

International Air 3 Gun Rulebook

Revised 9-28-14

Shoot Right

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Welcome to the International Air 3 Gun (IA3G).

By joining the International Air 3 Gun (IA3G) you are participating in the exciting and challenging family sport of “Airgun / Airsoft speed shooting”. IA3G is a Youth & Adult Development Program that teaches the safe handling of pistols and rifles while at the same time developing positive life skills through a supportive environment taught by trained and supportive adult coaches. The IA3G program was founded as a feeder program to 3G Nation in order to bring the same type of positive life skills and handgun rifle and shotgun shooting sports.

International Air 3 Gun (IA3G) is governed by International Air 3 Gun (IA3G). Shoot Right raises money and other resources to support youth and adult shooting programs as a whole. The shooting and hunting industry understand that today’s youth are the future of our sport and we enjoy tremendous support from the hunting and shooting industry. For reason it is very beneficial for the junior shooters to participate in this sport along with the adults.

The backbone of the International Air 3 Gun is the Parents, Adults, and Volunteers who organize and run the program on the local and state level. Any successful youth or adult program will always have a few dedicated passionate adults working in a leadership and guidance role. The amount of time, energy, and financial resources that these dedicated adults contribute to the program is staggering. However, when you meet the wonderful young athletes that the program produces, you will understand quickly why it is worth it and why they do what they do. The participants in the International Air 3 Gun are the greatest young people you would ever want to meet.

This handbook has been prepared to guide you through the IA3G shooting year from registration to the completion of the IA3G National & International Championships. More information is available at our website **www.shootrightaz.org**. Whether your child is interested in becoming a International Champion or just wants a fun and safe social activity to enjoy with his or her friends, IA3G is the program for them!

Why not get them started today?

GOVERNING BODY

Since 2014, Child And Adult Safety Education Services, Inc. (CAASES), a 501(c)3 nonprofit organization, has provided the administrative support and direction for the International Air 3 Gun (IA3G). Shoot Right is the shooting division of CAASES.

Shoot Right exists to raise funding and other resources for Youth and Adult Development Programs in the shooting sports industry.

INTERINTERNATIONAL AIR DEFENSIVE SHOOTING MISSION STATEMENT

The International Air Defensive Shooting is a Youth and Adult Development Program where adult coaches and volunteers model sportsmanship, responsibility, and teamwork while using shooting sports programs to teach these and other positive life skills to IA3G athletes.

PROGRAM DESIGN

Youth from ages 8-20, full-time college students, and adults ages 21 older are eligible to participate in the safe, educational, and enjoyable IA3G handgun sport of “speed shooting”. The IA3G, like SCTP, is ideally suited to become a school sponsored Title IX sport. Similarly it offers an absolutely “level playing field” for gender participation in the shooting sports. The IA3G is a perfect fit for youth organizations such as Boy Scouts, 4-H, Future Farmers of America, Police Athletic Leagues, Girl Scouts, Boys and Girls Clubs, etc. Any youth organization is welcome to participate in the IA3G . This is a great training program for all ages.

All IA3G activities incorporate two indispensable elements – SAFETY AND FUN. Safety is incorporated into every aspect of ALL IA3G activities. The learning environment at practices and at competitive shoots is designed to include the element of FUN for all participants. IA3G participants learn the safe and responsible handling and use of pistols and semi-auto rifles. During this self-discovery process, team members develop proficiency in a sport that can be shared and enjoyed with family and friends for a lifetime.

ADULT LEADERSHIP

The program is led by trained and dedicated adult volunteer coaches who are committed to providing, promoting, and perpetuating opportunities for their young athletes to safely and enjoyably participate in a high-quality team-based sport. IA3G coaches must take very seriously the responsibility of being good role models to the IA3G Athletes.

HONORING THE GAME

Competition is clearly a part of the IA3G, an indispensable part; but it is not the underlying principle. The “win-at-all-costs” philosophy has no place in the IA3G. Striving to win while playing by the rules does. Honoring the game, exhibiting good sportsmanship, and being a responsible team member, are the bedrock values the IA3G strives to instill. It is the DUTY of everyone involved in the IA3G – coaches, parents, and athletes - to set good examples for IA3G team members. Volunteers are expected to emulate and uphold high moral and ethical standards of personal conduct.

