

International Air Defensive Shooting (IADS) Competition and Equipment Rules

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Welcome to the International Air Defensive Shooting (IADS). By joining the IADS you are participating in the exciting and challenging family sport of Airgun / Airsoft speed shooting. IADS 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 IADS program was founded as a feeder program to IDPA in order to bring the same type of positive life skills and handgun shooting sports.

IADS is governed by Shoot Right, a 501(c)3 non-profit organization. Shoot Right raises money and other resources to support youth and adult shooting programs as a whole. The shooting and hunting industry understands that today's youth are the future of our sport and we enjoy tremendous support from the hunting and shooting industry. For this reason it is very beneficial for the junior shooters to participate in this sport along with the adults.

The backbone of the IADS 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 and 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 IADS are the greatest young people you would ever want to meet.

This handbook has been prepared to guide you through the IADS shooting year from registration to the completion of the IADS 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, IADS 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 Defensive Shooting (IADS). 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 IADS athletes.

PROGRAM DESIGN

Youth from ages 8-20, full-time college students, and adults ages 21 and older are eligible to participate in the safe, educational, and enjoyable IADS handgun sport of “speed shooting”. The IADS, 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 IADS 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 IADS. This is a great training program for all ages.

All IADS activities incorporate two indispensable elements – SAFETY AND FUN. Safety is incorporated into every aspect of ALL IADS activities. The learning environment at practices and at competitive shoots is designed to include the element of FUN for all participants. IADS 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. IADS coaches must take very seriously the responsibility of being good role models to the IADS Athletes.

HONORING THE GAME

Competition is clearly a part of the IADS, an indispensable part; but it is not the underlying principle. The “win-at-all-costs” philosophy has no place in the IADS. 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 IADS strives to instill. It is the DUTY of everyone involved in the IADS – coaches, parents, and athletes - to set good examples for IADS team members. Volunteers are expected to emulate and uphold high moral and ethical standards of personal conduct.

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1 -The Founding Concepts of IADS

Founded in 2014 Shoot Right is the governing body for IADS competition, a handgun-centric shooting sport based on simulated self-defense scenarios.

The IADS competition format was designed to be enjoyable to all shooters of all skill levels, with a premium put on the social interaction and camaraderie of the members. Participation in IADS matches requires the use of replica airgun and airsoft handguns, holsters and other equipment suitable for concealed carry self-defense. With that in mind, and keeping the shooters' best interests in mind, IADS's founders established equipment requirements that remain based on commonly available Guns and gear, allowing individuals the opportunity to compete with minimal investment.

Our main goal is to test the skill and ability of the individual. Equipment that is designed with no application for daily, concealed carry is not permitted in this sport.

1.1 IADS's Fundamental Principles

The Fundamental Principles are a guide to all members.

- Promote safe and proficient use of Guns and equipment suitable for concealed carry self-defense.
- Offer a practical shooting sport encouraging competitors to develop skills and fellowship with like-minded shooters.
- Provide a level playing field for all competitors that solely tests the skill and ability of each individual, not their equipment.
- Provide separate divisions for equipment and classifications for shooters, such that Guns with similar characteristics are grouped together and people with similar skills compete against each other.
- Provide shooters with practical and realistic courses of fire, and test skills that could be required to survive life-threatening encounters.
- Strongly encourage all IADS members to support our sponsors when making purchases of equipment and accessories. Industry sponsors have been instrumental in IADS's success at all levels including Club, State, Regional, National, and International levels.
- Develop and maintain an infrastructure that will allow IADS to be responsive to our shooters.

While IADS can never be all things to all people, respectful constructive suggestions from our members, which follow IADS Fundamental Principles, will always be welcome.

1.2 IADS's Strict Principles of Safety

- A.** IADS ranges are cold! All guns will not be loaded except as directed by Safety Officers/Match Officials. Always follow the basic Safety rules:
 1. Always assume a gun is loaded
 2. Never point a gun at something you're not prepared to shoot
 3. Be sure of the target and what's behind it
 4. Keep your finger off the trigger until you are on the target
- B.** To maintain the highest standards of safety, unsafe gun handling will result in immediate disqualification (DQ). See rules regarding unsafe gun handling in the Safety section of the rulebook.
- C.** Impact resistant eyewear is required at all times and must be used by everyone at the range facility (ear protection is optional).
- D.** Guns used in competition will be serviceable and safe. To ensure the safety of the competitor and anyone around them, the Match Director (MD) will require a competitor to withdraw any pistol observed to be unserviceable or unsafe.
- E.** Fingers must be outside the trigger guard during loading, unloading, drawing, re-holstering, while moving (unless engaging targets) or during remedial action.

- F. The normal condition of pistols not in use during a Course of Fire (CoF) is unloaded and holstered, with hammer down and magazine removed, or cylinder empty.
- G. Guns may only be loaded, and subsequently unloaded, under the direction of the Range/Safety Officer (RSO/SO).

1.3 Principles of Shooting IADS

A. Equipment Principles Allowed

Equipment will meet the following criteria:

1. Concealable - all equipment except flashlights will be placed so that, when wearing a concealment garment with your arms extended to your sides and parallel to the ground, it cannot be seen from the front, rear, or sides.
2. Practical - Must be practical for all day concealed carry self-defense, and worn in a manner that is appropriate for all day continuous wear.

