

This match functions on a "Cold Range" basis for safety. Unloaded firearms may be handled in designated areas only. Firearms may only be loaded or unloaded under direction of Range Officers (ROs). Violators face disqualification from the match.

All persons must wear eye and ear protection while shooting is being performed on the range.

All firearms will be on SAFE or DECOCKED (whichever is appropriate) at the start of each stage.

Shooters may NEVER holster a pistol which is not ON SAFE or DECOCKED.

Shooter may unload only when instructed to by the RO and while under RO supervision with the following procedure: Magazine will be removed, action will be held open, chamber will be visually identified as empty, action will be closed, and firearm will be dry fired while pointing at the downrange impact berm. Not waiting for the RO or dry firing at the ground or feet is grounds for match DQ.

Any shooter who "Sweeps" himself or any other person with a loaded or unloaded firearm at any time will be disqualified.

Any discharges in a direction deemed unsafe by the RO, such as shooting over the berm or breaking the 180, will result in disqualification from the match.

Accidental/Negligent discharges will result in disqualification from the match.

Any shooter who displays disruptive behavior or is abusive (verbal or otherwise) towards any other person at the match will be disqualified.

Any shooter found to be or suspected of being under the influence of any drug or alcohol immediately before or during the match will be disqualified and will be asked to leave the range immediately.

Dropping an unloaded firearm behind the firing line necessitates that a RO pick it up, confirm it is not loaded, and in a safe manner return it to the shooters bag, holster, or vehicle. Any dropped firearm found to be loaded would cause the shooter to be disqualified. Dropping a loaded or unloaded firearm during the COF will cause the shooter to be disqualified.

All persons at the match must obey ROs with respect to the shooting competition and safety rules. Any person failing to observe this rule will be removed from the shooting area.

Unsafe gun handling by a competitor during a match may result in disqualification from that match. Unsafe gun handling may include but is not limited to accidental discharges, sweeping/flagging, shooting over confining berms, un-aimed or uncontrolled fire, and any other actions deemed unsafe by match staff.

Any shooter whose firearm breaks the 180 degree rule or is pointed in an unsafe direction shall be disqualified. This does not apply to holstered sidearms.

During the stage, any firearm abandoned must be unloaded or placed on "safe". Failure to do so will result in a DQ.

This match bases its range commands on the assumption that shooters will come to the starting position with their unloaded, and holstered, long arms with muzzles pointed up or down.

Shooter will not come to the starting position until requested to by the RO.

"Make Ready." - The shooter may now load their stage appropriate firearms and assume the starting position.

"Is the shooter ready?" No response by the shooter will indicate the shooter is ready to start the course of fire.

"Stand By." Followed by the start signal within 1-4 seconds.

Start Signal - This will be the timer BEEP or any other start signal as specified.

Once shooter has completed the stage (or time has expired):

"If you are finished, unload and show clear." -

Shooter may unload only when instructed to by the RO and while under RO supervision with the following procedure: Magazine will be removed, action will be held open, chamber will be visually identified as empty, action will be closed, and firearm will be dry fired while pointing at the downrange impact berm. Not waiting for the RO or dry firing at the ground or feet is grounds for match DQ.

"Slide Forward/Bolt Closed/Hammer Down."

"Range is Clear." A shooting range is never safe!

Other Commands...

"Muzzle!" The RO will give this command as a warning to the shooter if he/she is close to breaking the 180. Failure to take corrective action may result in disqualification.

"Stop!" or "Cease Fire!" At this command, the shooter will stop firing and remain at his/her current position. This command is only to be issued if a safety violation have been committed, or there is some other hazard present. ANYONE present may yell this command at any time necessary.

