



LONG RANGE RIMFIRE PHILIPPINES

RIMFIRE RIFLE COMPETITION RULES

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CHAPTER 1: Course Design

The following general principles of course design list the criteria, responsibilities and restrictions governing course designers as the architects of the sport of LRRP shooting based on LRRP /PPSA principles.

1.1 General Principles

- 1.1.1 Safety – LRRP matches must be designed, constructed and conducted with due consideration to safety.
- 1.1.2 Quality – The value of an LRRP match is determined by the quality of the challenge presented in the course design. Courses of fire must be designed primarily to test a competitor’s LRRP shooting skills, not their physical abilities.
- 1.1.3 Balance – Accuracy, Power and Speed are equivalent elements of IPSC/PPSA shooting, and are expressed PPSA in the Latin words "Diligentia, Vis, Celeritas" (“DVC”). In terms of LRRP our elements are Accuracy, Distance and Speed with our power limited to the rimfire (eventually once you graduate should you wish into the PPSA high power rifle discipline, the Power element will have more meaning). Our Latin expression would therefore be “Diligentia, Eminus, Celeritas” (“DEC”) Eminus (Latin) meaning “at a distance”. A properly balanced course of fire will depend largely upon the nature of the challenges presented therein, however, courses must be designed and LRRP matches must be conducted in such a way, as to evaluate these three elements (Accuracy, Long Range, and Speed) equally in the long run over the different types of matches/courses. Being a new sport we will initially stress on the accuracy and long range and after a certain proficiency is achieved, proceed to bring up our speed to equal the other elements.
- 1.1.4 Diversity – LRRP shooting challenges are diverse. While it is not necessary to construct new courses for each match, no single course of fire must be repeated to allow its use to be considered a definitive measure of LRRP shooting skills.
- 1.1.5 Freestyle – LRRP matches are mostly freestyle. Competitors must be permitted to solve the challenge presented in a freestyle manner. After the start signal, courses of fire must not require mandatory reloads nor dictate a shooting position, location or stance, except as specified below. However, conditions may be created, and barriers or other physical limitations may be constructed, to compel a competitor into shooting positions, locations or stances.
 - 1.1.5.1 Short Range Courses are not required to comply strictly with the freestyle requirements or round count limitations (see Section 1.2).
 - 1.1.5.2 Standard Exercises and Classifiers may include mandatory reloads and may dictate a shooting position, location, number of rounds, or stance, however, mandatory reloads must never be required in other Courses.
 - 1.1.5.3 Standard Exercises and Classifiers may specify that the weak shoulder is to be used when shooting.
- 1.1.6 Difficulty – LRRP matches present varied degrees of difficulty. No shooting challenge or time limit may be appealed as being prohibitive. This does not apply to non-shooting challenges, which should reasonably allow for differences in competitor's height and physical build.
- 1.1.7 Challenge – LRRP Rifle matches recognize the variety of and the supposed limitations of rimfire rifles and must always in general create courses to cater to this providing challenges for the different rimfire rifle actions bringing them gradually to their utmost levels in terms of distance and challenges.

1.2 Types of Courses

LRRP matches may contain the following types of courses of fire:

- 1.2.1 There are four general Courses of Fire:
 - 1.2.1.1 “**Short Range Courses**” (SRC’s) are courses wherein targets are placed usually between 25 to 50 meters away from the shooter. These are the LRRP Standard Exercises. They are essentially our

basics with minimal movement wherein the focus is on the shooting positions be it prone, sitting, squatting, kneeling, standing, with barricades, without, with sling, no slings, with bags at the rear or without, etc. Positions are to be dictated and the scoring can be of a fixed time or Virginia count. Great for beginners and learning the fundamentals. This is where we introduce beginners and we judge if they are capable of proceeding to the other courses. Targets are mostly paper.

1.2.1.2 “**Medium Range Courses**” (MRC’s) are courses wherein targets are placed usually between 25 to above 50 meters but less than 200 meters from the shooter. These are course which are completely freestyle in terms of shooting positions. Scoring can be Fixed time, Virginia count or Comstock. This course can contain a lot of running and movements. The focus of this course is on being able to shoot from different positions compiled with the challenge of speed and movement as well as an introduction to long range shots. These courses are reserved for LRRP members for reasons of safety and security protocols. Targets are steel, paper, and frangibles.

1.2.1.3 “**Long Range Courses**” (LRC’s) are courses wherein targets are placed between 100 – 200 – 300 to 400 meters. These courses are essentially freestyle but will predominantly be prone in order to achieve the long range hits. Focus is on achieving the Long Range Shots and external ballistics. Movement will be kept to a minimum. This type of course is reserved for LRRP members for reasons of safety and security protocols. Targets can be of steel, paper, or frangibles.

1.2.1.4 “**Multi Range Course**” (MURC’s) are courses which combine the elements of the short, medium, and long courses into one master course. The focus here is to combine all the elements of the different courses into challenging course to fully test the shooters ability. This is a course which will have fixed positions and freestyle positions as well as a lot of running and movement (may include map reading and orienteering depending on size of facility and capability of shooters). This will either be in Virginia count or Comstock. This type of course is reserved for LRRP members for reasons of safety and security protocols. Targets can be of steel, paper, or frangibles.

1.2.1.5 “**Nationals**” will be composed of at least 4 stages wherein each type of course will be represented; the short range course, the medium range course, the long range course, and the multi range course. There will be champions for each type of course and there will be an overall champion. Each course can have one or two stages. Minimum rounds for the whole match will be 100 rounds. Targets and scoring methods will be those applicable to the course.

1.2.1.6 Each LRRP rifle match will be dependent on the range facility available, challenges, number of rounds, and the number of stages. We can in effect design beginner courses, intermediate, and advance courses – factoring in distance, terrain, challenges, and number of rounds. Classification of difficulty will come at a later stage

1.2.2 Others:

1.2.2.1 Courses can be **Known Distance Targets (KDT)** wherein the distance of targets are given; or they can be **Unknown Distance Targets (UDT)** wherein the distances of the targets are not given and it is part and parcel of the course to gauge the distance without any electronic aid (range finder).

1.2.2.2 A match can be a match for individuals or teams (be it two man teams who need to shoot and spot for each other or teams as representing a group or a region like NCR team, Taytay Team, Bulacan Team).

1.2.2.3 Each “Standard Exercise” must not require more than 25 rounds to complete. Component strings must not require more than 5 rounds (10 rounds if a mandatory reload is specified). The use of the weak shoulder may be specified. One can have two standard exercises if 50 rounds is desired.

1.2.2.4 “Classifiers” – Courses of fire published by a Regional Directorate and/or LRRP , which are available to competitors seeking a regional and/or international classification. Classifiers must be set-up in accordance with these rules and be conducted strictly in accordance with the notes and diagrams accompanying them. Results must be submitted to the publishing entity in the format required (with the applicable fees, if any), in order for them to be recognized. (This will come

later.)

1.2.3 Supplementary Courses of Fire:

1.2.3.1 “Shoot-Off” must not require more than 5 rounds (maximum) for manual action Divisions, and 10 rounds (maximum) for semi auto Divisions, to complete, but may be repeated until a shooter has won. If vying for overall honors then limit will be a maximum of 5 rounds for both divisions.

1.3 LRRP Sanctioning

1.3.1 Match organizers wishing to receive LRRP sanctioning must comply with the general principles of course design and course construction as well as all other current LRRP Rules and regulations relevant to the discipline. Courses of fire that do not comply with these requirements will not be sanctioned, and must not be publicized or announced as LRRP sanctioned matches.

1.3.2 The LRRP President, his delegate, or an officer of the Confederation (in that order) may withdraw LRRP sanctioning from a match. Such action may be taken at any time where, in his or their opinion, a match contravenes the purpose or spirit of the principles of course design or is in breach of any of the current LRRP Rules or is likely to bring the sport of LRRP shooting into disrepute.

1.3.3 LRRP match requirements and recommendations are specified in Appendix A.

CHAPTER 2: Course Construction and Modification

The following general regulations of course construction list the criteria, responsibilities and restrictions applicable to courses of fire in LRRP matches. Course designers, host organizations and officials are governed by these regulations.

2.1 General Regulations

- 2.1.1 Physical Construction – Safety considerations in the design, physical construction, and stated requirements for any course of fire are the responsibility of the host organization subject to the approval of the Range Master. Reasonable effort must be made to prevent injury to competitors, officials and spectators during the match. Course design should prevent inadvertent unsafe actions wherever possible. Consideration must be given to the operation of any course of fire to provide suitable access for officials supervising the competitors.
- 2.1.2 Safe Angles of Fire – Courses of fire must always be constructed taking into account safe angles of fire. Consideration must be given to safe target and frame construction and the angle of any possible ricochets. Where appropriate the physical dimensions and suitability of backstops and side berms must be determined as part of the construction process.
- 2.1.3 Minimum Distances – Whenever metal targets or metal hard cover are used in a course of fire, precautions must be taken so that competitors and match officials maintain a minimum distance of 25 meters (82.02 feet) from them while they are being shot. Where possible, this should be done with physical barriers. If Charge Lines are used to limit the approach to metal targets, they must be placed at least 30 meters (98.42 feet) from the targets so that the competitor may inadvertently fault the line and still be outside the 25 meter (82.02 feet) minimum distance (see Rule 10.4.7). Care should also be taken in respect of metal props in the line of fire.
- 2.1.4 Target Locations – When a course is constructed to include target locations other than immediately downrange, organizers and officials must protect or restrict surrounding areas to which competitors, officials or spectators have access. Each competitor must be allowed to solve the competitive problem in his own way and must not be hindered by being forced to act in any manner which might cause unsafe action. Targets must be arranged so that shooting at them will not cause competitors to breach safe angles of fire.
- 2.1.5 Range Surface – Where possible, the range surface must be prepared prior to the match, and be kept moderately clear of debris during the match, to provide reasonable safety for competitors and officials. Consideration should be given to the possibility of inclement weather and competitor actions. Range Officials may add gravel, sand or other materials to a deteriorated range surface at any time, and such range maintenance actions may not be appealed by competitors.
- 2.1.6 Obstacles – Natural or created obstacles in a course of fire should reasonably allow for variations in competitors' height and physical build and should be constructed to provide reasonable safety for all competitors, Match Officials and spectators.
- 2.1.7 Common Firing Lines – Courses of fire where multiple competitors are required to fire simultaneously from a common firing line (e.g. Standard Exercises, Shoot-Off), must provide a minimum of 1.0 meters (3.28 feet) of free space between each competitor. Except where a prone position is required then the spacing should be a minimum of 3 meters (9.84 feet).
- 2.1.8 Target Placement – Care must be taken with the physical placement of a paper target to prevent a “shoot through”.
 - 2.1.8.1 Target placement should be clearly marked on the target stands for target replacement and target stands should be securely fixed or their locations should be clearly marked on the range surface to ensure consistency throughout the entire match. Furthermore, target types should be specified and identified on the target frames or stands prior to the start of the match to ensure that a scoring target is not interchanged with a no-shoot after the match has commenced.
 - 2.1.8.2 When paper and metal targets are used in close proximity in a course of fire, care must be taken to minimize the risk of splatter from metal targets.
 - 2.1.8.3 When LRRP Poppers are used in a course of fire, care should be taken to ensure that the location or foundation area is prepared to provide consistent operation throughout the match.

2.1.8.4 Static targets (i.e. those which are not activated), must not be presented at an angle greater than 90 degrees from the vertical unless specifically required by the course.

2.1.9 All berms are “off limits” to all persons at all times, except when access to them is specifically permitted by a Range Officer (see Rule 10.6.1).

2.2 Course Construction Criteria

During the construction of a course of fire, a variety of physical barriers may be used to restrict competitor movement and to provide additional competitive challenges as follows:

2.2.1 Charge Lines, Fault Lines and Shooting Boxes – Competitor movement should preferably be restricted through the use of physical barriers, however, the use of Charge Lines, Fault Lines and Shooting Boxes is permitted. Charge Lines, Fault Lines and Shooting Boxes should be constructed of wooden boards or other suitable material and should rise at least 2 centimeters (0.79 inches) above ground level. This will provide both physical and visible references to competitors to prevent inadvertent faulting. Charge Lines, Fault Lines and Shooting Boxes must be fixed firmly in place so as to ensure they remain consistent throughout the match. Shooting Boxes may be used to make a competitor shoot at a particular target challenge from a specific location.

2.2.1.1 Charge Lines are used to restrict unreasonable movement by competitors toward or away from targets.

2.2.1.2 Fault Lines are used to force the competitor to shoot at targets from behind physical barriers. They may be positioned at any angle extending to the rear of these barriers. Fault Lines should be a minimum of 1 meter (3.28 feet) in length and unless otherwise stated in the written stage briefing, they are deemed to extend rearwards to infinity.

2.2.2 Barriers – Must be constructed in the following manner:

2.2.3.1 They must be high enough and strong enough to serve the intended purpose.

2.2.3.2 They should include Fault Lines projecting rearward at ground level from the side edges.

2.2.4 “Cooper” Tunnels – Are tunnels comprised of braced uprights supporting loose overhead materials (e.g. wooden slats), which may be inadvertently dislodged by competitors (see Rule 10.2.5). These tunnels may be constructed to any height, but overhead materials must not be heavy enough to cause injury if they fall.

2.3 Modifications to Course Construction

2.3.1 Match Officials may, for any reason, modify the physical construction or stage procedure for a course of fire, provided that such changes are approved in advance by the Range Master. Any such physical changes or additions to a published course of fire should be completed before the stage begins.

2.3.2 All competitors must be notified of any such changes as soon as possible. As a minimum, they must be notified by the official in charge of the course of fire during the squad briefing.