DIVISIONS There are 20 competitive Divisions. These Divisions are designed to allow participants to compete on a level playing field.

IASP DIVISIONS

MENTOR

Ages 8-10

Airsoft or Airgun

JUNIOR

Ages 11-14

Airsoft or Airgun

SENIOR JUNIOR

Ages 15-18

Airsoft or Airgun

COLLEGE

No age limit (full time collage)

See requirements Airsoft or Airgun

ADULT or ADULT OPEN

Ages 18-54

Airsoft or Airgun

SENIOR ADULT or SENIOR ADULT OPEN

Ages 55 – 65

Ages 66 – 80

Airsoft or Airgun

IA3G Championship \$ Fee (does not apply at this time)

1st Place: \$500 2nd Place: \$250 3rd Place: \$100

4th Place - Final Place: 100% Cash Payback of paid entry fees; prizes

STAGE 6

Top advance to the International Air 3 Gun Championship held TBD in PHX, Arizona at the Shoot Right Education And Training Center

International Air 3 Gun RULES March 2015/16

IA3G reserves the right to change or modify rules if necessary.

Match Sanction Fee: Reg match \$10, League \$40 and State, Distract , Region or higher \$20.

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1 - SAFETY RULES

It is the competitors responsibility to read and understand the rules set forth by International Air 3 Gun and agree to be subject to these rules while participating in an event. All IA3G Produced Events will be run on COLD RANGES. COLD RANGE (definition): Competitors' Guns must remain unloaded at the event site except under the direct supervision of an event official.

A. Designated Safe Areas

The Safe Areas will be clearly marked with signs. Unloaded Guns may be handled and/or displayed in Safe Areas only. Ammunition and loaded Guns must not be handled in any Safe Area. This includes loaded magazines and live rounds. However, containers of ammo may be handled as long as they remain closed.

B. Transporting Rifle, Shotgun and Pistol (carry from vehicle or between stages)

Rifles & shotguns must be cased or if hand carried or slung, the muzzle must be pointed up. Carts where the muzzles are pointed downward are approved. *Pistols carried between stages must be cased or remain in the holster. (rule 6.)*

Rifles & Shotguns must be transported with actions open, detachable magazines removed / tubes unloaded, with an inserted clear barrel indicator (CBI) or a safety sleeve for airsoft guns. **Actions can only be "closed" on an inserted CBI.**

A course of fire will never require or allow a competitor to touch or hold ammunition or a Gun loading device after the "Standby" command and before the "Start Signal" (except for unavoidable contact with the arms)

C. GROUNDING GUNS

During the course of fire, a competitor may be required to ground or abandon a Gun in order to transition to another. Designated tables designed to safely accommodate grounded Guns shall be specified in the written stage briefing. There are two acceptable safe methods to ground a Gun.

D. Safety Condition One "Loaded with Safety Engaged"

Pistols with a manual safety must have them engaged to satisfy the loaded on safe regardless of passive safeties. Pistols without a manual safety must have passive safeties in **operational** condition, this will satisfy the safety engaged requirement. Passive safety is a safety that engages automatically and disables the Gun from discharging while the Gun is not being handled. "Safe Action" striker safeties or passive trigger safeties fall under this ruling. "Operational" means: The safety operates correctly as intended. It must not be altered or disabled in a way that while not being handled, the safety features can no longer prevent the Gun from discharging. If the pistol has no

manual safety and the only manual lever is a de-cocking mechanism, it must be engaged and the hammer must be de-cocked to satisfy the safety engaged condition.

E. Safety Condition Two "Empty Chamber"

Empty chamber, with no live rounds in feed tube or magazine removed.

Empty chamber, action locked open with loaded feed tube or magazine.