1. Stationary steel, reactive steel, and paper targets will be used in this match. Two stages will be setup-up in each of the two bays. Stage designs will be re-arranged after all competitors have shot the initial stages. See paragraph 11 for optional stage re-shoot.
2. Shots landing on hard cover are scored as misses. Hard cover will be indicated by black areas painted on targets. Hits in hard cover that "touch" the scoring line will score.
3. The shooter must make a concerted effort to use any available cover as dictated by the course of fire. Movement is considered cover.
4. Prone, when target engagement is safe from that position, is considered cover.
5. No-shoots are targets that are indicated as a non-engageable target. They will be indicated in stage walkthrough. They will incur a 15 second penalty if hit.
6. Cardboard targets must have at least one shot in center mass (A Zone) to be considered neutralized.
7. Standard engagement requires two shots per target. The best two hits on any target are counted for score.
8. It is the shooter's responsibility to ensure their score card is complete and accurate.
9. No shooter or spectator may touch any target until it is scored.
10. Pass-thru hits will not score on the downrange cardboard target. If a pass-thru bullet strikes steel for score, then the competitor will be required to re-shoot the stage due to range equipment malfunction.
11. Re-shoots are allowed for only one stage during the match after "Mulligan" donation has been made to the Museum. The Mulligan stage re-shoot is the shooters option and must be shot during the present stage design. Once stages have been re-arranged for the next stage series, the Mulligan option is not allowed.
12. Scoring is done on a "total time" basis. The accumulated time of all stages, plus target points, minus penalties, equal total time. That is the final score.
13. Specific scoring zones and point values for targets will be explained in stage walkthrough.
14. With USPSA targets: Hits in the A zone result in no penalty. Hits in the B zone result in a .25 second penalty. Hits in the C zone result in a 1 second penalty. Hits in the D zone result in a 3 second penalty. If a hit touches the perforation between zones, the shooter is given the better score. Steel targets are scored as a simple hit or miss. Knockdown targets must be knocked down to score as a hit.

15. The following penalties may be assessed:

- Miss: +10 seconds
- Hitting Non-Threat Target: +15 seconds per hit
- Procedural: +5 seconds
- Failure to use available cover (when applicable): +5 seconds
- No Hits on Target: +35 seconds
- Failure to Neutralize: +15 seconds per target
- Overtime shot: +10 seconds per shot (par time stages only)
- Circumvention of game spirit: +30 seconds Circumvention of Game Spirit is when a shooter intentionally skirts the rules to gain an advantage.
- Poor Sportsmanship: +60 seconds
- Destruction of Props Penalty: + 60 seconds (or financial liability)
- Dropping or losing control of a firearm, loaded or not, is a Match DQ.
- Poor Sportsmanship is self-explanatory.



