

**SELECTIVELY EXTRACTED from NRA PRECISION PISTOL RULEBOOK as of MARCH 2016  
for CCPL RANGE OFFICER USE**

## **CHAPTER 5 - POSITIONS**

**5.1 The Ground** - All references to "the ground" in the following position rules are to be constructed as applying to surface of the firing point floor.

**5.2 Artificial Support** - Artificial support is defined as follows:

- a) Any supporting surface, except the ground, not specifically authorized for use in the rules for the position prescribed.
- b) Any glove on the shooting hand.
- c) Any garment which can be interpreted as providing artificial support.
- d) Any band on the shooting arm (includes wrist watches) that are within two (2) inches of the wrist joint. The term artificial support shall not apply to the "tennis elbow" type strap or band if worn on the forearm no closer than two inches from the wrist or elbow joint. This rule recognizes that such a strap or band merely allows a competitor to compete up to their normal ability and offers no advantage to a shooter with no physical problems.
- e) Other devices which can be interpreted as artificial support. (See Rule 3.18). Use of artificial support is prohibited except as individually authorized for a physically disabled shooter. (See Rule 5.5)

**5.3 Ready Pistol Position** - The gun held in a safe forward position with the trigger finger outside the trigger guard.

**5.5 Firing Position** - Standing, gun held in one hand only, the other hand being used in no way to support the gun; all portions of the shooter's clothing, body and gun clear of artificial support. Competitors will take their position at their numbered firing point in such manner as not to interfere with competitors on either side. No portion of the shooter's body may rest upon or touch the ground in advance of the firing line.

## **CHAPTER 8 - TIME LIMITS**

**8.1 Computing Time** - When rotating targets are used time is taken for the period during which the target is fully exposed. Time is not checked on each individual shot but is computed on the indicated allowance for each five-shot string depending on the type of fire being conducted, except slow fire may be fired in 10-shot strings. The signal to commence firing may be given orally, by whistle or by having the targets turn. Shots fired when targets are turning will be scored in accordance with Rule 14.3.

**8.4 Passage of Time** - Range Officers will not voluntarily warn competitors of the passage of time. Competitors and Team Captains in team matches may inquire of Range Officers as to the time remaining before expiration of the time limit. The request for time and the response shall be given in a tone which will not disturb other competitors.

## **CHAPTER 9 - TOURNAMENT CONDITIONS**

**9.1 Changing Pistols** - Competitors are to use the same pistol during single stage matches, i.e., Slow Fire, Timed Fire, Rapid Fire and NMC (a single match). If a pistol becomes disabled at any time and is designated as such by the Chief Range Officer, all shots fired up to the time the claim is made will stand as part of the official score. Any disabled claim must be made immediately. The exchange of barrels, detachable weights etc. shall not be restricted. (For timed and rapid fire see rules 9.5, 10.9, and 10.10.) **9.4 Defective Cartridge** - A defective cartridge is one:

- a) Which has such evident structural defect as to cause a misfire or to cause a pistol to fail to function
- b) Which does not fire
- c) From which the bullet has not left the barrel (No claim for a defective cartridge shall be allowed if bullet has left the barrel.) (For procedure in case of a defective cartridge see Rules: 9.4, 10.9 and 10.10. For re-firing privileges see Rule 9.14.)

**9.5 Disabled Pistol** -A disabled pistol is one:

- a) That cannot be safely aimed or fired
- b) That has suffered damage so it cannot be fired or will not function properly
- c) That has suffered the loss of a sight or damage to the sights. The fact that sights are improperly adjusted does not constitute disablement. A pistol once declared disabled by the Range Officer

NOTE: CCPL MODIFICATION Rule 9.5
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shall not again be used for competitive firing until the defect has been corrected and until the pistol has been ruled as safe by the Chief Range Officer. (For procedure in case of a disabled pistol see Rules 10.9 and 10.10. For re-firing privileges see Rule 9.14.)

**9.6 Malfunction** - Failure of the pistol to function properly due to mechanical defects or to defective ammunition. Functional failures due to improper manual operation are not to be considered as malfunctions. (For procedure in case of a malfunction see Rules 10.9 and 10.10. For re-firing privileges see Rule 9.14.)