Empty chamber, action forward with loaded feed tube or magazine. *Exception: Empty shotgun shell constitutes an empty chamber.*

Re-holstering a loaded pistol. A course of fire will never require a competitor to re-holster a pistol after the start signal. However, a competitor may re-holster provided this is accomplished safely.

2 - DISQUALIFICATIONS

A Disqualification (DQ) will result in complete disqualification from the event and the competitor will not be allowed to continue. The competitor will not be eligible for prizes. Safety violations will not be subject to arbitration.

Disqualification for Negligent Discharge: A competitor who causes a negligent discharge must be stopped by a Range Officer as soon as possible.

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

However, a competitor who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, will not be disqualified.

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

B. Exception: *A pellet/BB which strikes the ground within 10 feet of the competitor due to a "squib".* If the Range Officer determines that the pellet/BB would have struck the ground within 10 feet of the competitor had it not been deflected or stopped by a prop..

A shot which occurs while loading, reloading or unloading any Gun after the "Make Ready" command and before the "Range is Clear" command.

A shot which occurs during remedial action in the case of a malfunction.

A shot which occurs while transferring a Gun between hands.

A shot which occurs during movement, except while actually shooting at targets.

Exception: A detonation which occurs while unloading a Gun is not considered a shot or discharge and is not subject to DQ.

C. Definition of a Detonation: *Ignition of a round, other than by Co2, green gas, propane, gas, air. or spring, where the pellet/BB does not pass completely through the barrel.(e.g. when a slide is being manually retracted).*

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

Exception: Dropping an unloaded Gun before the "Make Ready" command or after the "Range is Clear" command will not result in disqualification, provided the Gun is

D. retrieved only by an Event Official.

A competitor shall be disqualified for grounding a Gun **anywhere other** than in a designated table, if the **chamber is loaded** and the **safety is not engaged**.

A competitor shall be disqualified for allowing the muzzle of a Gun to break the 180 degree Safety Plane (except while holstered, drawing or re-holstering.)

Often a stage may span two bays, during the course of fire, a competitor **is** allowed to transition between the two bays with a holstered pistol or drawn pistol, loaded shotgun or rifle, **unless it is specifically forbidden** in the written stage briefing.

E. Violation will result in a DQ. A competitor shall be disqualified for unsportsmanlike conduct, which includes, but is not limited to cheating; Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties. Altering or falsifying score sheets. Altering the configuration of Guns to gain advantage. Altering the course of fire. i.e., moving props or targets. Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages will result in a DQ.

F. Pistol and rifle cartridges must fire a single projectile only. Violations will be deemed cheating and subject to DQ. Use of steel shot is a Safety Violation and will result in a DQ. Engaging any square steel target with rifle, is subject to DQ.

G. Any competitor found with a magazine inserted in their pistol or rifle or rounds loaded in the shotgun, while not under the direct supervision of a range official, shall be escorted to a safe area to check the loaded condition. If the magazine, tube or chamber is found to be loaded, the competitor will be subject to DQ. *Shotgun pre-loading at the beginning of a stage is exempt..* Handling loaded magazines, live rounds or a loaded Gun in a Safe Area will result in a DQ. *containers of ammo may be handled as long as they remain closed.*

H. A competitor who intentionally loses or displaces eye protection during a course of fire will be disallowed the provisions of and will be subject to DQ. Threatening or

assaulting other competitors or staff personnel will result in a DQ. Disruptive behavior in an attempt to disturb or distract other competitors while they are shooting will result in a DQ.

I. Competitors must not consume or be under the influence of alcohol or non-prescription drugs at the event site. Violators will be directed to stop shooting, issued a DQ and must leave the range. *However, a competitor found to be impaired and deemed unsafe as a result of legitimate prescription drugs shall only be directed to stop shooting, no DQ.*

J. Disqualifications will be issued only by the Director of Competition.

3 - PENALTIES INDEX

Additional 5 Seconds: Foot faults, a competitor who fires shots while any part of their body is touching the ground or while stepping on an object beyond a Shooting Box or a Fault Line, or who gains support or stability through contact with an object which is wholly beyond and not attached to a Shooting Box or Fault Line, will receive one procedural penalty for each occurrence. However, if the competitor has gained a significant advantage on any target(s) while faulting, may instead be assessed one procedural penalty for each shot fired at the subject target(s) while faulting.