North Alabama Sniper Challenge

Title: Stage 1 – Handgun and Rifle

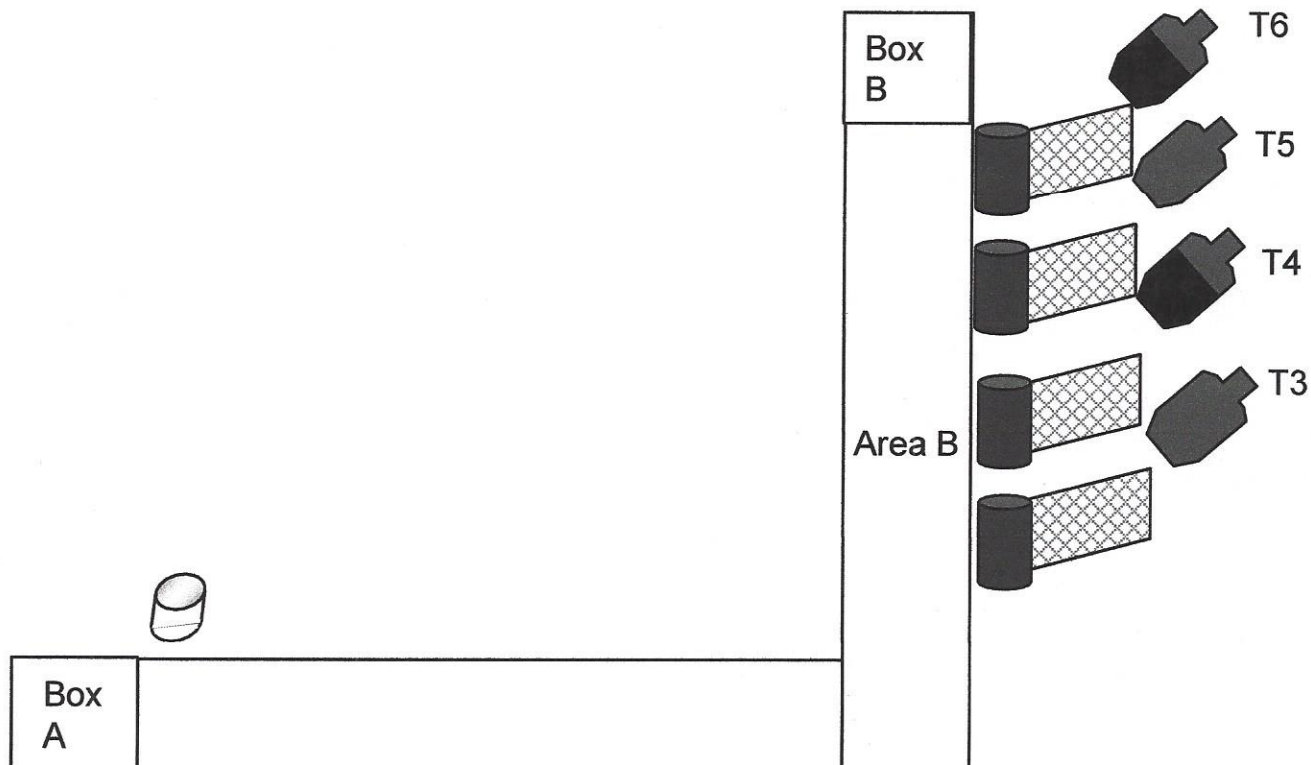
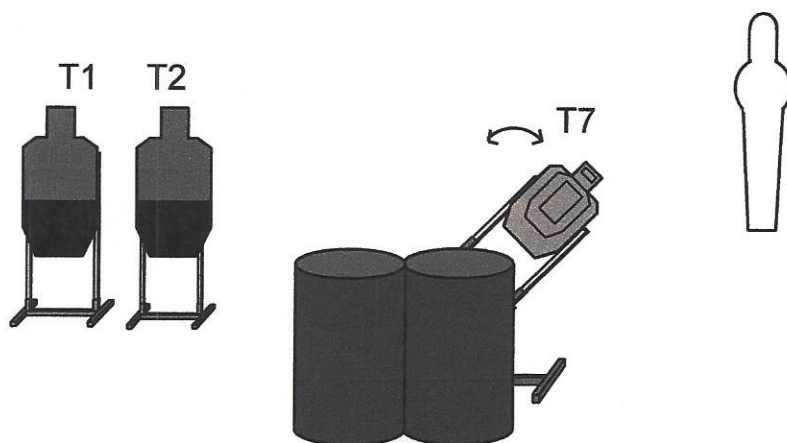
Rules: As posted online.

Course Designer: Shannon Thrasher NASC

Start Position: Standing in Box A, Handgun is loaded and holstered. Rifle is unloaded, held muzzle down in low ready condition.

Stage procedure: Upon start signal, load rifle and engage targets T1-T2 from within box A with rifle. Place rifle in dump barrel. Move to Area B and engage targets T3-T6 as they become available within the fault lines. Engage Popper and T7 from Box B- T7 must be activated prior to engagement.

Scoring: Per posted rules.
Targets: 7 IPSC, 1 Steel popper
Scored Hits: Best 2/ paper, Steel KD=1A.
Start-Stop: Audible- Last shot
Penalties: Per posted rules.



Notes: 25 yard bay. Not to scale.



North Alabama Sniper Challenge

Title: Stage 2 – Handgun only

Rules: As posted online.

Course Designer: Shannon Thrasher NASC

Start Position: Sitting in chair, Handgun unloaded on table with magazine(s).

Stage procedure: Upon start signal, load pistol and engage targets T1-T3 while seated at the table. Move to the barricade and engage right popper P3 from right side of barricade, left popper P1 from left side of barricade, and plate P2 from barricade window.

The P1-P3 can be engaged in any order.