NOTE: CCPL MODIFICATION Rule 9.6
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**9.9 Competitor's Position** - Competitors will take their positions at their numbered firing points in such manner so as to not interfere with competitors on either side.

**9.10 Coaching Prohibited in Individual Matches** - Coaching is prohibited in all individual matches of an NRA Approved or Registered Tournament.

#### **9.12 Interruption of Fire**

- a) In timed or rapid fire when the firing of a string is interrupted by some occurrence which renders it impossible for one or more competitors to complete the string under the conditions of the match, the Chief Range Officer will proceed as follows. Without being permitted to examine their targets, competitors in the relay who have been so prevented from completing their strings will be asked if they wish to re-fire or to accept their score as fired. Targets will then be scored in the usual manner for all competitors except those who have elected to re-fire. Without being scored, the targets of such competitors who have elected to re-fire will be pasted or new targets substituted and a complete string will be fired and scored. Reasons authorizing this procedure are:
  - i. Failure to allow full time.
  - ii. Failure of targets to operate properly or uniformly.
  - iii. Failure of target to remain in position on frame or carrier.
  - iv. Damage to target rendering impossible proper aiming or scoring impossible.
  - v. The appearance of some object in line of Fire constituting a hazard.
  - vi. Some incident involving a Range Officer or competitor on the firing line.
  - vii. Unintended moving of the target during Fire.
  - viii. In timed or rapid fire when, due to faulty target operation or error in timing, one or more competitors are allowed more time to complete the string than provided by conditions of the match, the Chief Range Officer will immediately order all such targets pasted or new targets installed. The fired target will not be scored. A complete new string will then be fired by the competitors who are allowed extra time. If in the same relay some targets operate properly in accordance with the legal time limit, such targets will be scored in the usual manner and competitors firing on those targets will not be required or permitted to re-fire.
- b) In slow fire in case a target is unintentionally moved out of firing position just as a shot is fired the shot will be circled by the Range Officer if it can be identified, and disregarded when target is scored. If the shot cannot be identified, the competitor will be permitted to accept the score as fired or to Fire a completely new string.
- c) In case of excessive hits see Rule 14.10.
- d) If a shot hits the target frame or the target carrier causing the target to fall, the Range Officer will be notified. The target will be re-hung and if the shot causing the target to fall strikes outside the scoring rings of the target, it will be scored as a miss. All other shots on the target will count as record shots. For slow fire the competitor will be permitted to continue to Fire any unfired shots. For timed and rapid fire the competitor will re-fire the string on the same target as provided in Rule 9.14.

**9.13 Interference** - With the exception of competitors actually firing and such range personnel as may be necessary, the firing points and line will be kept clear of other persons during the firing.

**9.13.1 Interference with Targets** - Competitors will not be permitted to interfere with the handling of targets by range personnel. Competitors shall not touch their targets after they have been fired until final score determination on the target has been made. Final score determination is not reached until all challenges have been settled.

#### **9.14 Re-firing**

- a) No competitor will fire more than one score for the same award except as provided in the program or in accordance with Rule 9.18.
- b) In single stage matches composed of several strings of fire only one re-fire per match will be allowed.

- c) In multiple stage matches one re-fire will be allowed in the slow fire stage and one re-fire will be allowed in the combined timed and rapid fire stages.
- d) Re-fires of slow fire re-fires are to be fired immediately after the relay in which the re-fire occurred.
- e) Re-fires as a result of interruption of fire (Rule 9.12) do not apply to this rule.

**9.25 Cross Fires and Excessive Hits** - No competitor will deliberately fire on the wrong target nor fire more than the required number of shots, including hits on some other competitor's target and misses.

**9.26 Bribery** - No person will offer a bribe of any kind to any of the range, statistical personnel or others, nor be an accessory thereto.

**9.27 Disorderly Conduct** - Disorderly conduct or intoxication is strictly prohibited on the range and anyone guilty of same will be expelled from the range. Expelled competitors will be disqualified from the competition with no return of entry fees.

## CHAPTER 10 - RANGE COMMANDS AND OPERATIONS

**10.1 Discipline** - The safety of competitors, range personnel and spectators requires continuous attention by all to the careful handling of firearms and caution in moving about the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking it is the duty of range personnel to enforce discipline and it is the duty of competitors to assist in such enforcement. Under no circumstances shall firing commence or continue on a range where an unsafe condition exists.