2.3.3 If the Range Master approves any such action after the match begins he must either:

2.3.3.1 Allow the course of fire to continue with the modification affecting only those competitors who have not already completed the stage. If a competitor’s actions caused the change, that competitor must be required to reshoot the altered course of fire; or

2.3.3.2 If possible, require all competitors to complete the course of fire as revised with all previous attempts removed from the match scores.

2.3.3.3 A competitor who refuses to reshoot a course of fire, under this or any other Section, when so ordered by a Range Official, will receive a zero score for that stage, irrespective of any previous attempt.

- 2.3.4 If the Range Master (in consultation with the Match Director) determines that the physical or procedural change results in a loss of competitive equity and it is impossible for all competitors to attempt the revised stage, or if the stage has been rendered unsuitable or unworkable for any reason, that stage and all associated competitor scores must be deleted from the match.
- 2.3.5 During inclement weather, the Range Master may order that paper targets be fitted with transparent protective covers and/or overhead shelters, and this order is not subject to appeal by competitors (see Rule 6.6.1). Such items must be applied and remain fitted to all affected targets for the same period of time, until the order is rescinded by the Range Master.
- 2.3.6 If the Range Master (in consultation with the Match Director) deems that climatic or other conditions have, or are likely to, seriously affect the safety and/or conduct of a match, he may order that all shooting activities be suspended, until he issues a "resume shooting" directive.

2.4 Safety Areas

The host organization is responsible for the construction and placement of a sufficient number of Safety Areas for the match. They should be conveniently placed and easily identified with signs. Safety Areas should include a table with the safe direction and boundaries clearly shown. Safety Areas should include a suitable gun rack or racks, as they are intended for use by all LRRP shooters, particularly during Tournaments.

- 2.4.1 Competitors are permitted to use the Safety Areas for the activities stated below provided they remain within the boundaries of the Safety Area and the firearm is pointed in a safe direction. Violations may be subject to match disqualification (see Rules 10.5.1 & 10.5.12).
- 2.4.1.1 Casing, uncasing, and positioning of unloaded firearms.
 - 2.4.1.2 Practice the mounting, drawing, "dry-firing" and positioning of unloaded firearms.
 - 2.4.1.3 Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.
 - 2.4.1.4 Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.
- 2.4.2 Dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines, loaded speed loading devices and live rounds must not be handled in a Safety Area under any circumstances (see Rule 10.5.12).

2.5 Vendor Areas

- 2.5.1 Vendors (i.e. individuals, corporations and other entities displaying or selling merchandise at an LRRP match) are solely responsible for the safe handling and security of their products, and ensuring they are displayed in a condition that must not endanger any person. It is recommended that assembled firearms be deactivated prior to being displayed.
- 2.5.2 The Range Master (in consultation with the Match Director) must clearly delineate the vendor area, and he may issue "Acceptable Practice Guidelines" to all vendors, who are responsible for their implementation in respect of their own merchandise.
- 2.5.3 Competitors may handle unloaded vendor's firearms while remaining wholly within the vendor areas, provided reasonable care is taken to ensure that the muzzle is not pointed at any person while being handled.

2.6 Unloading/Loading Station

- 2.6.1 If it is possible that some competitors arriving at a range where an LRRP match is being held may be in possession of a loaded firearm on their person (e.g. law enforcement officers etc.), match organizers should provide an Unloading/Loading Station to enable such competitors to safely unload their firearms prior to entering the range, and to safely load their firearms again on departure from the range. The Unloading/Loading Station should be conveniently located outside the entrance to the range (or outside the portion of the range allocated to the LRRP match), it should be clearly sign-marked and it must include a suitable impact zone.

CHAPTER 3: Course Information

3.1 General Regulations

The competitor is always responsible to safely fulfill the requirements of a course of fire but can only reasonably be expected to do so after verbally or physically receiving the written stage briefing, which must adequately explain the requirements to the competitors. Course information can be broadly divided into the following types:

- 3.1.1 Published Courses of Fire – Registered competitors and/or their Regional Directorates must be provided with the same course of fire information, within the same notice period, in advance of the match. The information may be provided by physical or electronic means, or by reference to a website (also see Section 2.3).
- 3.1.2 Non-Published Course of Fire – Same as Rule 3.1.1 except that the details for the course of fire are not published beforehand. The stage instructions are provided in the written stage briefing.

3.2 Written Stage Briefings

- 3.2.1 A written stage briefing approved by the Range Master must be posted at each course of fire prior to commencement of the match. This briefing will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match, and it must provide the following minimum information:

- Scoring Method:
- Targets (type & number):
- Minimum number of rounds:
- The rifle ready condition:
- Start position:
- Time starts: audible or visual signal:
- Procedure:

- 3.2.2 The Range Official in charge of a course of fire must read out the written stage briefing verbatim to each squad.
- 3.2.3 The Range Master may modify a written stage briefing at any time for reasons of clarity, consistency or safety (see Section 2.3).
- 3.2.4 After the written stage briefing has been read to competitors, and questions arising therefrom have been answered, competitors should be permitted to conduct an orderly inspection ("walkthrough") of the course of fire. The duration of time for the inspection must be stipulated by the Range Officer, and it should be the same for all competitors. If the course of fire includes moving targets or similar items, these should be demonstrated to all competitors for the same duration and frequency.

3.3 Local, Regional and National Rules

- 3.3.1 LRRP matches are governed by the rules applicable to the discipline. Host organizations may not enforce local rules except to comply with legislation or legal precedent in the applicable jurisdiction. Any voluntarily adopted rules that are not in compliance with these rules must not be applied to LRRP matches without the express consent of the Regional Directorate and the LRRP Executive Council.

CHAPTER 4: Range Equipment

4.1 Targets – General Principles

- 4.1.1 Only targets approved by the LRRP or those which fully comply with the specifications in and as shown and downloadable from the LRRP website are to be used for LRRP Rifle matches (see Section 9.4).
- 4.1.2 Scoring targets used in all LRRP Rifle matches must be of a single color, as follows:
 - 4.1.2.1 The scoring area of scoring paper targets must be of a typical cardboard color or white.
 - 4.1.2.2 The entire front of scoring metal or other non-paper targets must be painted a single color, preferably white.
- 4.1.3 No-shoots must be clearly marked or be of a single color different from scoring targets unless the course scenario has identifying the no shoot or the shoot target as part of the course but target must (either the shoot or not shoot target) have some mark or object such as a drawn weapon or object to clearly identify them as the shoot or not shoot target. Metal no-shoots in the general size and shape of authorized paper targets may be used. Metal no-shoots do not have a non scoring border.
- 4.1.4 Targets used in a course of fire may be partially or wholly hidden through the use of hard or soft cover, as follows:
 - 4.1.4.1 Cover provided to hide all or a portion of a target will be considered hard cover. When possible hard cover should not be simulated but constructed using impenetrable materials (see Rule 2.1.3). Whole paper targets must not be used solely as hard cover.
 - 4.1.4.2 Cover provided merely to obscure targets is considered soft cover. Shots which have passed through soft cover and which strike a scoring target will score. Shots that have passed through soft cover before hitting a no-shoot will be penalized. All scoring zones on targets hidden by soft cover must be left wholly intact. Targets obscured by soft cover must either be visible through the soft cover or at least a portion of the affected target(s) must be visible from around the soft cover.
- 4.1.5 Declaring a single, intact target to represent two or more targets by use of tape, paint or any other means is prohibited.

4.2 LRRP Approved Rifle Targets – Paper

- 4.2.1 Those approved by LRRP or those that can be downloaded from the LRRP website.
- 4.2.2 Paper targets must have scoring lines and non-scoring borders clearly marked on the face of the target, however, scoring lines and non-scoring borders should not be visible beyond a distance of 10 meters (32.81 feet).
 - 4.2.2.1 The face of paper no-shoots must include a sufficiently distinguishable non-scoring border. In the absence of perforations or other suitable markings, the Range Master must order that all affected targets have a replacement non-scoring border drawn or fitted thereon.
- 4.2.3 Paper targets must never be required to receive more than 5 hits before being scored and patched.
- 4.2.4 When the scoring area of a paper target is to be partially hidden, course designers must simulate hard cover in one of the following ways:
 - 4.2.4.1 By actually hiding a portion of the target (see Rule 4.1.4.1).
 - 4.2.4.2 By physically cutting targets to remove the portion deemed to be hidden by hard cover. Such targets must be fitted with a replacement non-scoring border, which must extend the full width of the cut scoring area (see Rule 4.2.2).
 - 4.2.4.3 By painting or taping the portion of the target deemed to be hidden by hard cover a single and visibly contrasting color.

- 4.2.4.4 Hard cover (and overlapping no-shoots) must not completely hide the highest scoring zone on a partially hidden paper target.

4.3 LRRP Approved Rifle Targets – Metal

- 4.3.1 Approved metal targets for use in LRRP Rifle matches include any metal target that provides an adequate method of determining hits or misses other than by falling (self-indicating hits). Scoring metal targets by listening for hits is not permitted.
 - 4.3.1.1 Various sizes of metal plates may be used. Minimum recommended sizes are 3 inches for 100 meters, 6 inches for 200 meters, 12 inches for 300 meters, and 4 by 4 feet for 400 meters.
 - 4.3.1.2 Scoring metal targets must be shot and fall or overturn or self-indicate (see Rule 4.3.1) to score. Scoring metal targets which accidentally turn edge-on or sideways or which a Range Officer deems have fallen or overturned or self-indicated due to a shot on the apparatus supporting them or for any other accidental reason, will be treated as range equipment failure (see Rule 4.6.1).

.4 Frangible Targets

- 4.4.1 Frangible targets, such as clay pigeons or tiles, may be used in LRRP Rifle matches.
 - 4.4.1.1 Frangible targets must break with a visible piece missing or separated from the original target to be counted for score.

4.5 Rearrangement of Range Equipment or Surface

- 4.5.1 The competitor must not interfere with the range surface, natural foliage, constructions, props or other range equipment (including targets, target stands and target activators) at anytime. Violations may incur one procedural penalty per occurrence at the discretion of the Range Officer.
- 4.5.2 The competitor may request that Match Officials take corrective actions to ensure consistency in respect of the range surface, the presentation of targets and/or any other matter. The Range Master will have final authority concerning all such requests

4.6 Range Equipment Failure and Other Issues

- 4.6.1 Range equipment must present the challenge fairly and equitably to all competitors. Range equipment failure includes, but is not limited to, the displacement of paper targets, the premature activation of metal or moving targets, the malfunction of mechanically or electrically operated equipment, and the failure of props such as openings, ports, and barriers. The declaration and/or use of any loaded (see Rule 10.5.13) or unloaded firearm as "range equipment" is prohibited.
- 4.6.2 A competitor who is unable to complete a course of fire due to range equipment failure, or if a metal or moving target was not reset prior to his attempt at a course of fire, must be required to reshoot the course of fire after corrective actions have been taken.
- 4.6.3 Chronic malfunction of equipment in a course of fire may result in the removal of that stage from the match results (see Rule 2.3.4).

CHAPTER 5: Competitor Equipment

5.1 Rifles

- 5.1.1 Rifles are separated and defined by Divisions (see Appendices C and D).
- 5.1.2 Only 22 LR caliber rifles are used in LRRP matches currently.
- 5.1.3 Sights – Types of sights identified by LRRP are:
 - 5.1.3.1 "Open sights" are aiming devices fitted to a firearm which do not use electronic circuitry and/or lenses.
 - 5.1.3.2 "Optical/electronic sights" are aiming devices (including flashlights) fitted to a firearm which use electronic circuitry and/or lenses.
 - 5.1.3.3 The Range Master is the final authority in respect of the classification of any sights used in an LRRP match and/or their compliance with these rules, including the Divisions in Appendix D.
- 5.1.4 Unless required by a Division (see Appendices), there is no restriction on the trigger pull weight of a firearm, however, the trigger mechanism must, at all times, function safely. Safely being defined as not firing when bolt is slammed or rifle is cocked or is slammed vigorously.
- 5.1.5 Triggers and/or trigger shoes that extend beyond the width of the trigger guard are expressly prohibited. However, rifles fitted with "winter triggers/guards" may be used in this mode, provided that this fitting was designed, manufactured and provided as part of the rifle and only when the particular climate or weather conditions dictate their use.
- 5.1.6 Firearms must be serviceable and safe. Range Officers may demand examination of a competitor's firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the match until the item is repaired to the satisfaction of the Range Master.
- 5.1.7 Competitors must use the same rifle and type of sights for all courses of fire in a match. However, in the event that a competitor's original rifle and/or sights become unserviceable or unsafe during a match, the competitor must, before using a substitute rifle and/or sights, seek permission from the Range Master who may approve the substitution provided he is satisfied:
 - 5.1.7.1 The substitute rifle satisfies the requirements of the relevant Division and is of the same type, action, and caliber and is fitted with the same type of sights.
 - 5.1.7.2 In using the substitute rifle the competitor will not gain a competitive advantage.
- 5.1.8 A competitor who substitutes or significantly modifies a rifle and/or sights during a match without the prior approval of the Range Master will be subject to the provisions of Section 10.6.
- 5.1.9 A competitor must never use or wear on his person more than one firearm during a course of fire (see Rule 10.5.7) unless the course or match specifies it (two gun match).
- 5.1.10 The rifle must be fitted with a stock enabling it to be fired from the shoulder.
- 5.1.11 No butt hooks allowed. If the butt is adjustable it should be centered and taped and used as such throughout the whole tournament without any further adjustments. Any further adjustment done during the tournament is grounds for disqualification.
- 5.1.12 For adjustable cheek combs, they should be adjusted and fixed into one position for the entire tournament. No adjustments allowed. Any further adjustment done during the tournament is grounds for disqualification.
- 5.1.13 Only slings that connect to the forearm above the receiver on one end and the butt stock after the forearm on the other end are allowed. Slings that connect all to the forearm are not allowed.