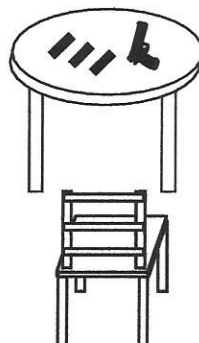
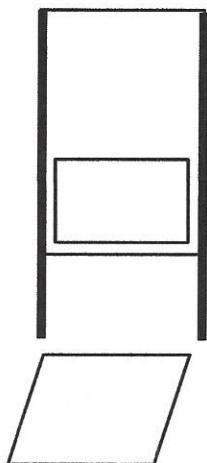
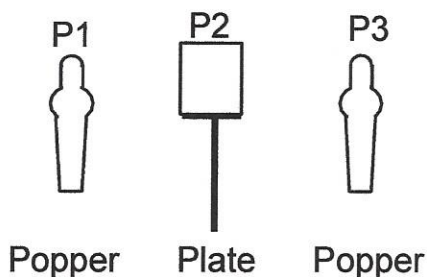
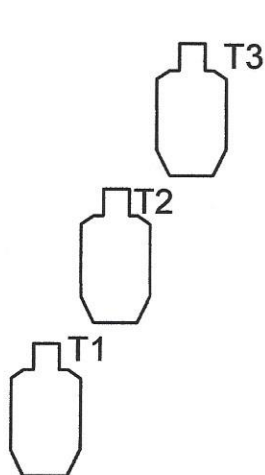
Scoring: Per posted rules.

Targets: 4 steel, 2 steel pepper popper

Scored Hits: Steel 2 hits, Steel KD=1A.

Start-Stop: Audible- Last shot

Penalties: Per posted rules.



Notes: 25 yard bay. Not to scale.



North Alabama Sniper Challenge

Title: Stage 3 – Handgun and Rifle

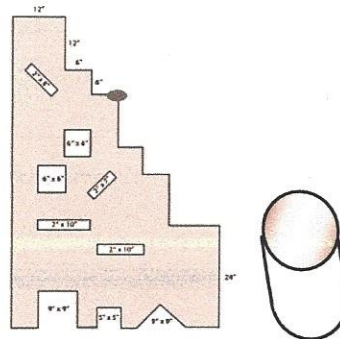
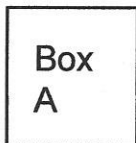
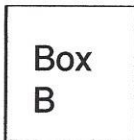
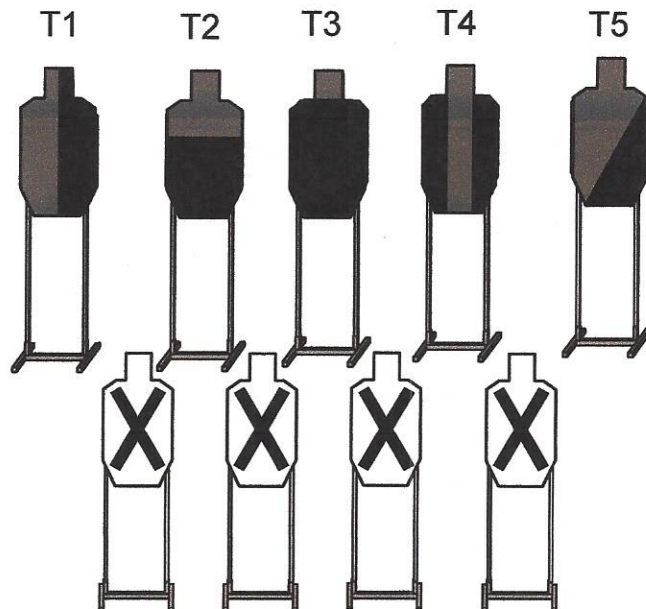
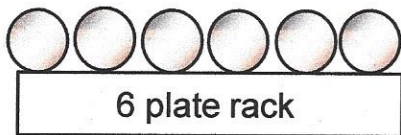
Rules: As posted online.

Course Designer: Shannon Thrasher NASC

Start Position: Standing behind barricade, handgun loaded and holstered. Rifle unloaded with muzzle touching spot on barricade.