**10.1.1 Action Open** - Unless Pistols are holstered or cased, all cylinders must be open or slides back, magazine removed and ECI (Empty Chamber Indicator) must be in place at all times, until the competitor is in position at his firing point and the command, "THE PREPARATION PERIOD STARTS NOW", has been given.

**10.1.2 Pistols Unloaded** - Pistols will not be loaded until the competitor has taken position at the firing point, the pistols pointed toward the targets and the command "LOAD" has been given.

**10.1.3 Loaded Pistols** - A pistol or revolver that has a cartridge in the cylinder or in a magazine which has been inserted shall be considered as being loaded. No pistol will be loaded until competitor has taken the assigned place at the firing point and the command "LOAD" has been given by the range officer. Loaded pistols shall be pointed in the direction of the targets at all times.

**10.1.4 Cease Firing** - Any person will immediately command "CEASE FIRING" if any incident occurs which indicates possible injury to some living thing should firing continue. In all other cases commands will originate with the Chief Range Officer, (See Rules 10.7 and 18.10.)

**10.1.5 Not Ready** - It is the duty of competitors to notify the Range Officer if not ready to fire at the time the Chief Range Officer asks, "IS THE LINE READY?" Should the Chief Range Officer cause firing to proceed, the competitor concerned will be given an opportunity to fire a score in the earliest possible relay or by time extension. Failure of competitor to notify the Range Officer "not ready" forfeits the right to fire. (See Rule 10.7).

### 10.2 Range Courtesy

- a) Loud Language - loud or abusive language will not be permitted. Competitors, scorers, and Range Officers will limit their conversation directly behind the firing line to official business.
- b) Smoking - As a courtesy to competitors, smoking is prohibited forward of the "ready line."

**10.3 Delaying a Match** - No competitor may delay the start of a match through tardiness in reporting or undue delay in preparing to fire.

**10.3.1 Preparation Period** - In all cases competitors will be allowed 3 minutes to take their places at their firing points and prepare to fire after the relay is called to the firing line. Dry firing will be permitted during this period.

**10.4 Policing Range** - It is the duty of competitors to police the firing points after the completion of each match or stage. The Range Officer will supervise such policing and see that the firing points are kept clean.

**10.5 Competitors May Score** - Competitors may act as scorers when requested to do so by the Executive Officer or Chief Range Officer, except that competitors will not score their own targets.

**10.6 Repeating Commands** - A Range Officer will repeat the Chief Range Officer's commands only when those commands cannot be clearly heard by competitors.