- 5.1.14 Rifles offering only "burst" and/or fully automatic operation (i.e. whereby more than one round can be discharged on a single pull or activation of the trigger) are prohibited.
- 5.1.15 Combination guns offering an additional barrel, or barrels, that is not a conventional rifle barrel, e.g. a rifle and shotgun combination, are prohibited.

5.2 Carry and Storage and Competitor Equipment

- 5.2.1 Carry and Storage – Except when within the boundaries of a safety area, or when under the supervision and direct command of a Range Officer, the competitor’s rifle must be unloaded and carried or stored in one of the following conditions. At the discretion of the Range Officer, failure to comply may incur a warning or may be subject to the provisions of Rule 10.5.1.
 - 5.2.1.1 Slung from the shoulder with the rifle reasonably vertical. The action must remain open or be closed, or
 - 5.2.1.2 Carried/shouldered with the rifle reasonably vertical. The action may be open or closed. Match Directors may require this to be “vertically upwards” or “vertically downwards” providing this is made clear to all competitors in a reasonable manner, or
 - 5.2.1.3 Placed in racks, or otherwise placed, with the muzzle pointing in a direction as specified by a Range Officer. The action may be open or closed. Match Organizers should make available, within easy access to all stages, sufficient gun racks for the numbers of competitors attending the match, or
 - 5.2.1.4 Carried in a slip or case (it is preferred that the rifle is carried reasonably vertical).
 - 5.2.1.5 Competitors must use a chamber safety flag, or device, that is clearly visible externally to the gun, at all times when the rifle is not in use (except whilst carrying out the activities permitted under Rule 2.4.1).
 - 5.2.1.6 Under no circumstances, except when under the supervision of, and in response to a direct instruction issued by a Range Officer, will the rifle be loaded (see Rule 10.5.13) or have empty detachable magazines fitted except that a competitor may practice the insertion and removal of empty detachable magazines while in a Safety Area.
 - 5.2.1.7 Within the provisions of Rule 5.2.1 no ammunition of any kind is permitted on the gun, or in clips or loops fitted to the gun, or to a sling fitted to the gun except when under the supervision of, and in response to a direct instruction issued by a Range Office
- 5.2.2 Ammunition and speed loading devices, must be carried or worn on the competitor or mounted to the rifle in safely designed pouches, pockets or other suitable retention devices, unless otherwise specified in the course description.

5.3 Appropriate Dress

- 5.3.1 The use of camouflage or other similar types of military or police garments is discouraged. The exception is competitors who are law enforcement or military personnel. The Match Director will be the final authority in respect of what garments competitors are allowed to wear.
- 5.3.2 The use of formal target shooting clothing such as shooting jackets, shooting pants, shooting boots, shooting gloves, or anything that will act as artificial support for the shooter in firing the rifle is not allowed.
- 5.3.3 The use of knee pads and elbow pads are allowed. The use of regular gloves which are not shooting gloves are allowed. The Match Director will be the ultimate judge as to what will be allowed. The point is that it should not provide artificial support for the shooter in firing the rifle.
- 5.3.4 Medical braces provided they are declared and approved before hand by the Match Director will be allowed.
- 5.3.5 Anyone in violation of said dress code in referenced to items 5.3.2 to 5.3.4 will be disqualified from the tournament.

5.4 Eye and Ear Protection

- 5.4.1 All persons are warned that the correct use of adequate eye and ear protection is in their own interest and of paramount importance to prevent injury to vision and hearing. It is strongly recommended that eye and ear protection be worn at all times by all persons while on the range premises.
- 5.4.2 Host organizations may require the use of such protection by all persons, as a condition of attendance and while present on the range premises. If so, Range Officials must make every reasonable effort to ensure that all persons wear adequate protection.
- 5.4.3 Shooters without eye and ear protection will not be allowed to participate in matches or tournaments.
- 5.4.4 If a Range Official notices that a competitor has lost or displaced their eye or ear protection during a course of fire, or has commenced a course of fire without them, the Range Official must immediately stop the competitor who will be required to reshoot the course of fire after the protective devices have been restored.
- 5.4.4 A competitor who inadvertently loses eye or ear protection during a course of fire, or commences a course of fire without them, is entitled to stop, point their firearm in a safe direction and indicate the problem to the Range Official, in which case the provisions of the previous rule will apply.
- 5.4.5 Any attempt to gain a competitive advantage by removing eye and/or ear protection during a course of fire will be considered unsportsmanlike conduct (see Rule 10.6.2).
- 5.4.6 If a Range Officer deems that a competitor about to make an attempt at a course of fire is wearing inadequate eye or ear protection, the Range Officer may order the competitor to rectify the situation before allowing the competitor to continue. The Range Master is the final authority on this matter.

5.5 Ammunition and Related Equipment

- 5.5.1 Competitors at an LRRP match are solely and personally responsible for the safety of all and any ammunition which they bring to the match. Neither LRRP nor any LRRP Officers, nor any organization affiliated to LRRP, nor the officers of any organization affiliated to LRRP accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such ammunition.
- 5.5.2 Magazines and speed loading devices must comply with the provisions of the relevant Division.
- 5.5.3 Spare magazines, speed loading devices or ammunition dropped or discarded by a competitor after the start signal may be retrieved, however, their retrieval is, at all times, subject to all safety rules.
- 5.5.4 Metal piercing, incendiary and/or tracer ammunition is prohibited at LRRP matches (see Rule 10.5.15).
- 5.5.5 All ammunition used by a competitor must satisfy all the requirements of the relevant Division as defined in Appendix D.
- 5.5.6 Any ammunition deemed unsafe by a Range Officer must be immediately withdrawn from the match (see Rule 10.5.15).
- 5.5.7 Ammunition must not discharge more than one bullet or other scoring projectile from a single round.
- 5.5.8 No reloaded ammunition will be allowed, only factory ammunition is allowed.

5.6 Zeroing Bay

- 5.6.1 The Host organization is responsible for providing access to a zeroing bay if the course of fire allows zeroing during the match (some matches will not allow zeroing at all to allow the cold bore shot to come in effect). Shooters are responsible for their safety in the Zeroing bay. Organizers call to provide or not provide a zeroing bay.

5.7 Malfunctions – Competitor’s Equipment

5.7.1 In the event that a competitor's firearm malfunctions after the start signal, the competitor may safely attempt to correct the problem and continue the course of fire. During such corrective action, the competitor must keep the muzzle of the firearm pointing safely downrange at all times. The competitor may not use rods, or other tools to correct the malfunction. Violations will result in a zero score for the stage.

5.7.1.1 A competitor who experiences a firearm malfunction while responding to the "Load And Make Ready" or "Make Ready" command, but prior to issuance of the "Start Signal", is entitled to retire, under the authority and supervision of the officiating Range Officer, to repair his firearm, without penalty, subject to the provisions of Rule 5.7.4, Rule 8.3.1.1 and all other safety rules. Once the repairs have been completed (and the provisions of Rule 5.1.7 have been satisfied, if applicable), the competitor may return to attempt the course of fire, subject to scheduling as determined by the officiating Range Officer or Range Master.

5.7.2 While rectifying a malfunction that requires the competitor to clearly move the firearm away from aiming at a target, the competitor's fingers must be clearly visible outside the trigger guard (see Rule 10.5.8).

5.7.3 In the event that a firearm malfunction cannot be corrected by the competitor within 1 minute, he must point the firearm safely downrange and advise the Range Officer, who will terminate the course of fire (excluding any unattempted component strings in a Standard Exercise) in the normal manner. The course of fire (excluding any unattempted component strings in a Standard Exercise) will be scored as shot including all applicable misses and penalties.

5.7.4 Under no circumstances is a competitor permitted to leave a course of fire in the possession of a loaded firearm (see Rule 10.5.13).

5.7.5 Where the firearm has failed as above, the competitor must not be permitted to reshoot the course of fire or string. This includes the instance where a firearm is declared unserviceable or unsafe during a course of fire or string. However, any unattempted component strings in a Standard Exercise may still be attempted by the affected competitor after the firearm has been repaired, and prior to when match results are declared final by the Match Director.

5.7.6 In the event that a Range Officer 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 Range Officer will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the firearm or ammunition and proceed as follows:

5.7.6.1 If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a reshoot, 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 (see Rule 9.5.6).

5.7.6.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to reshoot the stage.

5.8 Official Match Ammunition

5.8.1 When match organizers make official match ammunition available for purchase by competitors at a match, the Match Director must, both in advance in official match literature (and/or on the official match website), and by way of a sign certified by him and posted at a conspicuous place at the point of sale, clearly identify which manufacturer/brand, specific cartridges and load descriptions (subsonic, std. vel., Hi Vel) as the case may be.

5.8.1.1 Official match ammunition purchased by competitors is deemed to be competitor equipment (see Section 5.7), therefore malfunctions will not be grounds for a reshoot and/or an appeal to Arbitration.

- 5.8.1.3 Official match ammunition must not be restricted solely for sale to, and/or use by, competitors representing the host country and/or the vendor.
 - 5.8.1.4 Official match ammunition must be approved by the Regional Director of the Region in which the match is being held.
 - 5.8.1.5 Match Officials reserve the right to conduct inspection or other tests on all and any ammunition, at any time, and a reason need not be given.
- 5.8.2 Where possible, match organizers (or their nominated vendor at the match) should make available a test firing bay, supervised by a Range Officer, where competitors can function test a small quantity of official match ammunition of the same batch through their firearm(s) prior to purchase. Test firing bay may be the Zeroing bay. Again this is the call of the organizers to provide one or not, as long as all competitors are treated the same and no particular group has any advantage over the others.

CHAPTER 6: Match Structure

6.1 General Principles

The following definitions are used for clarity:

- 6.1.1 String – A separately timed and scored component of a Standard Exercise. Scores and penalties are recorded following completion of each string, and results achieved in each string are then tallied to produce a final stage result (also see Rule 9.5.5).
- 6.1.2 Standard Exercise – A course of fire consisting of one or more separately timed component strings. Scores, with any penalties deducted, are accumulated on completion of the course of fire to produce the final stage results. The course of fire for each component string may require a specific shooting position, procedure and/or one or more mandatory reloads. A Standard exercise (short range course) can be a separate stage together with a medium, long range, or multi range courses within the match or can be the whole match by itself.
- 6.1.3 Stage – A separately timed and scored component of a match.
- 6.1.4 Match – Consists of a minimum of 1 stage. The total sum of individual stage results will be accumulated to declare a match winner. A match must include only one type of firearm (e.g. handgun, or rifle).
- 6.1.5 Tournament – Consists of two or more firearm specific matches (e.g. a handgun match and a rifle match, or a handgun match, a bolt rifle match, and a semi auto rifle match). The individual match results achieved by a competitor in each component match will be used to declare an overall tournament winner, in accordance with the LRRP Tournament Rules.
- 6.1.6 League – Consists of two or more LRRP matches of a single firearm type held at different locations and on different dates. The total sum of match results attained by each competitor at component matches specified by the league organizers will be accumulated to determine a league winner.
- 6.1.7 Shoot-Off – An event conducted separately from a match. Eligible competitors compete directly against each other by simultaneously shooting at separate but equal target arrays in a process of elimination (see Appendix E).

6.2 Match Divisions

- 6.2.1 LRRP divisions recognize different firearms and equipment (see Appendices C & D). Each match must recognize at least one Division. When multiple Divisions are available in a match, each Division must be scored separately and independently, and match results must recognize a winner in each Division.
- 6.2.2 In LRRP sanctioned matches, the minimum number of competitors stipulated in Appendix A2 must compete in each Division for it to be recognized. If there are insufficient competitors in a Division, the Match Director may allow that Division to stand without official LRRP recognition.
- 6.2.3 Prior to the commencement of a match, each competitor must declare one Division for score, and Match Officials should check competitor equipment compliance with the declared Division, prior to the competitor making an attempt at any of the courses of fire.
- 6.2.4 Subject to the prior approval of the Match Director, a competitor may enter a match in more than one Division. However, the competitor may compete for match score in only one Division, and that must be the first attempt in all cases. Any subsequent attempts in another Division will not count for match recognition.
- 6.2.5 Where a Division is unavailable or deleted, or where a competitor fails to declare a specific Division prior to the commencement of a match, the competitor will be placed in the Division which, in the opinion of the Range Master, most closely identifies with the competitor's equipment. If, in the opinion of the Range Master, no suitable Division is available, the competitor will shoot the match for no score.
 - 6.2.5.1 However, if a competitor fails to satisfy the equipment or other requirements of a declared Division during a course of fire, the competitor will be placed in Open Division, if available, otherwise the competitor will shoot the match for no score.

6.2.5.2 A competitor who is classified or reclassified as above must be notified as soon as possible. The Range Master's decision on these matters is final.

6.2.6 A match disqualification incurred by a competitor, at any time during a match, will prevent the competitor from further participation in the match including any subsequent attempts in another Division. However, this is not retroactive. Any previous and complete match scores from another Division will be included for recognition and awards in that Division.

6.2.7 Recognition of a competitor in a specific Division will not preclude further recognition in a Category or from inclusion as member of a Regional or other team.

6.3 Match Categories

6.3.1 LRRP matches may include different Categories within each Division to recognize different groups of competitors. A competitor may declare only one Category for a match or tournament.

6.3.2 Failure to meet the requirements of the declared Category or failure to declare a Category prior to the start of the match will result in exclusion from that Category. Details of currently approved Categories and related requirements are listed in Appendix B.

6.4 Regional Teams

6.4.1 Subject to the availability of allocated slots, one Regional team in each Division may be selected on merit by each Region for the matches. At the discretion of the Match Organizers, other teams may be fielded but will not be eligible for team recognition or awards. Approved Category teams are specified by a vote in the General Assembly (see Appendix B).

6.4.2 An individual competitor's scores will be used exclusively for a single team in a match.

6.4.3 Teams must consist of a maximum of 4 members, however, only the final scores of the 3 highest scoring team members will be used to calculate team results. Unless the team is identified as shooter and spotter teams then 2 person teams will be the maximum and all scores count.