A. Additional 5 Seconds, may be assessed for failing to follow stage procedures.

B. Additional 5 Seconds: Gun grounded safely anywhere other than in a designated dump bucket or large table. If a Pistol is dumped, it must be dumped into the small dump tables only. Rifles and Shotguns must be dumped onto the dump tables only.

C. Additional 5 Seconds: Will be assessed for Firing shots through a vision barrier to engage a target. This will result in the target being scored with an additional penalty "Target Not Engaged"

D. Additional 10 Seconds Before the Start Signal, **no more than 9 rounds total loaded** in the shotgun.

E. Additional 20 Seconds: For each Gun grounded in a designated table but with the chamber loaded and the safety not engaged.

4 - AMMUNITION

Tracer, incendiary, steel jacketed or steel ammunition is specifically not allowed and is prohibited. Any competitor found in violation of rule 4.1 shall be assessed a \$10 fee for each steel target engaged and or damaged. Fines will be made payable the day of the offense.

A. Pistol ammunition shall be for airpistol .177cal 7.0mm or 7.5mm. For airsoft 6mm 0.20gram or 0.25gram.

B. Rifle ammunition shall be for airrifle .177cal 7.0mm or 7.5mmr. For airsoft 6mm 0.20gram or 0.25gram. *Pistol and rifle cartridges must fire a single projectile only. Subject to DQ*

C. Shotgun ammunition shall be for airgun .177 CAL TBD. For Airsoft 6mm 0.20gram *Steel shot is specifically not allowed. Use of steel shot is a safety violation and the competitor is subject to DQ.*

5 - GUNS

All Guns used by competitors must be serviceable and safe. Range Officers may demand examination of a competitor's Gun or related equipment at any time to check that they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the event until the item is repaired or replaced to the satisfaction of the Director of Competition.

A. If a competitors Gun becomes unserviceable during competition, the competitor may replace their Gun with another of the same model, caliber and sighting system approved by the Director of Competition or his designee.

B. For purposes of this ruling, a "Gun" consists of a specific caliber, receiver, barrel, stock and sighting system combination.

C.The same Gun system for each gun, shall be used during the entire event. (*forbidden changes include, but are not limited to: change of caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.*)

6 - GUN SPECIFICATIONS

Competitors will compete only with semi-automatic Pistols and open-site/red dot site Rifles, and Semi-automatic or Pump Action Shotguns.

A. PISTOL

Pistol must be a semi-automatic pistol of a factory configuration. Internal modifications are allowed providing they do not alter the original factory configuration or functionality. Pistols with custom or factory installed optical sights, extended sights, compensators or barrel porting are NOT allowed. Pistol magazines shall not exceed 171.25mm OAL (overall length) for single stack and shall not exceed 141.25mm OAL for staggered magazines. Competitor magazines are subject to inspection at any time for OAL violations. An Official IA3G magazine gauge is available for competitors at each stage. Magazines must fit inside the gauge. *DQ will be issued for any Pistol Magazine failing the OAL inspection.* Pistols carried between stages must be cased or remain in the holster. Pistols must be carried with the magazine removed, "Hammer/Striker Down." The "Stage Ready Condition" for pistols shall always be magazine loaded and inserted, hammer/striker down on an empty chamber.

B. RIFLE

Rifles must be of a factory configuration. Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle, Scoped rifles may be equipped with no more than one optical sight. A magnifier may be used with an optical sight without violating the "one optic" rule, provided:

- A)** The magnifier does not contain an aiming reticle.
- B)** The magnifier cannot be used as an aiming device by itself.
- C)** The magnifier is mounted in the same location on the rifle for the entire event.
- D)** The competitor may start and use the magnifier in either the magnified or unmagnified mode without further restriction.

Rifle supporting devices (i.e. bipods, etc.) are not allowed. Compensators are allowed for rifles, provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator. The "Stage Ready Condition" for rifle shall always be magazine and chamber loaded with safety engaged.