## 10.7 Firing Line Procedures and Commands

- a) When ready to start the firing of a match the Range Officer commands "RELAY NO.1. MATCH NO. (or naming the match), ON THE FIRING LINE." The competitors in that relay immediately take their assigned places at their firing points and prepare to fire but do not load. The Range Officer then states "THE PREPARATION PERIOD STARTS NOW." Range Officers check the location of each competitor as to correct firing point by comparing the number of each competitor's firing point with the relay and target number on the score card or on the range assignment card. At the end of the 3 minute preparation period the Range Officer states "THE PREPARATION PERIOD HAS ENDED."
- b) The Range Officer having made sure that the range is clear (in timed and rapid fire the targets must be turned out of firing position) then commands "WITH 5 ROUNDS LOAD." Note: In slow-fire events, which are scored after 10 shots, the command should be "10 SHOTS SLOW FIRE, 10 SHOTS IN 10 MINUTES, LOAD." (The number of rounds to be loaded by the competitor in slow-fire stages will be determined by the competitor.)
- c) The Range Officer then asks, "IS THE LINE READY?" Any competitor who is not ready or whose target is not in order will immediately raise the non-shooting arm and call, "Not ready on target.... The Range Officer will immediately state, "THE LINE IS NOT READY:" and the Range Officer will immediately investigate the difficulty and assist in correcting it. When the difficulty has been corrected, the Range Officer calls. "THE LINE IS READY."
- d) When the Range Officer asks "IS THE LINE READY?" and the line is ready, he then calls, "THE LINE IS READY." The Range Officer then commands, "READY ON THE RIGHT, READY ON THE LEFT." Competitors may point their guns toward the target after the command, "Ready on the right."
- e) The Range Officer will then command, "READY ON THE FIRING LINE." In approximately 3 seconds the targets will be exposed, or the signal to commence firing will be given. The Range Officer then commands "COMMENCE FIRING" which means to start without delay as timing of the string is started with this command. "COMMENCE FIRING" may be signaled verbally, or by a short sharp blast on a whistle or by moving the targets into view.
- f) "CEASE FIRING" is the command given by the Range Officer at the end of time limit for each string or at any other time all firing is to cease. FIRING MUST CEASE IMMEDIATELY. Even if a competitor is about to let off a carefully aimed shot the competitor must not fire and open the action of the gun. Failure to immediately obey this command is one of the worst infractions of range discipline. On this command cylinders shall be opened or slides locked back, empty chamber indicator inserted, and all guns placed on the shooting stand and not handled until the next command of the Range Officer. "Cease Firing" may be signaled verbally, or by a short sharp blast on a whistle or by moving the targets out of view.
- g) When the command to cease firing is given at the end of a string the command is **"CEASE FIRING - ARE THERE ANY REFIRES? (IF A SHOOTER EXPERIENCES A MALFUNCTION, THE SHOOTER SHALL RAISE NON-SHOOTING HAND AND NOT ATTEMPT TO CLEAR PISTOL UNTIL IT HAS BEEN CLEARED BY A RANGE OFFICIAL) – UNLOAD - CYLINDERS OPEN - MAGAZINES OUT – SLIDES BACK - EMPTY CHAMBER INDICATORS IN PLACE - GUNS ON THE TABLE."** The Range Officer then asks **"IS THE LINE SAFE ON THE RIGHT? IS THE LINE SAFE ON THE LEFT?"** On this command all Assistant Range Officers and scorers check their competitors to make sure each one obeys the command before signaling the Range Officer that their portion of the firing line is safe. When all Assistant Range Officers and scorers have given a signal that the range is safe, the Range Officer commands **"THE LINE IS SAFE, GO FORWARD, SCORE TARGETS AND PASTE" (or "CHANGE")**.
- h) When the Range Officer has ascertained that all personnel have returned to the firing line after scoring or changing targets, the command "THE RANGE IS CLEAR, YOU MAY HANDLE YOUR GUNS" will be given.
- i) Other commands used less frequently are: "POLICE FIRING POINTS" means pick up fired cartridge cases, empty cartridge cartons and "tidy-up" the firing line. "AS YOU WERE" means disregard the command just given. For example, if the commands were given "READY ON THE RIGHT" followed by "AS YOU WERE" it would mean someone was not ready.
- j) "CARRYON" means proceed with whatever was being done before some interruption occurred.
- k) Should a target blowout of the frame or otherwise become unserviceable the Range Officer will report the condition immediately to the Chief range Officer who will issue such commands and directions as seem advisable. Note: Commands controlling the start of the firing sequence commencing with "Ready on the Right" should have approximately a 3 second interval between firing line commands.

NOTE: CCPL MODIFICATION  
Rule 10.7

**10.9 Procedure in Case of Defective Cartridge, Disabled Pistol in Slow Fire** - If a cartridge fails to fire or a pistol fails to function in slow fire the competitor may replace the unfired cartridge or clear the jam and continue firing. Additional time may be allowed any competitor, equal to the time lost because of the defective cartridge, disabled pistol or malfunction, if the Range Officer has been notified at the time of the malfunction. (For re-firing privileges see Rule 9.14).

NOTE: CCPL MODIFICATION  
Rule 10.9

It is not required that the Range Officer attempt to fire a cartridge before it is declared defective. In case of malfunction where a pistol or revolver is disabled and must be replaced requiring a re-fire, the competitor will call the Range Officer.

**10.10 Procedure in Case of Defective Cartridge, Disabled Pistol or Malfunction in Timed and Rapid Fire** - Note: Rule 10.10(a) is to apply for all Regional and National Championships. Rule 10.10(b) may be used for other tournaments provided tournament program clearly states that Rule 10.10(b) will apply for that tournament. Otherwise 10.10(a) will apply.

