



COMPETITION GENERAL RULES

1. This is a team competition. Team members stay with each other throughout the entire competition. You start as a team, you finish as a team.
2. Each team shall be comprised of two competitors.
3. One shooter shall be designated as the “rifle shooter,” and one shooter shall be designated as the “carbine shooter.”
4. All gear must be carried throughout the event by each team member.
5. Each team member must carry their own rifle and shoot their own rifle.
6. Each team must check in at each station or stage as a team, together.
7. “Show, Check, Clear.” Each team member will present their firearm to the station/stage range officer (RO) for inspection. The RO will inspect to make sure the rifles were transported cold. Once the RO signs off on the safety of the firearm the team will be allowed to shoot the stage.
8. Team members will have 8 minutes to shoot the station or stage. This includes:
 1. Loading the firearms
 2. Gauging distance, wind speed, etc.
 3. Taking the shot
 1. The clock begins after the team reviews the station, identifies targets, both team members are on the pad and have verified their readiness.
 2. Targets designated as rifle targets may only be engaged by the rifle shooter, with his/her rifle.
 3. Targets designated as carbine targets may only be engaged by the carbine shooter, with his/her carbine.
 4. The “long gun” will not be allowed to take the shot until the carbine shooter has finished an attempt to hit the designated targets.
 5. The long gun shooter must shoot one round at a time. No loading of a magazines.
 6. The team has a maximum of two (2) rounds per target to make the shot.
 7. If the team members run out of time the RO will call “TIME.” Team members will immediately pack up and head to the next station or stage.
 8. Unless otherwise directed by the stage RO, team members will stay within a short distance of each other (2 feet) while they are shooting the stage. Every shot fired without team members in this proximity of each other will incur a procedural penalty. Discretion is up to the Stage RO.
9. Do not sacrifice safety for speed
10. Follow ALL range safety rules
 1. Treat all firearms as if they are loaded
 2. Keep your finger off the trigger until you are ready to fire
 3. Never let the muzzle of your firearm cover anything you are not ready to destroy
 4. Always be aware of your target, backstop, and what’s beyond.
11. Remember to spot for each other.
12. Only staff and team members are allowed in the stage area.



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EQUIPMENT:

1. Rifle
 1. 308, 300 WSM or smaller caliber.
2. Carbine
 1. 223/5.56, 300 Blackout, 5.45
3. When selecting your rifle or carbine choices, keep in mind that the stages will consist of targets that are reactive armor steel plates. If your load does not have enough momentum to cause a hit indication that is detectable by a spotter, your shot will be counted as a miss.
4. Shooting accessories may be used provided they are carried by the team during the stage and event. Accessories include but are not limited to:
 5. Bipods
 6. Bags
 7. Shooting sticks
 8. Slings
 9. Clothing such as jackets, gloves, hats, sunglasses etc.
 10. Spotting scopes and binoculars
 11. Range finders are not allowed.
 12. Magazines for carbine and or rifle
 1. Ammunitions for rifle and carbine.
 2. No steel core, steel jacketed, armor piercing, incendiary or tracer bullets are permitted.
 3. Inclement weather clothing is suggested but not mandatory.
 4. In the interest of fairness no night vision optics are allowed.
 5. Dope cards are permitted
 6. GPS devices are not permitted
 7. Electronic maps are not permitted
 8. Water and snacks can be packed. All bottles, wrappers, and other objects that are packed in will be packed out. Littering of any kind will result in the DQ of the team. Let's keep the course clean.
 9. GPS, Cell phones, and other communication devices will be sealed in a bag and allowed to be carried but will only be allowed to be used in emergency situations. Inspection of the bag at the last stage will be conducted. If seal is broken on bag, penalties will be enforced on time.
 10. ALL equipment for the event will be required to be carried with each team member throughout the entire event.