6.4.4 If a member of a team retires from the match for any reason before completing all of the stages, scores attained by that competitor will continue to stand towards the team score, however, the affected team is not entitled to replace the retired team member.

6.4.5 A team member who is unable to commence a match, may be replaced prior to commencement by another competitor, subject to the approval of the Match Director.

6.4.6 If a member of a team is disqualified from a match, the disqualified member's scores will revert to zero for all courses of fire. Teams will not be entitled to replace a disqualified team member.

6.5 Competitor Status and Credentials

6.5.1 All competitors must be individual members of the LRRP Region in which they normally reside. Residency is defined as the Region where the individual is ordinarily domiciled for a minimum of 183 days of the twelve months immediately preceding the month in which the match begins. Ordinarily domiciled condition is a physical presence test and does not relate to citizenship or to any address of convenience. The 183 days need not be consecutive or the most recent 183 days of the twelve month period. In any case, match organizers must not accept any competitor from a foreign Region unless the Regional Director of that Region has confirmed the competitor's eligibility to participate in the subject match.

6.5.1.1 Competitors who ordinarily reside in a country or geographical area which is not affiliated to LRRP may join an LRRP affiliated Region and may compete under the auspices of that Region, subject to the approval of the LRRP Executive Council and the Regional Directorate of that Region. If a competitor's country or geographical area of residence subsequently applies for affiliation to LRRP, the competitor must become a member of that Region during the affiliation process.

- 6.5.2 A competitor and/or team member may represent only the LRRP Region in which they reside, except as follows:
- 6.5.2.1 In respect of a competitor who resides in one Region, but who wishes to represent the Region of which they are a citizen, the Regional Directors for the Region of residence and the Region of citizenship must agree in writing prior to the commencement of the match.
 - 6.5.2.2 A competitor who falls under the conditions of Rule 6.5.1.1 may represent the Region of which they are a member, subject to the prior written approval of the Regional Director.
- 6.5.3 At Regional Championships, only competitors who satisfy the residency requirements stated in Rule 6.5.1 are entitled to be recognized as the Regional Champion, by Division and/or by Division/Category, as the case may be. However when determining Regional Champions, match results of competitors from outside the applicable Region must not be deleted from the match results, which must remain wholly intact. For example:
- Region 1 Open Division Championships
- 100% Competitor A - Region 2 (declared as Overall Match and Division Champion)
99% Competitor B - Region 6
95% Competitor C - Region 1 (declared as Region 1 Champion)

6.6 Competitor Scheduling and Squadding

- 6.6.1 Competitors must compete for score according to the published match and squadding schedule. A competitor who is not present at the scheduled time and date for any stage may not attempt that stage without the prior approval of the Match Director, failing which the competitor's score for that stage will be zero.
- 6.6.2 Range Officials, match sponsors, LRRP Officers (as defined in Section 6.1 of the LRRP Constitution) and other persons may compete for score in a "pre-match", subject to the prior approval of the Match Director. Competitors in the main match must not be restricted from viewing the pre-match. All members of official Regional Teams must compete in the main match. Scores attained in the "pre-match" may, at the discretion of the Match Director, be included in the overall match results provided the dates of the "pre-match" are published in the official match schedule. (also see Section 2.3).
- 6.6.3 A match, tournament or league will be deemed to have started on the first day that competitors (including those specified above) shoot for score and will be deemed to have ended when the results have been declared final by the Match Director.

6.7 International Classification System ("ICS")

- 6.7.1 The LRRP Executive Council may coordinate and publish dedicated regulations and procedures in order to manage and administer an International Classification System (should this eventually happen).
- 6.7.2 Competitors seeking an international classification must use the approved courses of fire available from the LRRP website.

CHAPTER 7: Match Management

7.1 Match Officials

The duties and terms of reference of Match Officials are defined as follows:

- 7.1.1 Range Officer (“RO”) – issues range commands, oversees competitor compliance with the written stage briefing and closely monitors safe competitor action. He also declares the time, scores and penalties achieved by each competitor and verifies that these are correctly recorded on the competitor's score sheet (under the authority of a Chief Range Officer and Range Master).
- 7.1.2 Chief Range Officer (“CRO”) – is the primary authority over all persons and activities in the courses of fire under his control, and oversees the fair, correct and consistent application of these rules (under the authority of the Range Master).
- 7.1.3 Stats Officer (“SO”) – collects, sorts, verifies, tabulates and retains all score sheets and ultimately produces provisional and final results. Any incomplete or inaccurate score sheets must be promptly referred to the Range Master (under direct authority of the Range Master).
- 7.1.4 Quartermaster (“QM”) – distributes, repairs and maintains all range equipment (e.g. targets, patches, paint, props etc.), Range Officer appliances (e.g. timers, batteries, staplers, staples, clipboards etc.) and Range Officer rations (under direct authority of the Range Master).
- 7.1.5 Range Master (“RM”) – has overall authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire and the application of these rules. All match disqualifications and appeals to arbitration must be brought to his attention. The Range Master is usually appointed by and works with the Match Director, however, in respect of LRRP sanctioned Level IV or higher matches, the appointment of the Range Master is subject to the prior written approval of the LRRP Executive Council.
- 7.1.6 Match Director (“MD”) – handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff and the provision of services. His authority and decisions will prevail with regard to all matters except in respect of matters in these rules which are the domain of the Range Master. The Match Director is appointed by the host organization and works with the Range Master.

7.2 Discipline of Match Officials

- 7.2.1 The Range Master has authority over all match officials other than the Match Director (except when the Match Director is actually participating as a competitor at the match), and is responsible for decisions in matters concerning conduct and discipline.
- 7.2.2 In the event that a Match Official is disciplined, the Range Master must send a report of the incident and details of the disciplinary action to the Match Official's Regional Director, the Regional Director of the Region hosting the match, and to the President of the International Range Officers Association (IROA).
- 7.2.3 A Match Official who is disqualified from a match for a safety infraction while competing will continue to be eligible to serve as a Match Official for the match. The Range Master will make any decision related to an official's participation.

7.3 Appointment of Officials

- 7.3.1 Match organizers must, prior to commencement of a match, appoint a Match Director and a Range Master to carry out the duties detailed in these rules. The nominated Range Master should preferably be the most competent and experienced certified Range Official present (also see Rule 7.1.5). For Level I and II matches a single person may be appointed to be both the Match Director and the Range Master.
- 7.3.2 References in these rules to Range Officials (e.g. "Range Officer", "Range Master" etc.), mean personnel who have been officially appointed by match organizers to actually serve in an official capacity at the match. Persons who are certified Range Officials, but who are actually participating in the match as regular competitors, have no standing or authority as Range Officials for that match. Such persons should therefore not participate in the match wearing garments bearing Range Official insignia.

CHAPTER 8: The Course of Fire

8.1 Rifle Ready Conditions

The ready condition for rifles will normally be as stated below. However, in the event that a competitor fails to load the chamber when permitted by the written stage briefing, whether inadvertently or intentionally, the Range Officer must not take any action, as the competitor is always responsible for the handling of the rifle.

8.1.1 Rifles:

8.1.1.1 Loaded (Option 1): magazine filled and fitted (if applicable), chamber loaded, hammer and/or sear cocked and safety catch engaged (if the rifle is designed to have one).

8.1.1.2 Loaded (Option 2): magazine filled and fitted (if applicable), chamber empty and the action closed.

8.1.1.3 Unloaded (Option 3): fixed magazine must be empty, detachable magazines removed and chamber(s) must be empty. The action/bolt may be open or closed.

8.1.2 Courses of fire may require ready conditions which are different to those stated above. In such cases, the required ready condition must be clearly stated in the written stage briefing.

8.1.3 Unless complying with a Match requirement (see Appendices), a competitor may or may not be restricted on the number of rounds to be loaded or reloaded in a rifle. Written stage briefings may stipulate number of rounds and when the firearm is to be loaded or when mandatory reloads are required, when permitted under Rule 1.1.5.2.

8.2 Competitor Ready Condition

This designates when, under the direct command of a Range Officer:

8.2.1 The rifle is prepared, made safe and held or placed as specified in the written stage briefing.

8.2.2 Unless specifically stated by the stage description, the competitors posture prior to the commencement of the stage must be standing erect and relaxed, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, muzzle pointing downrange and with the finger out of the trigger guard. A competitor who attempts or completes a course of fire where an incorrect start position was used may be required by a Range Official to reshoot the course of fire.

Different stages may require the "ready position" to be prone, kneeling, sitting or as otherwise stated in the written stage briefing. However, the "ready condition" of the rifle stipulated here and the general outline of the "ready position" will prevail.

A course of fire must never permit a competitor to start a stage with the rifle mounted into the shoulder and pointing towards targets.

8.2.3 A course of fire must never require or allow a competitor to touch or hold a magazine, loading device or ammunition, other than a magazine fitted to the rifle, after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).

8.3 Range Communication

The approved range commands and their sequence are as follows:

8.3.1 "Load And Make Ready" (or "Make Ready" for starts with an unloaded firearm) – This command signifies the start of "the Course of Fire". Under the direct supervision of the Range Officer the competitor must face down range, or in a safe direction as specified by the Range Officer, fit eye and ear protection, and prepare the firearm in accordance with the written stage briefing. The competitor must then assume the required start position. At this point, the Range Officer will proceed.

8.3.1.1 Once the "Load and Make Ready" (or "Make Ready" for starts with an unloaded firearm) command has been given, the competitor must not move away from the start location prior to issuance of the "Start Signal" without the prior approval, and under the direct supervision, of the Range Officer. Violation will result in a warning for the first offense and may result in the application of Rule 10.6.1 for a subsequent offense in the same match.

8.3.2 "Are You Ready?" – The lack of any negative response from the competitor indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the "Are You Ready?" command, he must state "Not Ready". It is suggested that when the competitor is ready he should assume the required start position to indicate his readiness to the Range Officer.

8.3.3 "Standby" – This command should be followed by the start signal within 1 to 4 seconds (also see Rule 10.2.6).

8.3.4 "Start Signal" – The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to a start signal, for any reason, the Range Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from "Are You Ready?"

8.3.4.1 In the event that a competitor inadvertently begins shooting prematurely ("false start"), the Range Officer will, as soon as possible, stop and restart the competitor once the course of fire has been restored.

8.3.5 "Stop" – Any Range Officer 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 instructions from the Range Officer.

8.3.5.1 When conducting Standard Exercises, Range Officials may issue other interim commands on completion of the first string, in order to prepare the competitor for the second and subsequent strings (e.g. "Reload if required"). Any such interim commands to be used must be clearly stated in the written stage briefing.

8.3.6 "If You Are Finished, Unload And Show Clear" – If the competitor has finished shooting, he must lower his rifle and present it for inspection by the Range Officer with the muzzle pointed down range, fixed magazine empty or detachable magazine removed and chamber empty, action held or latched open.

8.3.7 "If Clear, Hammer Down, Open Action" – After issuance of this command, the competitor must not resume shooting (see Rule 10.6.1). Pointing the rifle down range the competitor must close the action, pull the trigger to release the hammer and then open the action again. The safety catch(es) must then be applied (if the gun type permits them to be applied with the action open) and a chamber flag must be fitted. The action may remain open or be closed.

If the gun does not prove to be clear, the Range Officer will resume the commands from Rule 8.3.6 (also see Rule 10.4.3).

Full compliance with Rule 8.3.7 by the competitor signifies the end of the course of fire. The competitor must then comply with Rule 5.2.1.

8.3.8 "Range Is Clear" – Competitors or Range Officials must not move forward of, or away from, the firing line or final shooting location until this declaration is given by the Range Officer. Once the declaration is made, officials and competitors may move forward to score, patch, reset targets etc.

8.4 Loading, Reloading or Unloading During a Course of Fire

8.4.1 When loading, reloading or unloading during a course of fire, the competitor's fingers must be visibly outside the trigger guard and the firearm must be pointed safely down range or in another safe direction authorized by a Range Officer (see Section 10.5).

8.5 Movement

8.5.1 Except when the competitor is actually aiming or shooting at targets, all movement must be accomplished with the fingers visibly outside the trigger guard and the safety should be engaged. The firearm must be

pointed in a safe direction. "Movement" is defined as any of the actions below:

8.5.1.1. Taking more than one step in any direction.

8.5.1.2 Changing shooting position (e.g. from standing to kneeling, from seated to standing etc.).

8.5.2 The re-slinging of a rifle during a course of fire is prohibited.

8.6 Assistance or Interference

8.6.1 No assistance of any kind can be given to a competitor during a course of fire, except that any Range Officer assigned to a stage may issue safety warnings to a competitor at any time. Such warnings will not be grounds for the competitor to be awarded a reshoot.

8.6.1.1 Competitors confined to wheelchairs or similar devices may be given special dispensation by the Range Master in respect of mobility assistance, however, the provisions of Rule 10.2.11 may still apply, at the Range Master's discretion.

8.6.2 Any person providing assistance or interference to a competitor during a course of fire (and the competitor receiving such assistance) may, at the discretion of a Range Officer, incur a procedural penalty for that stage and/or be subject to Section 10.6.

8.6.3 In the event that inadvertent contact from the Range Officer or another external influence has interfered with the competitor during a course of fire, the Range Officer may offer the competitor a reshoot of the course of fire. The competitor must accept or decline the offer prior to seeing either the time or the score from the initial attempt. However, in the event that the competitor commits a safety infraction during any such interference, the provisions of Section 10.3 may still apply.

8.7 Sight Pictures and Range Inspection

8.7.1 Competitors are always prohibited from taking a sight picture with a loaded firearm prior to the start signal. Violation will result in a warning for the first occurrence and one procedural penalty for each subsequent occurrence in the same match.

