

13.1. A signed score sheet may not finalize your score. If discrepancies arise prior to the time final scores are announced, the RSO will, with your notification, take whatever steps necessary to rectify and correct any such problem. Including, but not limited to re-shoots.

13.2 In the event a competitor calls for arbitration he/she shall be the ONLY person permitted to be present (other than match staff) during the arbitration. If the

competitor is a Junior, one other person may be present as an advisor. No arbitration will be conducted in public or in the presence of non-involved competitors.

13.3. Failure to follow ALL venue rules, to include conduct, language, will result in a match DQ. The "I did not get stopped by the RSO" defense shall not be considered.

13.4. A rule violation is not negated because an RSO or Match Staff did not immediately stop the competitor.

13.5. Any RSO, Match Staff, or MD can issue a violation they observe.

13.6 NCRR Tac Shotgun reserves the right to make modifications to the rules as necessary. It is the responsibility of the competitor to check the rules for updates.