- a) In the event of a defective cartridge (Rule 9.4), disabled pistol (Rule 9.5), or malfunction (Rule 9.6), before a string is completed in timed or rapid fire, the competitor shall be privileged to fire another five shot string, provided he assumes the "Ready" position and calls the Range Officer by holding up the non-shooting hand at the end of the time period. The Range Officer will inspect the pistol, and may even ask that the pistol be fired, if satisfied that there is a disabled pistol, defective cartridge, malfunction, or optical sight failure, will determine the number of unfired cartridges remaining in the pistol or bullets that have failed to leave the barrel. If at any time during Timed or Rapid Fire, if a competitor attempts to clear a malfunction with non-shooting hand they will be denied a re-fire. The competitor will then fire another complete five shot string on the same target. The competitor may attempt to complete firing per Rule 10.11.
- b) If a cartridge fails to fire, or misfires or a pistol fails to function in timed or rapid fire, the competitor will not be allowed to re-fire the string. The competitor may attempt to complete firing per Rule 10.11. Example - In timed or rapid fire a competitor has a misfire on the fourth shot. The Ready Position will be assumed and at the end of the time limit calls the Range Officer. The Range Officer inspects the gun, finds conditions as claimed, and finds 2 unfired cartridges in the gun. The competitor is then given orders to "LOAD 5 ROUNDS" and fires another 5 shot string on the same target. **When scoring is after 5 shot string**-In the first string there are 2 10's and a 9, in the second string there are 5 10's. The score is the 5 shots of lowest value or 49. However, if in the first string there are 2 10's and a 9 and at the end of the second string the only other visible hits were 2 additional 10's and another 9 the competitor would be scored 2 misses in the second string and the score would be 28. When scoring is after 10 shots-In the first string there are 2 10's and a 9, in the second string there are 5 10's and in the third string there are 5 10's, the score is the value of the lowest 10 shots of the 13 shots fired or a 99. However, if in the first string there are 2 10's and a 9 and at the end of the third string the only other visible hits were 7 additional 10's and another is 9, there would be scored 2 misses and the score would be 78. (b) If a cartridge fails to fire, or misfires or a pistol fails to function in timed or rapid fire, the competitor will not be allowed to re-fire the string. The competitor may complete the string by manually cocking the pistol or operating the slide, but if the competitor does so the pistol must remain pointed toward the target at all times.

**10.11 Completion of Fire** - In the event of a malfunction the competitor may complete the string by manually cocking the pistol, operating the slide or loading additional rounds, provided that the pistol is handled safely and remains pointed downrange at all times

## CHAPTER 14 – SCORING AND MARKING

**14.3 How to Score** - A shot hole, the leaded edge of which comes in contact with the outside of the bull's-eye or scoring rings be used to determine the value of close shots. The higher value will be allowed in those cases where the flange on the gauge touches the scoring ring. No scoring gauge will be used unless the diameter of the scoring flange is within these limits: ".22 caliber .2225" - .2240" Devices other than scoring gauges may be used to assist in establishing the correct value of hits. These devices are not to be inserted into the bullet hole and do not constitute a scoring gauge.

- a) In case of keyhole or tipped shots, the higher value is awarded if the leaded edge of the bullet hole touches the scoring ring of higher value, even though the hole is elongated to the bullet's length rather than being a circle of the bullet's diameter.
- b) In case of skid shots, the higher value is awarded if the leaded edge of the bullet hole touches the scoring ring of higher value, except the value of a skid shot may not be more than one ring higher than the original point of bullet contact with the target. The target shall be defined as the entire card or paper on which the scoring rings are printed but shall not include the backing. When the original point of bullet contact is on the target card, but outside the scoring rings, and the leaded edge of the bullet touches a scoring ring, it will be given the value of the lowest scoring ring.
- c) When a bullet enters a target from the back side it will be scored as a miss.