8.7.2 If match organizers also prohibit taking a sight picture with an unloaded firearm prior to the start signal, competitors must be advised in the written stage briefing. Violation will result in a warning for the first occurrence and one procedural penalty for each subsequent occurrence in the same match.

8.7.3 When permitted, competitors taking a sight picture with an unloaded firearm prior to the start signal must only do so on a single target, to verify that their sights are prepared as required. Competitors who test a targeting sequence or a shooting position while taking a sight picture will incur one procedural penalty per occurrence.

8.7.4 Competitors are prohibited from using any sighting aid (e.g. the whole or part of an imitation or replica firearm, any part of a real firearm including any accessories thereof etc.), except for their own hands, while conducting their inspection ("walkthrough") of a course of fire. Violations will incur one procedural penalty per occurrence (also see Rule 10.5.1).

8.7.5 No electronic range finders are allowed in the shooting box or shooting area during the tournament, match, or during range inspection. If allowed they are only to be used outside the shooting bay. Unless explicitly allowed in the course no electronic range finders are allowed to be used in the shooting areas.

8.7.6 No person is permitted to enter or move through a course of fire without the prior approval of a Range Officer assigned to that course of fire or the Range Master. Violators will incur a warning for the first offense but may be subject to the provisions of Section 10.6 for subsequent offenses.

CHAPTER 9: Scoring

9.1 General Regulations

- 9.1.1 Approaching Targets – While scoring is in progress, competitors or their delegate must not approach any target closer than 1 meter (3.28 feet) without the authorization of the Range Officer. Violation will result in a warning for the first offense, but the competitor or his delegate may, at the discretion of the Range Officer, incur a procedural penalty for subsequent occurrences in the same match.
- 9.1.2 Touching Targets – While scoring is in progress competitors or their delegate must not touch, gauge or otherwise interfere with any target without the authorization of the Range Officer. Should a Range Officer deem that a competitor or their delegate has influenced or affected the scoring process due to such interference, the Range Officer may:
- 9.1.2.1 Score the affected target as a missed target; or
- 9.1.2.2 Impose penalties for any affected no-shoots.
- 9.1.3 Prematurely Patched Targets – If a target is prematurely patched or taped, preventing the determination of the actual score, the Range Officer must order the competitor to reshoot the course of fire.
- 9.1.4 Unrestored Targets – If, following completion of a course of fire by a previous competitor, one or more targets have not been properly patched or taped for the competitor being scored, the Range Officer must judge whether or not an accurate score can be determined. If there are extra scoring hits or questionable penalty hits thereon, and it is not obvious which hits were made by the competitor being scored, the affected competitor must be ordered to reshoot the course of fire.
- 9.1.4.1 In the event that patches or tape applied to a restored paper target are accidentally blown off by wind, muzzle blast or another reason, and it is not obvious to the Range Officer which hits were made by the competitor being scored, the competitor will be required to reshoot the course of fire.
- 9.1.5 Impenetrable – The scoring area of all LRRP scoring targets and no-shoots is deemed to be impenetrable. If a:
- 9.1.5.1 Full diameter of a bullet strikes wholly within the scoring area of a paper target, and continues on to strike the scoring area of another paper target, the hit on the subsequent paper target will not count for score or penalty, as the case may be.
- 9.1.5.2 Full diameter of a bullet strikes wholly within the scoring area of a paper target, and continues on to hit or strike down a metal target, or hits a frangible target or an electronically registering target that activates other range equipment, this will be treated as range equipment failure. The competitor will be required to reshoot the course of fire, after it has been restored.
- 9.1.5.3 Partial diameter of a bullet strikes the scoring area of a paper or metal target, and continues on to strike the scoring area of another paper or metal target, the hit on the subsequent target will count for score or penalty, as the case may be.
- 9.1.5.4 Bullet strikes partially within the scoring area of a paper or metal target, and continues on to strike down (or hit the scoring area of) another metal target, the fallen (or hit on the) subsequent metal target will also count for score or penalty, as the case may be.
- 9.1.6 Unless specifically described as "soft cover" (see Rule 4.1.4.2) in the written stage briefing, all props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable "hard cover". If a:
- 9.1.6.1 Bullet strikes wholly within hard cover, and continues on to strike any scoring paper target or no-shoot, that shot will not count for score or penalty, as the case may be.
- 9.1.6.2 Bullet strikes wholly within hard cover, and continues on to hit or strike down a metal target, or hits a frangible target or an electronically registering target that activates other range equipment, this will be treated as range equipment failure (see Section.4.6). The competitor will be required to reshoot the course of fire, after it has been restored.
- 9.1.6.3 Bullet strikes partially within hard cover, and continues on to strike the scoring area of a paper

target, the hit on that paper target will count for score or penalty, as the case may be.

9.1.6.4 Bullet strikes partially within hard cover, and continues on to strike down a scoring metal target, the fallen target will count for score. If a bullet strikes partially within hard cover, and continues on to strike down or hit a metal no-shoot, the fallen no-shoot or hit thereon will count for penalty.

9.1.7 Target sticks are neither Hard Cover nor Soft Cover. Shots which have passed wholly or partially through target sticks and which hit a paper or metal target will count for score or penalty, as the case may be.

9.2 Scoring Methods

9.2.1 The written stage briefing for each course of fire must specify one of the following scoring methods:

9.2.2 "Comstock" – Unlimited time stops on the last shot, unlimited number of shots to be fired, stipulated number of hits per target to count for score.

9.2.2.1 A competitor's score is calculated by adding the highest value stipulated number of hits per target, minus penalties, divided by the total time (recorded to two decimal places) taken by the competitor to complete the course of fire, to arrive at a hit factor. The overall stage results are factored by awarding the competitor with the highest hit factor the maximum points available for the course of fire, with all other competitors ranked relatively below the stage winner.

9.2.3 "Virginia Count" – Unlimited time stops on the last shot, limited number of shots to be fired, stipulated number of hits per target to count for score.

9.2.3.1 A competitor's score is calculated by adding the highest value stipulated number of hits per target, minus penalties, divided by the total time (recorded to two decimal places) taken by the competitor to complete the course of fire, to arrive at a hit factor. The overall stage results are factored by awarding the competitor with the highest hit factor the maximum points available for the course of fire, with all other competitors ranked relatively below the stage winner.

9.2.3.2 Virginia Count must only be used for Standard Exercises, Classifiers or Short Courses.

9.2.3.3 Virginia Count must not be used in Level IV or higher matches except in respect of a Standard Exercise (see Rule 6.1.2).

9.2.4 "Fixed Time" – Limited time, limited number of shots to be fired, stipulated number of overall hits to count for score.

9.2.4.1 A competitor's score is calculated by adding the highest value stipulated number of required hits, minus penalties. The overall stage results are not factored, and competitors are ranked by the actual net points achieved by them.

9.2.4.2 If paper targets are used in Fixed Time stages they should, where possible, be disappearing targets.

9.2.4.3 Fixed Time must only be used for Standard Exercises, Classifiers or Short Courses.

9.2.4.4 Fixed Time must not be used in Level IV or higher matches except in respect of a Standard Exercise (see Rule 6.1.2).

9.2.4.5 Fixed Time courses of fire do not incur failure to shoot at or miss penalties.

9.2.5 Stage results must rank competitors within the relevant Division in descending order of individual stage points achieved, calculated to 4 decimal places.

9.2.6 Match results must rank competitors within the relevant Division in descending order of the combined total of individual stage points achieved, calculated to 4 decimal places.

9.3 Scoring Ties

9.3.1 If, in the opinion of the Match Director, a tie in match results must be broken, the affected competitors must shoot one or more courses of fire, nominated or created by the Match Director, until the tie is broken. The result of a tiebreaker will only be used to determine the final placing of the affected competitors, and their

original match points will remain unchanged. Ties must never be broken by chance.

9.4 Scoring and Penalty Values

9.4.1 Scoring hits on LRRP targets will be scored in accordance with the values approved by the LRRP General Assembly. (See Appendices B and C). Frangible targets will usually score 5 points.

9.4.1.1 In order to recognize a difficult shot in a course of fire, a small number of metal and/or frangible targets may score double value for a hit. The use of such targets is restricted to generally not more than 10% of the total number of targets in the match. Their use must have been approved during the course review process and they must be clearly identified in the written stage briefing.

9.4.2 Each hit visible on the scoring area of a paper no-shoot will be penalized the equivalent of twice the point value of a maximum scoring hit.

9.4.3 Metal no-shoots must be shot and fall or overturn to score and then will be penalized the equivalent of twice the point value of a maximum scoring hit.

9.4.4 Each miss when applicable and stated within the course of fire will be penalized twice the value of the maximum scoring hit available on that target, except in the case of disappearing targets (see Rules 9.2.4.5 and 9.9.2).

9.4.5 In a Virginia Count Course of Fire or a Fixed Time Course of Fire:

9.4.5.1 Extra shots (i.e. shots fired in excess of the number specified in a component string or stage), will each incur one procedural penalty. Additionally, during scoring, no more than the specified number and highest scoring hits will be awarded.

9.4.5.2 Extra hits (i.e. hits on the scoring area of scoring paper targets in excess of the total number specified in the stage), will each incur one procedural penalty. Note that hits on hard cover and/or no-shoots are not treated as Extra Hits.

9.4.5.3 Stacked shots (i.e. firing the correct number of rounds in a string, but shooting at fewer targets than specified in the string), will incur one procedural penalty per occurrence. This penalty will not be applied if the written stage briefing specifically authorizes stacked shots.

9.4.6 In a Fixed Time Course of Fire:

9.4.6.1 Overtime shots are shots fired at the targets after the signal to cease fire has been given. Overtime shots will not count for score.

9.4.6.2 Where static scoring paper targets are used, it is assumed that overtime shots result in the highest value hits visible on the targets, so these are ignored for scoring purposes. For example, on a stage with 1xA, 6xC and 1xD hits, where 2 overtime shots have been fired, the 2 highest hits (i.e. 1xA and 1xC) are ignored, with the final score being 5xC and 1xD hits.

9.4.6.3 Where static paper no-shoots are used, it is assumed that all hits occurred within the specified time, and will count in the scoring process, subject to Rule 9.4.2.

9.4.6.4 Where static metal or frangible targets are used, any target(s) that has (have) been hit after the signal to cease fire has been given will be ignored for scoring purposes.

9.5 Scoring Policy

9.5.1 Unless otherwise specified in the written stage briefing, scoring paper targets must be shot with a minimum of one round each, with the best hit to score. Scoring metal targets must be shot with a minimum of one round each and must fall or otherwise react to score. Frangible targets must break with a visible piece missing or separated from the original target to be counted for score.

9.5.2 If the bullet diameter of a hit on a scoring target touches the scoring line between two scoring areas, or the line between the non-scoring border and a scoring area, or if it crosses multiple scoring areas, it will be scored the higher value.

- 9.5.3 If a bullet diameter touches the scoring area of both a scoring target and a no-shoot, it will earn the score and incur the penalty.
- 9.5.4 Radial tears radiating outwards from the diameter of a bullet hole will not count for score or penalty.
- 9.5.4.1 Enlarged holes in paper targets which exceed the competitor's bullet diameter will not count for score or penalty unless there is visible evidence within the remnants of the hole (e.g. a grease mark, striations or a "crown" etc.), to eliminate a presumption that the hole was caused by a ricochet or splatter.
- 9.5.5 The minimum score for a course of fire or string will be zero.
- 9.5.6 A competitor who fails to shoot at the face of each scoring target in a course of fire with at least one round will incur one procedural penalty per target for failure to shoot at the target, as well as appropriate penalties for misses (see Rule 10.2.7).
- 9.5.7 Hits visible on a scoring paper target or no-shoot, which are the result of shots fired through the rear of the target or no-shoot, will not count for score or penalty, as the case may be.

9.6 Score Verification and Challenge

- 9.6.1 After the Range Officer has declared "Range is Clear", the competitor or their delegate will be allowed to accompany the official responsible for scoring to verify the scoring. However, this may not apply to courses of fire consisting only of reactive targets or self-setting targets and/or electronically registering targets.
- 9.6.2 The Range Official responsible for a course of fire may stipulate that the scoring process will begin while a competitor is actually completing a course of fire. In such cases, the competitor's delegate must be entitled to accompany the official responsible for scoring in order to verify the scoring. Competitors must be advised of this procedure during the squad briefing.
- 9.6.3 A competitor (or his delegate) who fails to verify a target during the scoring process loses all right of appeal in respect of scoring that target.
- 9.6.4 Any challenge to a score or penalty must be appealed to the Range Officer by the competitor (or his delegate) prior to the subject target being painted, patched, or reset, failing which such challenges will not be accepted.
- 9.6.5 In the event that the Range Officer upholds the original score or penalty and the competitor is dissatisfied, he may appeal to the Chief Range Officer and then to the Range Master for a ruling.
- 9.6.6 The Range Master's ruling will be final. No further appeals are allowed with respect to the scoring decision.
- 9.6.7 During a scoring challenge, the subject target(s) must not be patched, taped or otherwise interfered with until the matter has been settled. The Range Officer may remove a disputed paper target from the course of fire for further examination to prevent any delay in the match. Both the competitor and the Range Officer must sign the target and clearly indicate which hit(s) is (are) subject to challenge.
- 9.6.8 Scoring overlays approved by the Range Master must be used exclusively, as and when required, to verify and/or determine the applicable scoring zone of hits on paper targets.

9.7 Score Sheets

- 9.7.1 The Range Officer must enter all information (including any warnings given) on each competitor's score sheet prior to signing it. After the Range Officer has signed the score sheet, the competitor must add his own signature in the appropriate place. Electronic score sheet signatures will be acceptable if approved by the Regional Directorate. Whole numbers should be used to record all scores or penalties. The elapsed time taken by the competitor to complete the course of fire must be recorded to 2 decimal places in the appropriate place.
- 9.7.2 If corrections to the score sheet are required, these will be clearly entered onto the original and other copies of the competitor's score sheets. The competitor and the Range Officer should initial any corrections.
- 9.7.3 Should a competitor refuse to sign or initial a score sheet, for any reason, the matter must be referred to the Range Master. If the Range Master is satisfied that the course of fire has been conducted and scored correctly

the unsigned score sheet will be submitted as normal for inclusion in the match scores.