Stage procedure: Upon start signal, load rifle and engage targets T1-T5. Each target must be engaged through a different window on the barricade. Place safed rifle in dump barrel. Move to the box A and engage any 3 plates until down. Move to Box B and engage remaining 3 plates. Arrays can be engaged in any order.

Scoring: Per posted rules.
Targets: 5 paper, 6 steel plates
Scored Hits: Paper 2 hits, Steel KD=1A.
Start-Stop: Audible- Last shot
Penalties: Per posted rules.



Notes: 50 yard bay. Not to scale.



North Alabama Sniper Challenge

Title: Stage 4 – Handgun and Rifle

Rules: As posted online.

Course Designer: Shannon Thrasher NASC

Start Position: Standing in Start Box. Handgun loaded and holstered. Rifle unloaded, muzzle down in low ready.

Stage procedure: Upon start signal, load rifle and engage targets T1-T6 from box A in any order. Place safed rifle in dump barrel and move within foul lines to box B. Engage 6 plates with handgun from box B. Arrays can be engaged in any order.

Scoring: Per posted rules.

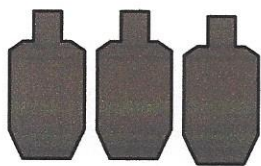
Targets: 6 paper, 6 steel pepper plates

Scored Hits: Paper best 2 hits, Steel KD=1A.

Start-Stop: Audible- Last shot

Penalties: Per posted rules.

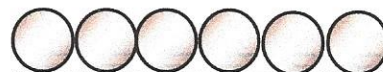
T4 T5 T6



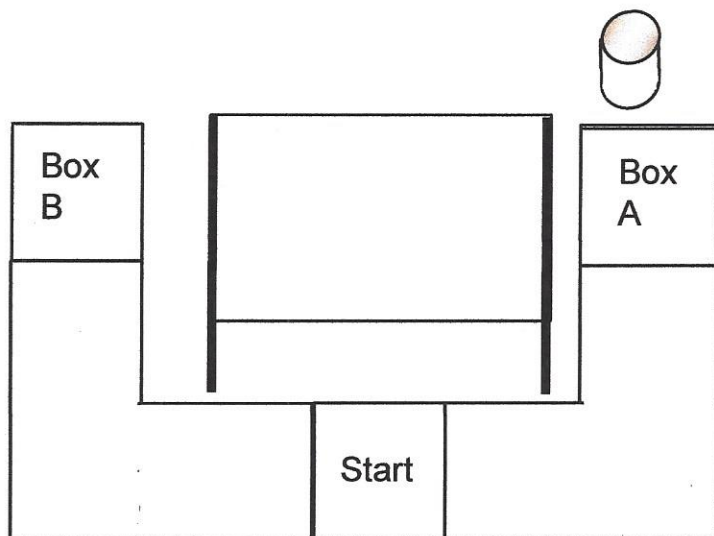
T2 T3



T1



6 plate rack



Notes: 50 yard bay. Not to scale.



North Alabama Sniper Challenge

Title: Stage 5 – Handgun and Rifle

Rules: As posted online.

Course Designer: Shannon Thrasher NASC

Start Position: Standing in box A, Handgun loaded and holstered. Rifle unloaded, muzzle down.

Stage procedure: Upon start signal, load rifle and engage targets T1-T7. Place safed rifle in dump barrel. Engage T8-T10 and P1 with pistol. Arrays can be engaged in any order.