NOTE: CCPL MODIFICATION Rule 14.3c
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**14.3.1 Authorized Use of Plug Type Scoring Gauges** - The use of the plug type gauge will be restricted to use by range operating personnel who may include the Range Officers or Block Officers, Pit Officers, Match Supervisors, Statistical Director, Match Director, Jury or Referee, as appropriate to the type of tournament concerned. No competitor will use scoring plugs of any kind on a target at any time. Where targets are scored on the range only the above designated officials may use

plugs to check values or determine the outcome of challenges. However, competitors acting as scorers may use official NRA overlays in the performance of their duties. The tournament program should state in the Match Conditions Section by whom and under what circumstances plug-type scoring gauges may be used.

#### 14.3.2 Removal of Plug Type Scoring Gauge

- a) The plug type scoring gauge, if used, will remain in the shot hole until the shot value is agreed upon by the competitor and the scorer, or until removed by the Referee, Jury or Supervisor after a challenge. If the plug type scoring gauge is removed prior to an agreement of shot value, the shot hole may not be re-plugged and must be taken to the Referee, Jury or Supervisor for final decision.
- b) Only the Referee, Jury or Supervisor may use a plug type scoring gauge to determine if a shot hole is a double.

**14.4 Misses** - Hits outside the scoring rings are scored as misses. (Except as provided in 14.3b)

**14.5 Early or Late Shots** - When a shot is fired early or late, that is, before or after the signal to commence or cease fire, when the required number of hits are visible on the face of the target, the value of the highest hit will be scored a miss. When fewer than the required number of hits are visible on the target, the competitor will be scored a miss for each shot not on the target, and those visible on the target will be scored in the normal manner.

**14.6 All Shots count** - All shots fired by the competitor after position has been taken at the firing point will be counted, even if the pistol is accidentally discharged.

**14.7 Hits on Wrong Target or Bullseye** - Hits on the wrong target or bullseye are scored as misses. A wrong target is defined as a target other than that:

- a) Assigned to the firing point upon which the competitor is squadded (assigned).
- b) Intended to be used for the match, stage and distance in that event concerned.

NOTE: CCPL MODIFICATION  
Rule 14.7

**14.8 Ricochets** - A hole made by a ricochet bullet does not count as a hit and will be scored as a miss. It must be noted that a bullet which keyholes is not necessarily a ricochet.

**14.9 Visible Hits and Close Groups** - As a general rule, only those hits which are visible will be scored. An exception will be made in the case where the grouping of 3 or more shots is so close that it is possible for a required shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone elsewhere than through the assigned target. In such case, the shooters will be given the benefit of the doubt and scored hits for the non-visible shots, on the assumption they passed through the enlarged hole. If such an assumption could place a non-visible hit in either of 2 scoring rings, it shall be scored in the higher-valued ring.

**14.10 Excessive Hits** - If more than the required number of hits appear on the target, any shot which can be identified by the appearance of the bullet hole as having been fired by some competitor, other than the competitor assigned to that target, or as having been fired in a previous string, will be pasted and will not be scored. If more than the required number of hits then remain on the target a complete new score will be fired and the original score will be disregarded, except:

NOTE: CCPL MODIFICATION  
Rule 14.10

- a) If all hits are of equal value, the score will be recorded as the required number of hits of that value.
- b) The competitor shall be allowed to accept a score equal to the required number of hits of lowest value.
- c) If a competitor fires fewer than the prescribed number of shots through the competitors own fault, and there should be more hits on the target than the shots fired, the competitor will be scored the number of shots of highest value equal to the number fired, and will be given a miss for each unfired cartridge.
- d) If a competitor, by mistake, fires more than the required number of shots, the required number of hits of lowest value will be scored. This shall not be considered a re-fire as outlined in Rule 9.14.
- e) If the competitor re-fires, the original target with excessive hits shall be retained by the designated range official and on re-firing, the competitor may not receive a score higher than the required number of hits of highest value on the original target. If the score on the re-fired target is higher than the required number of hits of highest value on the original target, then the original target shall be scored using the appropriate hits of highest value; but if the score on the re-fired target is not higher, then such re-fired score will be recorded.

**14.11 Scoring Altered Targets** – Targets (In this instance the term “Target” also includes the target frame) intentionally altered or marked to benefit a shooter over other competitors will not be scored.

## Chapter 18 - COMPETITOR'S RESPONSIBILITIES

Note: The following competitors' duties are in addition to those specified elsewhere throughout these Rules.