- 9.7.4 A score sheet signed by both a competitor and a Range Officer is conclusive evidence that the course of fire has been completed, and that the time, scores and penalties recorded on the score sheet, are accurate and uncontested. The signed score sheet is deemed to be a definitive document and, with the exception of the mutual consent of the competitor and the signatory Range Officer, or due to an arbitration decision, the score sheet will only be changed to correct arithmetical errors or to add procedural penalties under Rule 8.6.2.
- 9.7.5 If a score sheet is found to have insufficient or excess entries, or if the time has not been recorded on the score sheet, the competitor will be required to reshoot the course of fire.
- 9.7.6 In the event that a reshoot is not possible or permissible for any reason, the following actions will prevail:
- 9.7.6.1 If the time is missing, the competitor will receive a zero score for the course of fire.
- 9.7.6.2 If insufficient hits or misses have been recorded on the score sheet, those which have been recorded will be deemed complete and conclusive.
- 9.7.6.3 If excessive hits or misses have been recorded on the score sheet, the highest value scoring hits recorded will be used.
- 9.7.6.4 Procedural penalties recorded on the score sheet will be deemed complete and conclusive, except where Rule 8.6.2 applies.
- 9.7.6.5 If the identity of the competitor is missing from a score sheet, it must be referred to the Range Master, who must take whatever action he deems necessary to rectify the situation.
- 9.7.7 In the event that an original score sheet is lost or otherwise unavailable, the competitor's duplicate copy, or any other written or electronic record acceptable to the Range Master, will be used. If the competitor's copy, or any other written or electronic record, is unavailable, or is deemed by the Range Master to be insufficiently legible the competitor will be required to reshoot the course of fire. If the Range Master deems that a reshoot is not possible for any reason, the competitor will incur a zero time and score for the affected course of fire.

9.8 Scoring Responsibility

- 9.8.1 Each competitor is responsible to maintain an accurate record of their scores to verify the lists posted by the Stats Officer.
- 9.8.2 After all competitors have completed a match, the provisional stage results should be published and posted in a conspicuous place at the shooting range by the Stats Officer for the purpose of verification by competitors.
- 9.8.3 If a competitor detects an error in the provisional results at the end of the match, they must file an appeal with the Stats Officer not later than 1 hour after the results are posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.
- 9.8.4 Competitors who are scheduled (or otherwise authorized by a Match Director) to complete all courses of fire in a match in a period of time less than the full duration of the match (e.g. 1 day format in a 3 day match etc.), are required to check their provisional match results in accordance with the special procedures and time limits specified by the Match Director (e.g. via a website), failing which scoring appeals will not be accepted. The relevant procedure must be published in advance in match literature and/or by way of a notice posted in a conspicuous place at the shooting range prior to commencement of the match (also see Section 6.6).

9.9 Scoring of Moving Targets

Moving targets will be scored in accordance with the following:

- 9.9.1 Moving targets which present at least a portion of the highest scoring area when at rest (either before or after activation), or which continuously appear and disappear, will always incur failure to shoot at and/or miss penalties (exception see Rule 9.2.4.5).
- 9.9.2 Moving targets, which do not comply with the above criteria, will not incur failure to shoot at or miss penalties except where Rule 9.9.3 applies.

- 9.9.3 Moving targets will always incur failure to shoot at and miss penalties if a competitor fails to activate the mechanism, which initiates the target movement.

9.10 Official Time

- 9.10.1 Only the timing device operated by a Range Officer must be used to record the official elapsed time of a competitor's attempt at a course of fire. If a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to reshoot the stage.
- 9.10.2 If, in the opinion of an Arbitration Committee, the time credited to a competitor for a course of fire is deemed to be unrealistic, the competitor will be required to reshoot the course of fire (see Rule 9.7.4).
- 9.10.3 A competitor who reacts to a start signal but, for any reason, does not continue their attempt at the course of fire and fails to have an official time recorded on the timing device operated by the Range Officer, will be given a zero time and zero score for that course of fire.

9.11 Scoring Programs

- 9.11.1 All scoring programs must be approved by LRRP. No other scoring program must be used for any LRRP sanctioned match without the prior written approval of the Regional Director of the host Region.

CHAPTER 10: Penalties

10.1 Procedural Penalties – General Regulations

- 10.1.1 Procedural penalties are imposed when a competitor fails to comply with procedures specified in a written stage briefing. The Range Officer imposing the procedural penalties must clearly record the number of penalties, and the reason why they were imposed, on the competitor's score sheet.
- 10.1.2 Procedural penalties are assessed at twice the value of a single maximum available scoring hit on an LRRP paper target as stated in Appendix B. If the maximum available scoring hit on an LRRP paper target is 5 points, each procedural penalty will be minus 10 points.
- 10.1.3 A competitor disputing the application or number of procedural penalties may appeal to the Chief Range Officer and/or Range Master. A competitor who continues to be aggrieved may then lodge an appeal for arbitration.
- 10.1.4 Procedural penalties cannot be nullified by further competitor action. For example, a competitor who fires a shot at a target while faulting a line will still incur the applicable penalties even though he subsequently shoots at the same target while not faulting the line.

10.2 Procedural Penalties – Specific Examples

- 10.2.1 A competitor who fires shots while any part of their body is touching the ground beyond a Fault or Charge Line will receive 1 procedural penalty for each occurrence. However, if the competitor has gained a significant advantage on any target(s) while faulting, the competitor may instead be assessed 1 procedural penalty for each shot fired at the subject target(s) while faulting. No penalty is assessed if a competitor does not fire any shots while faulting a line.
- 10.2.2 A competitor who fails to comply with a procedure specified in the written stage briefing will incur 1 procedural penalty for each occurrence. However, if a competitor has gained a significant advantage during non-compliance, the competitor may be assessed 1 procedural penalty for each shot fired, instead of a single penalty (e.g. firing multiple shots contrary to the required position or stance).
- 10.2.3 Where multiple penalties are assessed in the above cases, they must not exceed the maximum number of scoring hits that can be attained by the competitor. For example, a competitor who gains an advantage while faulting a Fault Line, a Charge Line or a Shooting Box where only 4 metal targets are visible will receive 1 procedural penalty for each shot fired while faulting, up to a maximum of 4 procedural penalties, regardless of the number of shots actually fired.
- 10.2.4 A competitor who fails to comply with a mandatory reload will incur 1 procedural penalty for each shot fired after the point where the reload was required until a reload is performed.
- 10.2.5 In a Cooper Tunnel, a competitor who disturbs one or more pieces of the overhead material will receive 1 procedural penalty for each piece of overhead material which falls. Overhead material which falls as a result of the competitor bumping or striking the uprights, or as a result of muzzle gases or recoil, will not be penalized.
- 10.2.6 A competitor who is creeping (e.g. moving hands towards the firearm, a reloading device or ammunition) or physically moving to a more advantageous shooting position, posture or stance after the "Standby" command and prior to issuance of the start signal, will incur 1 procedural penalty. If the Range Officer can stop the competitor in time, a warning will be issued for the first offense and the competitor will be restarted.
- 10.2.7 A competitor who fails to shoot at any scoring target with at least one round will incur 1 procedural penalty per target, plus the applicable number of misses, except where the provisions of Rules 9.2.4.5 or 9.9.2 apply.
- 10.2.8 A competitor who leaves a shooting location may return and shoot again from the same location provided they do so safely. However, written stage briefings for Classifiers, Standard Exercises and Level I & II matches may prohibit such actions, in which case 1 procedural penalty per shot fired will apply.

- 10.2.10 Should a competitor shoot at a target or targets with burst or fully automatic fire (where more than one shot is discharged with one manipulation of the trigger), he will be scored zero for that stage. In the event that the discharge was in an unsafe direction or as defined in 10.3.1, the regulations for that Section will apply (also see Rule 10.4.8).
- 10.2.11 Special penalty: A competitor unable to fully execute any part of a course of fire due to incapacity or injury may, prior to making his attempt at the course of fire, request that the Range Master apply a penalty in lieu of the stated course requirement.
- 10.2.11.1 If the request is approved by the Range Master, a minimum of one procedural penalty, up to a maximum penalty of 20% of the competitor's points "as shot" (rounded up to the nearest whole number), will be deducted from the competitor's score. For example, if 100 points are available in the course of fire and the competitor actually scores 90 points, the special penalty is a deduction of 18 points. However, the Range Master may waive any or all procedural penalties in respect of a competitor who has a significant physical disability prior to the competitor making his attempt at the course of fire.

10.3 Match Disqualification – General Regulations

- 10.3.1 A competitor who commits a safety infraction or any other prohibited activity during an LRRP match will be disqualified from that match, and will be prohibited from attempting any remaining courses of fire in that match regardless of the schedule or physical layout of the match.
- 10.3.2 When a match disqualification is issued, the Range Officer must record the reasons for the disqualification, and the time and date of the incident, on the competitor's score sheet, and the Range Master must be notified as soon as possible.
- 10.3.3 Scores for a competitor who has received a match disqualification must not be deleted from match results, and match results must not be declared final by the Match Director, until the time limit prescribed in Rule 11.3.1 has passed, provided no appeal to arbitration on any matter has been submitted to the Range Master (or his delegate).
- 10.3.4 If an appeal to arbitration is submitted within the time limit prescribed in Rule 11.3.1, the provisions of Rule 11.3.2 will prevail.
- 10.3.5 Scores for a competitor who has completed a "pre-match" or main match without a match disqualification will not be affected by a match disqualification received later while that competitor is participating in a Shoot-Off or other side match.

10.4 Match Disqualification – Accidental Discharge

A competitor who causes an accidental discharge must be stopped by a Range Officer as soon as possible. An accidental discharge is defined as follows:

- 10.4.1 A shot, which travels over a backstop, a berm or in any other direction, specified in the written stage briefing by the match organizers as being unsafe. Note that a competitor who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified, but the provisions of Section 2.3 may apply.
- 10.4.2 A shot which strikes the ground within 3 meters (9.84 feet) of the competitor, except when shooting at a paper target closer than 3 meters (9.84 feet) to the competitor. A bullet which strikes the ground within 3 meters (9.84 feet) of the competitor due to a "squib" load is exempt from this rule.
- 10.4.3 A shot which occurs while preparing to or while actually loading, reloading or unloading a firearm. This includes any shot fired during the procedures outlined in Rule 8.3.7.
- 10.4.3.1 Exception – a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to a match disqualification, however, Rule 5.1.6 may apply.
- 10.4.4 A shot which occurs during remedial action in the case of a malfunction.
- 10.4.5 A shot which occurs while transferring a rifle between hands.
- 10.4.6 A shot which occurs during movement, except while actually shooting at targets.

- 10.4.7 A shot fired at a metal target from a distance of less than 25 meters (82.04 feet), measured from the face of the target to the nearest part of the competitor's body in contact with the ground (see Rule 2.1.3).
- 10.4.8 Should a competitor shoot at a target or targets with burst or fully automatic fire (where more than one shot is discharged with one manipulation of the trigger), he will be scored zero and a warning issued. In the event of another infraction he will be disqualified from the match.
- 10.4.9 Exception: When it can be established that the cause of the discharge is due to a broken or defective part of the firearm, the competitor has not committed any safety infraction in this Section, and a match disqualification will not be invoked, however, the competitor's scores for that course of fire will be zero. The firearm must be immediately presented for inspection to the Range Master or his delegate, who will inspect the firearm and carry out any tests necessary to establish that a broken or defective part caused the discharge. A competitor may not later appeal a match disqualification for an accidental discharge due to a broken or defective part if they fail to present the firearm for inspection prior to leaving the course of fire.

10.5 Match Disqualification – Unsafe Gun Handling

Examples of unsafe gun handling include, but are not limited to:

- 10.5.1 Handling a firearm at any time except when in a designated safety area, or elsewhere deemed safe by a Range Officer, or when under the supervision of, and in response to a direct command issued by, a Range Officer may invoke a match disqualification. This does not apply to the carrying of rifles where Rule 5.2.1 will apply. A match disqualification may be invoked in the following circumstances: a) Violation of the gun being carried reasonably vertical in accordance with Rules 5.2.1.1 and 5.2.1.2, or b) Violation of the muzzle direction requirements of Rule 5.2.1.3, or c) Failure to comply with Rule 5.2.1.5, or d) Failure to comply with Rule 5.2.1.7.
- 10.5.2 If at any time during the course of fire, a competitor allows the muzzle of his rifle to point rearwards, that is further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up range, whether the firearm is loaded or not.
- 10.5.3 If at any time during the course of fire, or while loading, reloading or unloading, a competitor drops his firearm or causes it to fall, loaded or not. Note that a competitor who, for any reason during a course of fire, safely and intentionally places the firearm on the ground or other stable object will not be disqualified provided:
 - 10.5.3.1 The competitor maintains constant physical contact with the firearm, until it is placed firmly and securely on the ground or another stable object, and
 - 10.5.3.2 The competitor remains within 1 meter (3.28 feet) of the firearm at all times (except where the firearm is placed at a greater distance, under the supervision of a Range Official, in order to comply with a start position), and
 - 10.5.3.3 The provisions of Rule 10.5.2 do not occur, and
 - 10.5.3.4 The rifle is in a ready condition as specified in Rule 8.1.1.
- 10.5.4 Allowing the muzzle of a rifle to point at any part of the competitor's body during a course of fire (i.e. sweeping).
- 10.5.5 Using more than one rifle at any point in time during a course of fire.
- 10.5.6 Failure to keep the finger outside the trigger guard while clearing a malfunction where the competitor clearly moves the firearm away from aiming at targets.
- 10.5.7 Failure to keep the finger outside the trigger guard during loading, reloading, or unloading.
- 10.5.8 Failure to keep the finger outside the trigger guard during movement in accordance with Section 8.5.