C. SHOTGUN

Shotguns must be of a factory configuration Conventional tubular magazine fed

shotguns only, are allowed. Feed tube extensions are allowed. *however: **Before the Start Signal, no more than 9 rounds total loaded in the shotgun.*** Feed tube length must remain the same length for the duration of the event. Barrel length may not be changed for the duration of the event. Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun. Electronic or optical sights are not allowed on shotguns. No supporting devices (i.e. bipods, etc.) No compensators or porting on barrels. No speed loaders. The "Stage Ready Condition" for shotgun shall always be loading tube and chamber loaded with safety engaged.

7 - HOLSTERS

Holsters must be a practical strong side carry style and must be able to safely retain the pistol during vigorous movement. The holster material must completely cover the trigger on all pistols. The belt upon which the holster is attached must be secured at waist level. Tactical thigh holsters are permitted and must be secured at waist level. Due to safety concerns, shoulder holsters, inside the waist band, concealed types and cross draw holsters are specifically not allowed.

8 - TARGETS

- A. **Pistol:** TQ-7 paper targets, 4 1/4" and 6" ROUND KD plates, 3"x8" RECTANGLE
- B. **Shotgun:** 3"x8" RECTANGLE KD plates 6"x8" RECTANGLE KD plates.
- C. **Rifle:** TQ-5/1 paper targets, 5" ROUND KD and 6" ROUND KD plates only.

9 - SCORING

Scoring per stage will be straight time plus penalties. Maximum time for any stage, including target penalties is 250 seconds. Total time accumulated for all stages will determine event finish order. Lowest time wins.

A. Any TQ-5/1 rifle paper target designated as a "shoot" target must have either one "Center" hit in the 5 1/2" BLACK circle OR have two hits anywhere ON TQ- 5/1 target paper to avoid penalty. Any TQ-7 pistol paper targets designated as a "shoot" target must have either one hit in the 4 1/4" circle or have two hits anywhere on the TQ-7 target to avoid penalty.

B. Scoring targets with penalties include:

One hit in the Black circle and NO hit on the paper = +2 second penalty for the Miss on

Target (MOT) Paper Target Not Engaged (TNE) = +2 second penalty for no score able hits on paper and +2 seconds for the TNE Procedural, for a total penalty of +2 seconds per target. Only holes made by pellet/6mm BB will count for score. Evidence of the actual pellet/BB must be present on the target, i.e. crown mark on the hole. Holes made by shrapnel fragments or flying debris will not count for score or penalty.

C. Knock down (KD) style plates must fall to score. Any KD plate engaged with **SHOT** must **FALL** to score. However, if a KD plate is determined to be struck by a **Rifle** or **Pistol** pellet/6mm BB, but **does not fall**, the competitor **will** get score/credit for the KD plate in question. Failure to knock down a KD plate will result in a +2 second penalty. KD Plate not Engaged will result in a +2 second penalty for the miss and +2 seconds for the TNE Procedural, for a total penalty of +2 seconds per target. Metal scoring targets will be painted white before each competitor or as necessary.

D. Frangible targets (Clay birds) must break to score, one BB hole is a break. Engaging but not breaking a frangible target (miss) +2 seconds, per target. Frangible Target not Engaged will result in a +2 second penalty for the miss and +2 seconds for the TNE Procedural, for a total penalty of +2 seconds per target. All props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable "hard cover". Walls can be shot under and over, only when permitted by the written stage briefing.

E. A signed score sheet may not finalize your score. If discrepancies arise prior to the time final event scores are posted, IA3G will, with your notification, take whatever steps necessary to rectify and correct any such problem, including, but not limited to, re-shoots.

F. IA3G retains the right to use official IA3G video footage if, and when, available as an admissible tool to help correct or rectify any issues relevant to scoring a competitor.