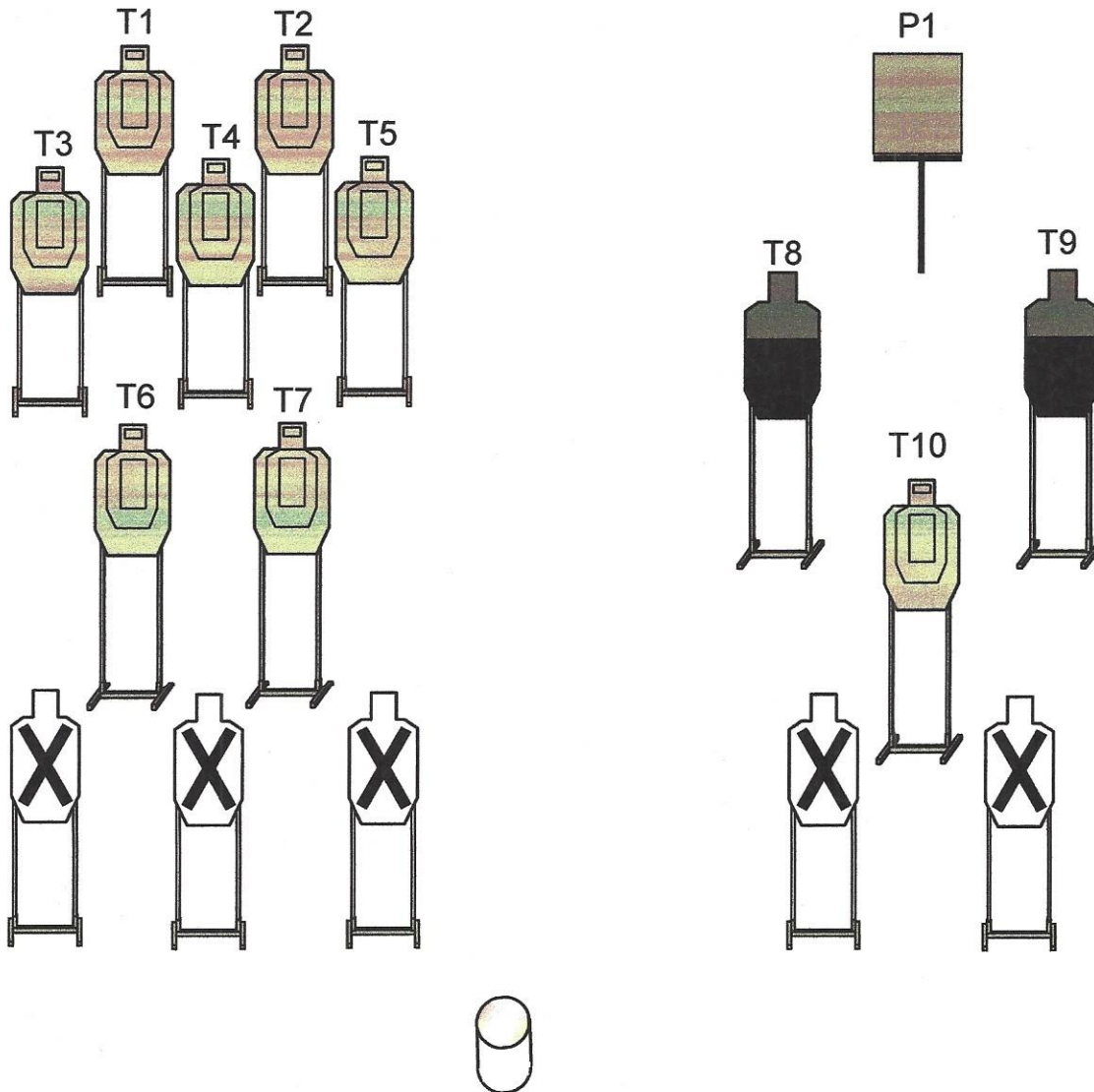
Scoring: Per posted rules.

Targets: 10 paper, 1 steel plate

Scored Hits: Paper best 2 hits, Steel 2 hits.

Start-Stop: Audible- Last shot

Penalties: Per posted rules.