**18.1 Discipline** -It is the duty of each competitor to sincerely cooperate with tournament officials in the effort to conduct a safe, efficient tournament. Competitors are expected to promptly call the attention of proper officials to any infraction of rules of safety or good sportsmanship. Failure of a competitor to cooperate in any case arising out of infractions of these rules may result in the sited competitor being considered as an accessory to the offense. (See Rule 9.30).

**18.2 Knowledge of Program** -It is the competitor's responsibility to be familiar with the program. Officials cannot be held responsible for a competitor's failure to obtain and be familiarized with the program.

**18.7 Reporting at Firing Point** - Competitors must report at their assigned firing points immediately when the relay is called by the Range Officer. The proper pistol and ammunition for that particular match must be ready and in safe firing condition. Time will not be allowed for pistol repairs, sight blacking. sight adjustments or search for missing equipment after a relay has been called to the firing line.

**18.8 Timing** - Time for the firing of a string -within the official time limit) is the competitor's responsibility. Range Officers will not announce the time during the firing, but, if requested, will give the competitor information as to the remaining time.

**18.9 Loading** - No competitor will load a pistol except at the firing point and after the command "LOAD" has been given by the Range Officer.

**18.10 Cease Firing** - When the command "Cease Firing" is given by anyone, all firing will immediately cease and competitors will await further commands or instructions to be given by the Range Officer.

**18.11 Checking Scores** - It is the duty of competitors to check the shot values and the total score on the score card at the conclusion of each match.

**18.12 Clearing the Firing Point** -It is the competitor's duty to leave the firing point promptly at the conclusion of the relay. When leaving the firing point pistols must be unloaded. Cylinders must be open on revolvers, and slides locked back and magazines removed from semiautomatics.

**18.15 Responsibility** - It shall be the competitor's responsibility:

- a) That all equipment meets all rules and match specifications in any match in which that equipment is to be used.
- b) That the competitor's position conforms to the rules.
- c) That the competitor has full knowledge of the rules under which the match is fired.
- d) That after due warning of any infraction of existing rules, that the competitor shall understand that a repetition thereof shall be the subject of disqualification for that match or tournament.
- e) That when targets are framed by the competitor, it is the competitor's responsibility to frame the correct target for the specific match and distance.{See Rule 14.7(b)}.
- f) To insure that the target is not altered intentionally or with special marks which will be beneficial in any way, shots fired on such targets will not be scored.
- g) When targets are framed (mounted) by persons other than the competitors framing their own targets, competitors must be given the opportunity to observe their assigned target and verify it is clean and of the correct type before the command to load is given.

## CUYAHOGA COUNTY PISTOL LEAGUE TOURNAMENT RULES MODIFICATIONS

All matches shall be governed by the National Rifle Association rules except where CCPL rules apply. CCPL rules will supersede the current issued NRA rules as follows:

**NRA Chapter 7 - Course of fire** - CCPL change is that slow fire will consist of ten (10) minutes to fire ten (10) shots with preparation time included in the ten (10) minutes. (Slow fire will be called in the same cadence as the timed and rapid.)

**NRA Rule 9.5, 9.6 - Defective ammo disabled pistol, malfunctions** - the CCPL addition is that in the event of a misfire or mechanical difficulty. One (1) alibi run will be permitted per match. Competitor stated optical sight malfunction is automatically allowed as an alibi. Non-functioning optical sights will be handled as a disabled pistol.

In the event of a mechanical failure of a pistol during a match, the range officer upon determining that the pistol is disabled will proceed in the following manner. NOTE:

- a) The shooter will be given two (2) minutes to either fix the gun or ready a new gun to continue the match.
- b) If the gun cannot be fixed or a new gun readied in time, the range officer will withdraw the shooter from the line. If there is a partially shot target, it will be pulled and held by the range officer. The shooter will have ten (10) minutes to either fire or ready a new gun and be ready to go back on the line at the range officer's call.
- c) The range officer will let the shooter come back on the line to finish the relay at a later time in the match but before that match has ended. (A match is considered over when all shooters from both clubs are done.) He/she will continue the relay with the target that he/she was on. That target will be shot under the alibi rule. If there were four (4) shots taken on the target, it will become a fourteen (14) shot alibi. Further failures or breakage of the gun will count as a second alibi and shots not taken will count as misses. Once each stage has been started with "THE LINE IS READY" command a disabled gun will be considered an alibi.