- 10.5.12 Handling live or dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines or loaded speed loading devices in a Safety Area, or failing to comply with Rule 2.4.1. The word "handling" does not preclude competitors from entering a Safety Area with ammunition in magazines or speed loading devices on their belt, in their pockets or in their range bag, provided the competitor does not physically remove the loaded magazines or loaded speed loading devices from their retaining or storage device while within the Safety Area.
- 10.5.13 Having a loaded firearm other than when specifically ordered to by the Range Officer. A loaded firearm is defined as a firearm having a live or dummy round in the chamber or having a live or dummy round in a magazine inserted in the firearm or having a live round in a fixed (non detachable) magazine.
- 10.5.14 Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, return it to the competitor in a safe condition. Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction, however, a competitor who retrieves a dropped firearm will receive a match disqualification.
- 10.5.15 Using metal piercing, incendiary and/or tracer ammunition (see Rule 5.5.4), and/or using any ammunition which has been deemed unsafe by a Range Official (see Rule 5.5.6).

10.6 Match Disqualification – Unsportsmanlike Conduct

- 10.6.1 Competitors will be disqualified from a match for conduct which a Range Officer deems to be unsportsmanlike. Examples of unsportsmanlike conduct include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behavior likely to bring the sport into disrepute. The Range Master must be notified as soon as possible.
- 10.6.2 A competitor who is deemed by a Range Officer to have intentionally removed or caused the loss of eye or ear protection in order to gain a competitive advantage will be disqualified.
- 10.6.3 Other persons may be expelled from the range for conduct which a Range Officer deems to be unacceptable. Examples of unacceptable conduct include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a competitor's attempt thereof, and any other behavior likely to bring the sport into disrepute.

10.7 Match Disqualification – Prohibited Substances

- 10.7.1 All persons are required to be in complete control both mentally and physically during LRRP matches.
- 10.7.2 LRRP considers the abuse of alcoholic products, non-prescription and non-essential drugs and the use of illegal or performance enhancing drugs, irrespective of how they are taken or administered, to be an extremely serious offense.
- 10.7.3 Except when used for medicinal purposes, competitors and officials at matches must not be affected by drugs (including alcohol) of any sort during matches. Any person, who in the opinion of the Range Master is visibly under the influence of any of the items described herein, will be disqualified from the match and may be required to leave the range.
- 10.7.4 LRRP reserves the right to prohibit any general or specific substances and to introduce tests for the presence of these substances at any time.

CHAPTER 11: Arbitration and Interpretation of Rules

11.1 General Principles

- 11.1.1 Administration – Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant match levels the outcome is much more important to the individual competitor. However, effective match administration and planning will prevent most if not all disputes.
- 11.1.2 Access – Appeals may be submitted to arbitration in accordance with the following rules for any matter except where specifically denied by another rule. Appeals arising from a disqualification for a safety infraction will only be accepted to determine whether exceptional circumstances warrant reconsideration of the match disqualification. However, the commission of the infraction as described by the Range Official is not subject to challenge or appeal.
- 11.1.3 Appeals – the Range Officer makes decisions initially. If the appellant disagrees with a decision, the Chief Range Officer for the stage or area in question should be asked to rule. If a disagreement still exists, the Range Master must be asked to rule.
- 11.1.4 Appeal to Committee – Should the appellant continue to disagree with the decision he may appeal to the Arbitration Committee by submitting a first party appeal.
- 11.1.5 Retain Evidence – An appellant is required to inform the Range Master of his wish to present his appeal to the Arbitration Committee and may request that the officials retain any and all relevant documentary or other evidence pending the hearing. Audio and/or video recordings will not be accepted as evidence.
- 11.1.6 Preparing the Appeal – The appellant is responsible for the preparation and delivery of the written submission, together with the appropriate fee. Both must be submitted to the Range Master within the specified period of time.
- 11.1.7 Match Official's Duty – Any Match Official in receipt of a request for arbitration must, without delay, inform the Range Master and must note the identities of all witnesses and officials involved and pass this information on to the Range Master.
- 11.1.8 Match Director's Duty – Upon receiving the appeal from the Range Master, the Match Director must convene the Arbitration Committee in a place of privacy as soon as possible.
- 11.1.9 Arbitration Committee's Duty – The Arbitration Committee is bound to observe and apply the current LRRP Rules and to deliver a decision consistent with those rules. Where rules require interpretation or where an incident is not specifically covered by the rules, the Arbitration Committee will use their best judgment in the spirit of the rules.

11.2 Composition of Committee

- 11.2.1 Arbitration Committee – At national matches the composition of an Arbitration Committee will be subject to the following rules:
 - 11.2.1.1 The LRRP President, or his delegate, or a certified Range Official appointed by the Match Director, (in that order) will serve as Chairman of the committee with no vote.
 - 11.2.1.2 Three arbitrators will be appointed by the LRRP President, or his delegate, or by the Match Director, (in that order), with one vote each.
 - 11.2.1.3 When possible arbitrators should be competitors in the match and should be certified Range Officials.
 - 11.2.1.4 Under no circumstances must the Chairman or any member of an Arbitration Committee be a party to the original decision or subsequent appeals, which led to the arbitration.
- 11.2.2 Arbitration Committee – For other matches the Match Director can appoint an Arbitration Committee of three experienced shooters who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the case. The arbitrators should be certified Range Officials if possible. All committee

members will vote. The senior Range Official, or the senior shooter if there are no Range Officials, will be the chairman.

11.3 Time Limits and Sequences

- 11.3.1 Time Limit for Arbitration Request – Written requests for arbitration must be submitted to the Range Master within one hour of the disputed incident or occurrence. Failure to present the required documentation within the time specified will render the request invalid and no further action will be taken.
- 11.3.2 Decision Time Limit – The Committee must reach a decision within 24 hours of the request for arbitration or before the results have been declared final by the Match Director, whichever comes first. If the Committee fails to render a decision within the prescribed period, both a first and third party appellant (see Section 11.7) will automatically succeed in their appeal, and the fee will be returned.

11.4 Fees

- 11.4.1 Amount – For National matches, the appeal fee to enable an appellant to appeal to arbitration will be US\$100.00 or the equivalent of the maximum individual match entry fee (whichever is lower), in local currency. The appeal fee for other matches may be set by the Match Organizers, but must not exceed US\$100 or equivalent in local currency. An appeal brought by the Range Master in respect of a match issue will not incur a fee.
- 11.4.2 Disbursement – If the Committee's decision is to uphold the appeal, the fee paid will be returned. If the Committee's decision is to deny the appeal, the appeal fee and the decision must be forwarded to the Regional or National Range Officers Institute (RROI or NROI) in respect regular for all matches via the LRRP.

11.5 Rules of Procedure

- 11.5.1 Committee's Duty and Procedure – The Committee will study the written submission and retain on behalf of the organizers the monies paid by the appellant until a decision has been reached.
- 11.5.2 Submissions – The Committee may require the appellant to personally give further details of the submission and may question him on any point relevant to the appeal.
- 11.5.3 Hearing – The appellant may be asked to withdraw while the Committee hears further evidence.
- 11.5.4 Witnesses – The Committee may hear Match Officials as well as any other witnesses involved in the appeal. The Committee will examine all evidence submitted.
- 11.5.5 Questions – The Committee may question witnesses and officials on any point relevant to the appeal.
- 11.5.6 Opinions – Committee members will refrain from expressing any opinion or verdict while an appeal is in progress.
- 11.5.7 Inspect Area – The Committee may inspect any range or area related to the appeal and require any person or official they regard as useful to the process to accompany them.
- 11.5.8 Undue Influence – Any person attempting to influence the members of the Committee in any way other than evidence may be subject to disciplinary action at the discretion of the Arbitration Committee.
- 11.5.9 Deliberation – When the Committee is satisfied that they are in possession of all information and evidence relevant to the appeal, they will deliberate privately and will reach their decision by majority vote.

11.6 Verdict and Subsequent Action

- 11.6.1 Committee Decision – When a decision is reached by the Committee, they will summon the appellant, the official and the Range Master to present their judgement.
- 11.6.2 Implement Decision – It will be the responsibility of the Range Master to implement the Committee's decision. The Range Master will advise the appropriate match personnel who will post the decision in a place available to all competitors. The decision is not retroactive and will not affect any incidents prior to the

decision.

- 11.6.3 Decision is Final – The decision of the Committee is final and may not be appealed unless, in the opinion of the Range Master, new evidence received after the decision warrants reconsideration.
- 11.6.4 Minutes – Decisions of the Arbitration Committee will be recorded and will provide precedent for any similar and subsequent incident during that match.

11.7 Third Party Appeals

- 11.7.1 Appeals may also be submitted by other persons on a “third party appeal” basis. In such cases, all provisions of this Chapter will otherwise remain in force.

11.8 Interpretation of Rules

- 11.8.1 Interpretation of these rules and regulations is the responsibility of the LRRP Executive Council.
- 11.8.2 Persons seeking clarification of any rule are required to submit their questions in writing, either by fax, letter or email to LRRP headquarters.
- 11.8.3 All rule interpretations published on the LRRP website will be deemed to be precedents and will be applied to all LRRP sanctioned matches commencing on or after 7 days from the date of publication. All such interpretations are subject to ratification or modification at the next LRRP Assembly.

CHAPTER 12: Miscellaneous Matters

12.1 Appendices

All Appendices included herein are an integral part of these rules.

12.2 Language

English is the official language of the LRRP Rules. Should there be discrepancies between the English language version of these rules and versions presented in other languages, the English language version will prevail.

12.3 Disclaimers

Competitors and all other persons in attendance at an LRRP match are wholly, solely and personally responsible to ensure that all and any equipment which they bring to the match is fully in compliance with all laws applicable to the geographical or political area where the match is being held. Neither LRRP nor any LRRP Officers, nor any organization affiliated to LRRP nor any officers of any organization affiliated to LRRP accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such equipment.

12.4 Gender

References made herein to the male gender (i.e. "he", "his", "him") are deemed to include the female gender (i.e. "she", "her").

12.5 Glossary

Throughout these rules, the following definitions apply:

Aftermarket	Items not manufactured by, or available directly from, the OFM.
Berm	A raised structure of sand, soil or other materials used to contain bullets and/or to separate one shooting bay and/or COF from another.
Bullet	The projectile in a round intended to strike a target.
Caliber	The diameter of a bullet measured in millimeters (or thousandths of an inch).
Cartridge case	The main body of a round, which contains all component parts.
Compensator	A device fitted to the muzzle end of a barrel to counter muzzle rise (usually by diverting away escaping gasses).
Course of fire	(Also "course" and "COF") An expression used interchangeably with "Stage" (see Rule 6.1.3).
Detonation	Ignition of the primer of a round, other than by action of a firing pin, where the bullet does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped).
Discharge	See Shot.
Dry firing	The activation of the trigger and/or action of a firearm which is totally devoid of ammunition.
False start	Beginning an attempt at a COF prior to the "Start signal" (see Rule 8.3.4).
Grain	A common unit of measurement used in respect of the weight of a bullet (1 grain = 0.0648 grams).
Loading	The insertion of ammunition into a firearm.
Location	A geographical place within a course of fire.
Match Official	A person who has an official duty or function at a match, but who is not necessarily qualified as, or acting in the capacity of, a Range Official.
May	Entirely optional.
Must	Mandatory.
No-shoot(s)	Target(s) that incur penalties when hit.
Not Applicable	The rule or requirement does not apply to the particular discipline, Division or match level.
OFM	Original firearm manufacturer.
Primer	The part of a round which causes a detonation or a shot to be fired.
Prototype	A firearm in a configuration which is not in mass production and/or is not available to the general public.

Range Official	A person who is officially serving at a match in the capacity of a Range Officer (see Chapter 7).
Region	A country or other geographical area, recognized by LRRP .
Regional Director	The person, recognized by LRRP , who represents a Regional Directorate.
Regional Directorate	The organization recognized by LRRP , which directs the LRRP shooting activities in a Region.
Reloading	Replenishment or the insertion of additional ammunition into a firearm.
Reshoot	A competitor's further attempt at a course of fire, authorized in advance by a Range Officer or an Arbitration Committee.
Round	A cartridge of ammunition used in a handgun or rifle.
Shooting position	The physical presentation of a person's body (e.g. standing, sitting, kneeling, prone).
Shot	A bullet which passes completely through the barrel of a firearm.
Should	Optional but highly recommended.
Sight picture	Aiming at a target without actually shooting at it (see Section 8.7).
Snap Cap	(Also "spring cap") A type of dummy round.
Squib	A bullet lodged inside the barrel of a firearm or a bullet which exits the barrel at extremely low velocity.
Stance	The physical presentation of a person's limbs (e.g. hands by the side, arms crossed etc.).
Start position	The location, shooting position and stance prescribed by a COF prior to issuance of the "Start signal" (see Rule 8.3.4).
Sweeping	Pointing the muzzle of a firearm at any part of any person's body (see Rule 10.5.5).
Target(s)	A term that can include both scoring target(s) and no-shoot(s) unless a Rule (e.g. 4.1.3) differentiates between them.
Unloading	Removal of ammunition from a firearm.
Will	Mandatory.

12.6 Measurements

Throughout these rules, where measurements are expressed, those in brackets are only provided as a guide.