Box
A

Notes: 50 yard bay. Not to scale



North Alabama Sniper Challenge

Title: Stage 6 – Handgun and Rifle

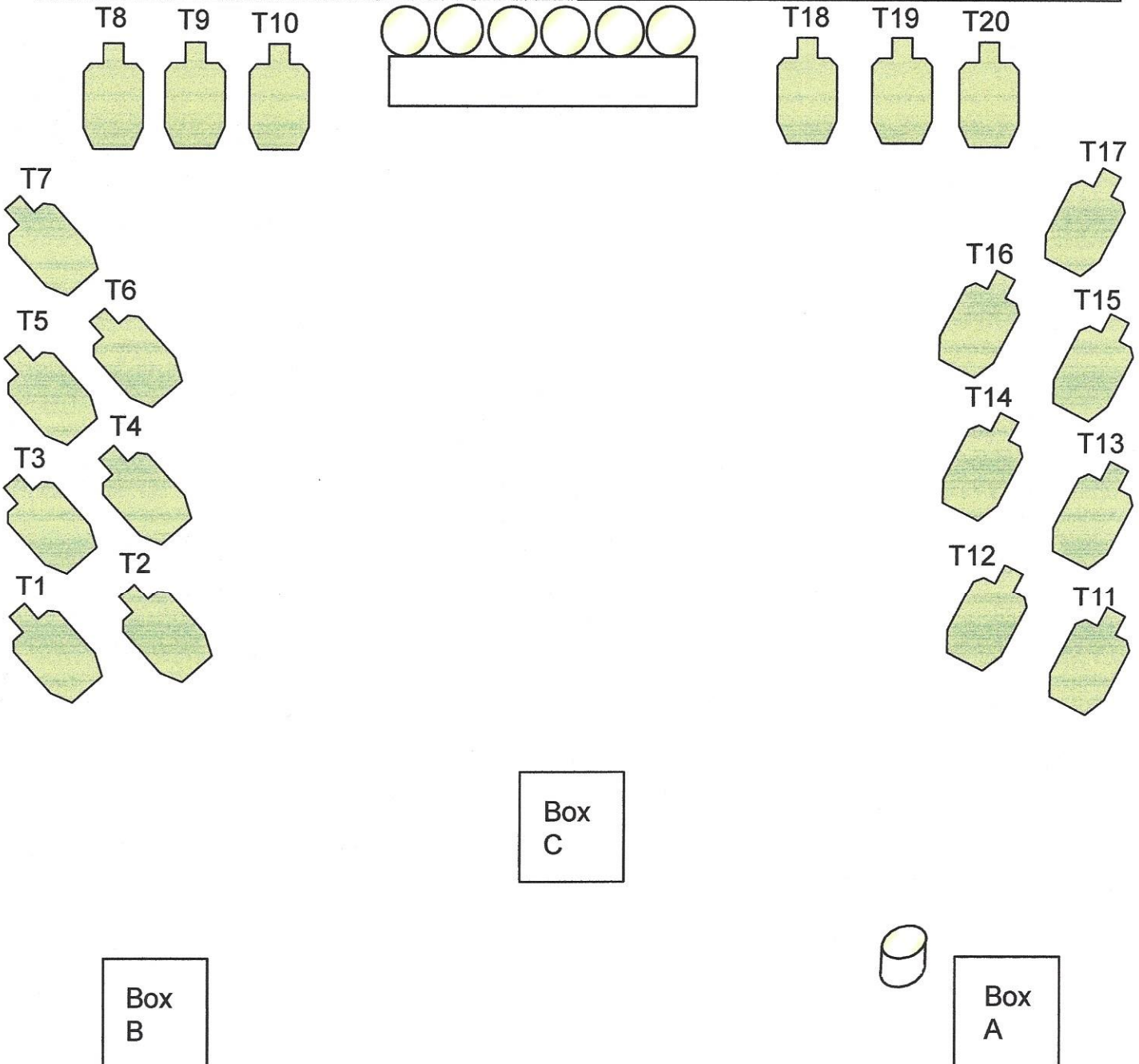
Rules: As posted online.

Course Designer: Shannon Thrasher NASC

Start Position: Standing in Box A. Handgun loaded and holstered. Rifle unloaded, muzzle down in low ready.

Stage procedure: Upon start signal, load rifle and engage targets T1-T10. place safed rifle dump in barrel. Move to Box B and engage T11-T20 with handgun. Move to Box C and engage plates. Arrays can be engaged in any order.

Scoring: Per posted rules.
Targets: 20 paper, 6 plates
Scored Hits: Paper best 2, Steel KD=1A.
Start-Stop: Audible- Last shot
Penalties: Per posted rules.



Notes: 25 yard bay. Not to scale.