10 - APPEALS

Decisions are initially made by the stages Chief Range Officer. If the complainant disagrees with the CROs decision, the Director of Competition will be called to make the final ruling in the matter. *Safety violations will not be subject to arbitration.*

11 - RE-SHOOTS

Re-shoots will **ONLY** be issued by the Director of Competition and/or his assignee. The competitor will be given the choice to re-shoot immediately or have their position moved

to the bottom of the shooting order and will be the last to complete the course of fire for that squad.

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

B. A competitor, during the course of fire, that inadvertently loses their eye protection, may stop themselves and immediately notify the range officer why they have stopped. The competitor will then be required to re-shoot the course of fire once it has been reset. *A competitor who intentionally loses or displaces eye protection during a course of fire will be disallowed the provisions and will be subject to match disqualification.*

C. Un-restored Targets: If, following completion of a course of fire by a previous competitor, one or more targets have not been properly patched or taped or reset or if previously applied pasters have fallen off the target 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 if it is not obvious which hits were made by the competitor being scored, the affected competitor must be ordered to re-shoot the course of fire.

D. Range equipment failure can include the timer. If, at any time prior to the final event scores being posted, it has been determined by IA3G that the timer, for any reason, failed to record the last shot, the competitor will be required to re-shoot the stage.

12 - RANGE COMMANDS AND PROCEDURES

A, Make Ready - The course of fire begins with the "Make Ready" command and ends after the "Range is Clear" command.

When more than one Gun will be used during a course of fire, the Range Officer will direct and supervise the competitor through the process of preparing all Guns. The Range Officer will give the "Make Ready" command, signifying the "Start of the Course of Fire" and will then direct and supervise the competitor through the process of preparing and positioning any "staged" Guns. The Range Officer will then accompany the competitor to the start position and direct the competitor to prepare the Gun to be initially used on the stage, prior to assuming the ready position. The initial "Make Ready" command defines the start of the "Course of Fire" regardless of how many Guns are subsequently prepared, loaded and/or staged following that command.

B. Are You Ready - Standby: After the competitor has loaded and staged all Guns to be used in the course of fire, the range officer will accompany them to the start position.

The range officer shall then issue the commands "Are You Ready" followed shortly by "Standby". At this point the competitor is cleared to activate the "IA3G Self Start Timer Button" which activates the timer that signifies the beginning of the competitors attempt of the course of fire. The lack of any negative response from the competitor after being issued the "Are You Ready" command indicates that they fully understand the requirements of the course of fire and are ready to proceed. If the competitor is not ready, they must state "No or Not Ready". It is suggested that when the competitor is ready they should assume the required start position to indicate their readiness to the Range Officer.

C. 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.

D. If You Are Finished, Unload And Show Clear - If the competitor has finished shooting, they must lower their Gun and present it for inspection by the Range Officer with the muzzle pointed down range, magazine removed or tube emptied, action locked or held open and chamber empty. ***The range officer will instruct and accompany the competitor to safely unload all Guns used in the course of fire.***

Pistols: Release the slide and pull the trigger without touching the hammer or de-cocker then holster the pistol.

Rifle: Action locked back OR CBI inserted.

Shotgun: Action locked back OR CBI inserted.

Rifles/ Shotguns must be carried Muzzle Up when exiting the stage.

E. Range is Clear - This command shall be issued only after all Guns have been cleared by the competitor and range officer. This declaration signifies the "End of the Course of Fire". Once this declaration is made, officials and competitors may then move down range to score, paste, reset and paint targets.

F. In the event that a Range Officer terminates a course of fire due to a suspicion that a competitor has an unsafe Gun 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 Gun or ammunition and proceed as follows:

G. If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a re-shoot, but will be ordered to rectify the problem. On the competitors 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.

H. If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to re-shoot the stage.

13 - CONDUCT

Competitors and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Clothing with any offensive or obscene logos, sayings, pictures or drawings must not be worn or displayed while at the event site/range. Eye protection is mandatory for all competitors, spectators & range personnel at all times while at the event site. Ear protection is optional for all participants, spectators & range personnel while on or near a course of fire.

14 - INTERNATIONAL AIR 3 GUN MEMBERSHIP COST

Junior ages 8-18 years - \$35

Adults - \$45