APPENDIX A

LRRP Match Levels

Key: N/A = Not Applicable, R = Recommended, M = Mandatory

	SRC I	MRC II	LRC III	MURC IV	NAT V
01. Must follow latest edition LRRP rules	M	M	M	M	M
02. Competitors must be individual members of their LRRP Region of residence (Section 6.5)	R	M	M	M	M
03. Match Director	M	M	M	M	M
04. Range Master (actual or designated)	M	M	M	M	M
05. Range Master approved by Regional Directorate	R	R	M	R	R
06. Range Master approved by LRRP Executive Council	N/A	N/A	M	M	M
07. Chief Range Officer(s)	R	R	M	M	M
08. One RROI/NROI or IROA official per stage	R	R	M	M	M
09. COF approval by Regional Directorate	R	R	M	M	M
10. COF approval by LRRP committee	R	M	M	M	M
11. LRRP sanctioning	R	M	M	M	M
12. Chronograph	N/A	N/A	N/A	N/A	N/A
13. Three month advance registration with LRRP	N/A	N/A	M	M	M
14. LRRP Assembly approval on three year cycle	N/A	N/A	N/A	M	M
15. Inclusion in LRRP Match Calendar	N/A	N/A	M	M	M
16. Post match reports to IROA	N/A	N/A	M	M	M
17. Recommended minimum rounds**	25	25	25	25	100
18. Recommended minimum stages	1	1	1	1	4
19. Recommended minimum competitors	10	15	15	15	15
20. Match rating (points)	1	2	3	4	5
21. LRRP members only	*	M	M	M	M

Note: * Non-LRRP members applying or wanting to test the sport will only be allowed in the Short Range Courses (SRC's), they cannot participate in the other types of courses until they are bonafide LRRP members.

APPENDIX B

LRRP Recognition

Prior to the commencement of a match, the organizers must specify which Division(s) will be recognized.

Unless otherwise specified, LRRP sanctioned matches will recognize Divisions and Categories based on the number of registered competitors who actually compete in the match, based on the following criteria:

1. Divisions (Semi-Auto and Manual)

SRC, MRC, LRC, MURC A minimum of 5 competitors per Division (recommended)

NATIONALS A minimum of 10 competitors per Division (mandatory)

2. Categories

Division status must be achieved before Categories are recognized. Category recognition is dependent on Sponsor and Match Organizers.

All matches ... A minimum of 5 competitors per Division Category (see approved list below)

3. Individual Categories:

Categories approved for individual recognition are as follows:

- (a) Lady
- (b) Junior Competitors who are under the age of 21 on the first day of the match.
- (c) Senior Competitors who are over the age of 50 on the first day of the match.
- (d) Super Senior Competitors who are over the age of 60 on the first day of the match. A competitor over the age of 60 on the first day of the match may enter Senior category only if Super Senior is unavailable.

4. Team Categories:

LRRP matches may recognize the following for team awards:

- (a) Regional teams by Division
- (b) Regional teams by Division for Ladies Category
- (c) Regional teams by Division for Junior Category

APPENDIX C

Semi-Auto Division

1	Rifle chambered for	22 rimfire (no magnum)
2	Butt stock hook or similar devices	Not allowed
3	Adjustable butt (this refers to adjustable butts of the target rifles which can be adjusted in terms of length, cant, etc.	Yes but must be fixed in one position only throughout the tournament (AR collapsible butt is allowed)
4	Adjustable cheek piece	Yes but must be fixed in one position only throughout the tournament
5	Palm Rest	Not allowed
6	Minimum trigger pull	None as long as it is safe
7	Maximum firearm length	None
8	Maximum magazine length	None
9	Maximum ammunition capacity	None
10	Slings	Course dependent. If yes, must be attached to the forearm before the receiver at one end and the butt after the receiver at the other end. Some courses allow it others don't.
11	Restriction on action type	None
12	Restriction on position of pouches and magazine retention devices and other equipment	None
13	Optical/electronic sights permitted	Yes, but sights with electronic range finders are not allowed.
14	Compensators, flash suppressors permitted	Yes
15	Ports permitted	Yes
16	The use of bipods and similar allowed	Yes – but no bench rest type of bipods or mechanical or artificial support
17	Vertical front grip allowed	Yes
18	Electronic triggers or triggers that fire on release	Not allowed
19	Rear monopods	Course dependent – usually not allowed

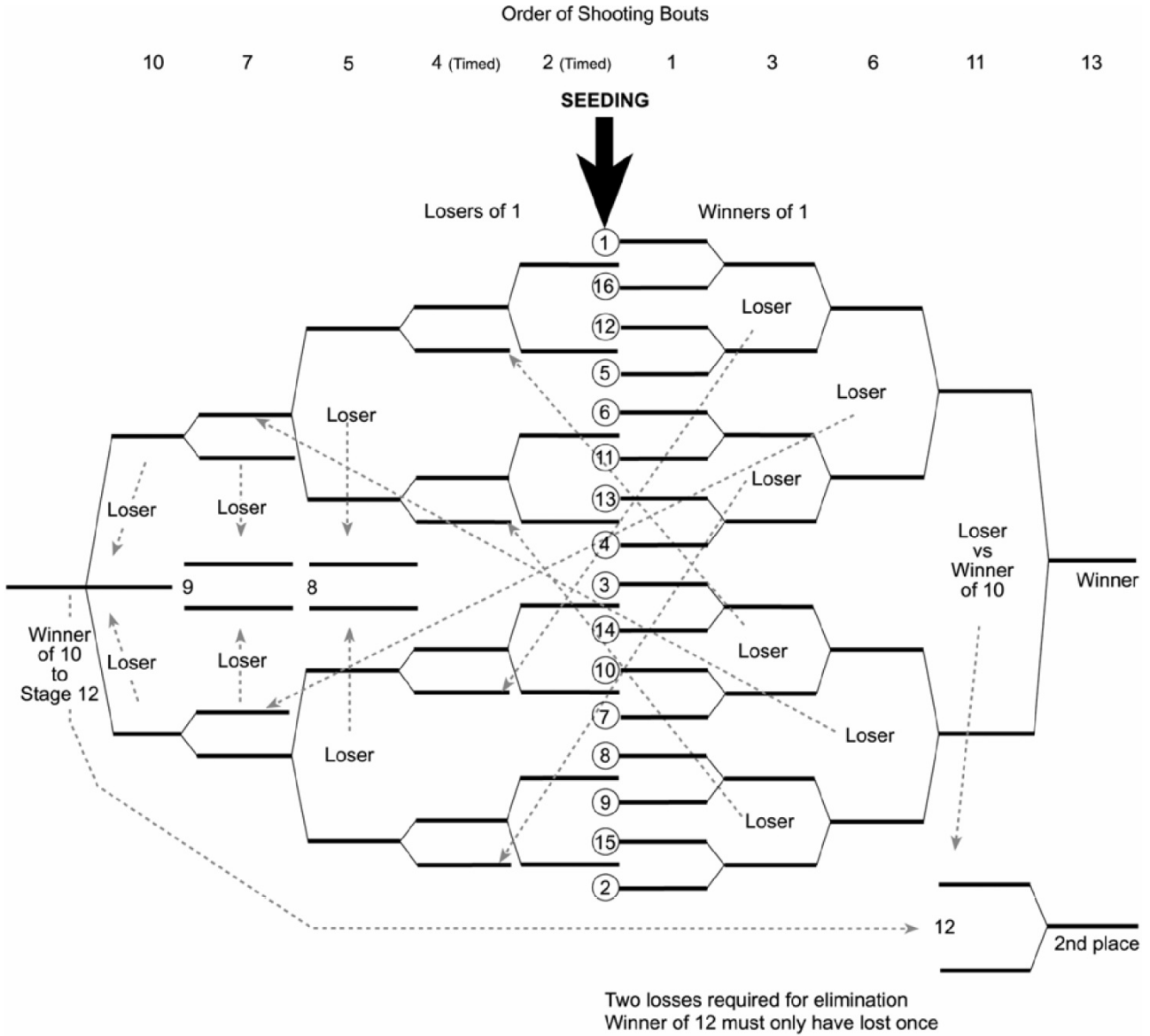
APPENDIX D

Manual Action Division

1	Rifle chambered for	22 rimfire (no magnum)
2	Butt stock hook or similar devices	Not allowed
3	Adjustable butt (this refers to adjustable butts of the target rifles which can be adjusted in terms of length, cant, etc.	Yes but must be fixed in one position only throughout the tournament (AR collapsible butt is allowed)
4	Adjustable cheek piece	Yes but must be fixed in one position only throughout the tournament
5	Palm Rest	Not allowed
6	Minimum trigger pull	None as long as it is safe
7	Maximum firearm length	None
8	Maximum magazine length	None
9	Maximum ammunition capacity	None
10	Slings	Course dependent. If yes, must be attached to the forearm before the receiver at one end and the butt after the receiver at the other end. Some courses allow it others don't.
11	Restriction on action type	Yes, Manual only, ie. Bolt, Lever, Pump, etc.
12	Restriction on position of pouches and magazine retention devices and other equipment	None
13	Optical/electronic sights permitted	Yes, but sights with electronic range finders are not allowed.
14	Compensators, flash suppressors permitted	Yes
15	Ports permitted	Yes
16	The use of bipods and similar allowed	Yes – but no bench rest type of bipods or mechanical or artificial support
17	Vertical front grip allowed	Yes
18	Electronic triggers or triggers that fire on release	Not allowed
19	Rear monopods	Course dependent – usually not allowed

APPENDIX E

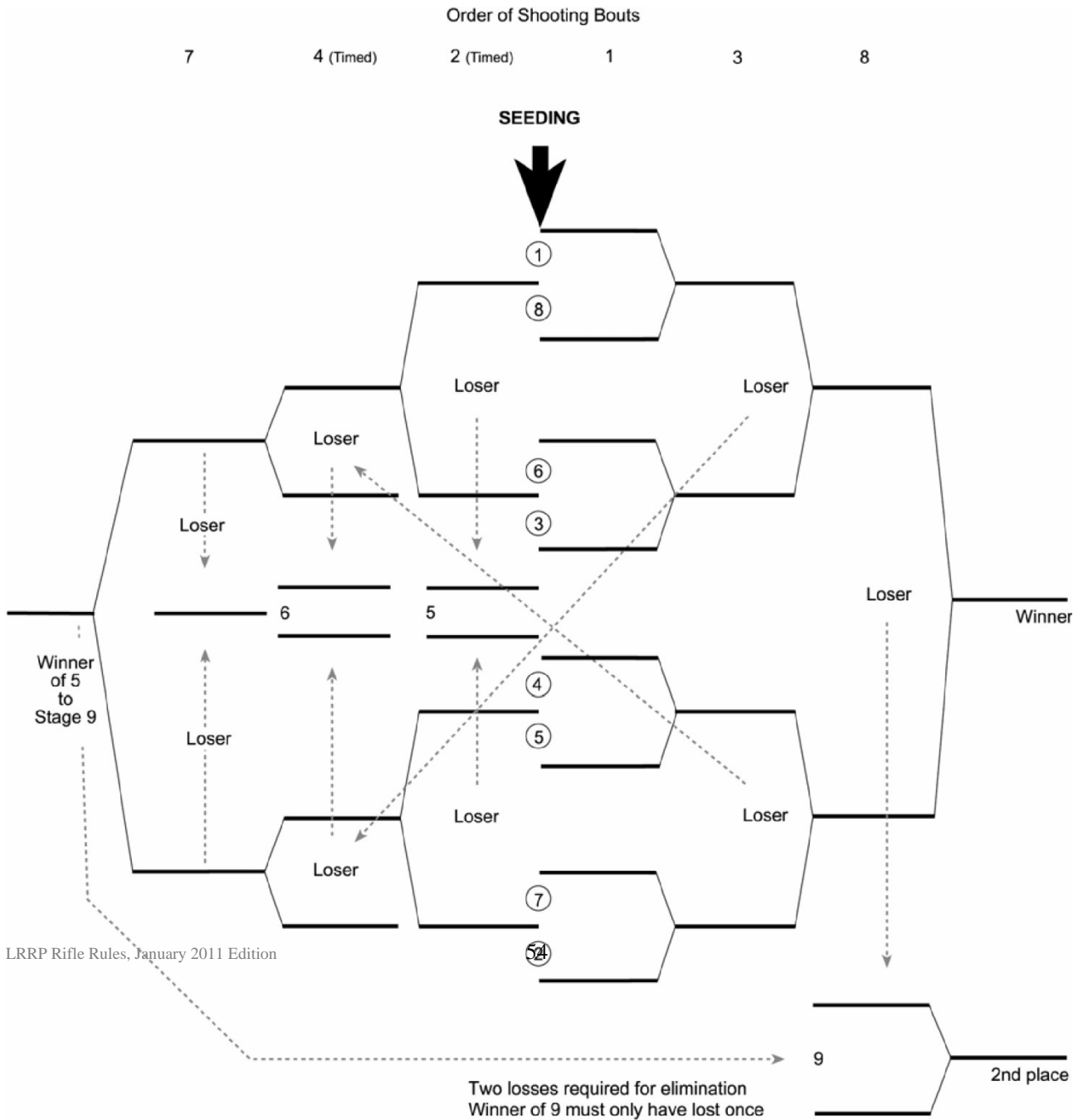
"J" Ladder for 16 Competitors



- 1st. Winner of 11
- 2nd. Winner of 12
- 3rd. Loser of 12
- 4th. Loser of 10
- 5th. Winner of 9
- 6th. Loser of 9
- 7th. Winner of 8
- 8th. Loser of 8
- 9th. - 12th. ranked by time in bout 4
- 13th. - 16th. ranked by time in bout 2

APPENDIX F

"J" Ladder for 8 Competitors



- 1st. Winner of 8
 - 2nd. Winner of 9
 - 3rd. Loser of 9
 - 4th. Loser of 7
 - 5th. Winner of 6
 - 6th. Loser of 6
 - 7th. Winner of 5
 - 8th. Loser of 5
- 5th. - 6th. can be ranked by time in bout 4
7th. - 8th. can be ranked by time in bout 2

End of Rules

Index to follow