**NRA Rule 10.7 - Range commands** - CCPL change is that there will be a minimum of two (2) seconds between commands and three (3) seconds delay **MUST** be given between the last command and the signal to fire. The competitor can be called on premature and late firing on NRA rule 14.5

**NRA Rule 10.9 - Defective cartridge, disabled pistol, malfunction in slow fire** - CCPL revisions that a competitor is not required to notify the range officer of any failure during slow fire. However, if no notification is given no additional time will be allowed.

**NRA Rule 14.3c - SCORING AND MARKING** - If a target is cut in half by other than the last shot, it will be re-fired with 10 shots and scored as an II shot alibi. If cut on the last shot the target will be reassembled and scored. On a skid shot of decreasing multiple line crossing, the round should be scored as the maximum value of where the shot first breaks the paper.

**NRA Rule 14.7 - HITS ON WRONG TARGETS** - CCPL change is as follows: A shooter coming to the line is expected to verify that a slow fire target has been put in place before his/her relay begins. Since a number of shooters in the league do not have spotting scopes, if any shooter fires on a timed/rapid fire target, in his/her slow fire portion of the match, a league overlay will be used to score the target and no penalty will occur. The shooter on the line is still responsible for placing the proper targets up for the timed and rapid fire portions of the match.

**NRA Rule 14.10 - Excessive hits** - CCPL change is that if a shooter has more than ten (10) hits on his/her target, they are required to take the lowest scoring ten (10) shots as his/her score. Except if a shooter on either side of his/her firing point has less than ten (10) hits on his/her target. (Shots that are easily identified as coming from the other points may be disregarded.) The shooter is then given the option of taking the lowest scoring ten (10) shots or re-shooting the target at no penalty to him/her. If a competitor fires on a previously fired on timed/rapid target from the previous relay, the shooter that left the timed/rapid target on the line will receive the low ten (10) shots as his/her score. The new shooter will be given a chance to re-fire his/her slow fire target at no penalty.

### OTHER

- a) The **first relay** of competitors shall start not later than fifteen (15) minutes after the **scheduled start time**.
- b) The **Home club shall select the range and will oversee all alibis**. In the event of a protest, the protester will notify the range officer immediately. If it is not handled to his/her satisfaction by the end of the relay, he/she shall notify his/her team captain.

- c) **Shooting** in the Relays **and scoring** shall be regulated by the team captains.
- d) **Back to back matches** must have the approval of both team captains.
- e) The **home club shall provide at least two (2) scorers. The Visitors shall provide at least two (2) checkers.** If a shot is in question both a checker and a scorer shall both agree on the value of the shot. A shooter may appeal his/her score to the team captains for any reason unless it was decided by a flip of a coin by the team captains. This decision is final and no further appeal shall be heard. On a challenged target, when a plug cannot be used to score the shot, the final shot value shall be determined by the use of the CCPL provided optical scoring device.
- f) NRA rule 9.19 shall be strictly adhered to. It states: "**targets** constitute the cards when scored in the statistical office and therefore, must be retained in good order until the time allowed for filing challenges and protests has expired."
- g) **Disputes or the team captains** will be decided by the CCPL president.
- h) **All makeup matches** are determined by pending time allotment which is at the discretion of the Home Team Captain.
- i) The **first match is considered closed to the late shooters** when the first shot of the first full relay or the second match is fired. The **second match is considered closed to the late shooters** when the first shot or the last relay of the second match is fired. A late shooter may also fire make-up matches for his/her individual average. This will depend on available time, the same as other "make-up" matches.
- j) Until a score is recorded, the **target can be contested** after the score is recorded only the shooter, via a team captain, may challenge his target. Once the score sheet is signed by both teams the challenge period is over.
- k) The **Team captain or alternates must remain to the end of each scheduled match**, as per CCPL constitution.
- l) **Dangerous weather conditions**, range closure or agreement between Captains are the only valid reasons for a cancellation and possible reschedule. Any other condition in which a team is not able to field 5 shooters will be treated as a forfeit.