B. Participation Principles

1. Competitors will not attempt to circumvent or compromise any stage by the use of inappropriate devices, equipment, or techniques.
2. Competitors will refrain from unsportsmanlike conduct, unfair actions, and the use of illegal equipment.
3. The IADS Rulebook is not intended to be an exhaustive description of all allowed and disallowed equipment and techniques. Shooter equipment and techniques should comply with the basic principles of IADS and be valid in the context of a sport that is based on self-defense scenarios. A reasonable application of common sense and the IADS Founding Concepts will be employed in determining whether a particular device, technique, or piece of equipment is permitted under the IADS rules.
4. At its core, IADS is a self-defense scenario based sport. The props used to create the Course of Fire (CoF) are often incomplete but represent buildings, walls, windows, doorways, etc. The CoF will indicate available shooting positions. The props will be defined in the CoF walk through.
5. Individual rehearsals of a CoF, including air gunning, and taking sight pictures, are not permitted within the CoF boundaries.
6. Shooting from behind cover is a basic premise of IADS. Competitors will use all available cover in a CoF.
7. IADS is a shooting sport based on concealed carry. All courses of fire will be shot using a concealment garment unless stipulated otherwise.
8. In any single contest, a shooter must use the same Gun on all stages unless the Gun becomes unserviceable.
9. Re-shoots are allowed for stage equipment failures or SO interference.
10. English is the official language of IADS and range commands used in all matches regardless of location or nationality of participants, will be in English. The English rulebook prevails.

1.4 Course of Fire Principles

- A. One issue critical to the long-term success of this shooting discipline is that problems shooters are asked to solve must reflect self-defense principles. The IADS founders agreed upon this when they set out to structure IADS guidelines and principles. IADS should help promote basic sound gun handling skills and test skills a person would need in a concealed-carry encounter. Requirements such as the use of cover while engaging a target, reloading behind cover, and limiting the number of rounds per string were all based upon that principle.
- B. A CoF should test a competitor's shooting skills. Allowances will be made for physically challenged or disabled shooters. Match Directors should always attempt to make the CoF accessible for all shooters.
- C. While we recognize that there are many schools of thought in training for self-defense concealed carry, the primary focus of IADS is in the continuing development of safe and sound gun handling skills that are universally accepted.
- D. IADS rules will be equally enforced for all classifications of IADS members.

2 –Safety Rules

IADS ranges are cold! All guns will not be loaded except as directed by Safety Officers/Match Officials. Always follow the basic Safety rules:

- Always assume a gun is loaded
 - Never point a gun at something you're not prepared to shoot
 - Be sure of the target and what's behind it
 - Keep your finger off the trigger until you are on the target
- A. Semi-autos will have an empty chamber and magazine as well. Revolvers must have all chambers and cylinders empty. All shooters and non shooters will remain behind the ready line. The RSO will call each shooter to the shooters box, and direct the shooter when to leave the shooter's box. All shooters are to return back to the other side of the ready line. After firing, no competitor may leave the firing position until the gun has been unloaded, inspected and cleared by the Safety Officer. The competitor, under commands from the Safety Officer, or the Range Safety Officer, will then place the gun in a gun case, bag or other gun carrying device. If the pistol or rifle is being used by the next competitor the Safety Officer should place the muzzle in the PDC (pellet discharge canister). The Safety Officer may also move the gun to table or station under his/her control. During loading or unloading, engaging the course of fire and during clearing the gun in the event of a malfunction, the muzzle of the gun must ALWAYS be kept pointed down range AND FINGER OUTSIDE OF THE TRIGGER GUARD.
- B. If the limit line (180 degrees of the shooter box) is violated with a loaded gun, the shooter will be asked to unload and will be disqualified from the entire match. In the event a gun cannot be unloaded due to a broken or failed mechanism, the shooter will notify the Safety Officer/Match Director. In no case, will an athlete leave the line with a loaded gun. During a IADS match, athletes should not handle their guns, except when instructed by a Match Official or in designated areas.
- C. Should a gun be dropped during a course of fire, the athlete will not pick up the gun, but allow the Safety Officer/Match Official to do so. The Safety Officer/Match Official will then unload and inspect the gun.

2.1 Range Commands

A. STARTING COMMANDS

Range Commands. The range commands for the IADS will be as follows:

1. **“Load and Make Ready”** – Before issuing this command, the Safety Officer should visually confirm that the competitor, and all others on the range, have eye protection in place, that he/she is facing downrange, and that he/she is in all other respects prepared to handle the pistol or rifle. The competitor may then pick up the pistol/rifle and magazine from the table, load the gun and point at the low ready cone down range (Open classes pull from holster). Once the “Load and Make Ready” 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 Safety Officer.
2. **“Are You Ready?”** – The lack of any 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”.
3. **“Standby”** – This command should be followed by the audible start signal within 1 to 2 seconds.
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 Safety Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from “Are You Ready?”
5. **“Reload if Required and Make Ready for Your Next String”** – This command may be used following the 1st through 4th strings. (Experienced shooters may not need this command).
6. **“Stop”** – Any Safety Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing and wait for further instructions from the Safety Officer.
7. **“Unload And Show Clear”** – This command is used following the final string. If the competitor has finished shooting, he must lower his gun, remove the magazine, then clear the chamber, lock (if available) the slide/side lever to the rear for inspection by both himself and the Safety Officer. The competitor, under commands from the Safety Officer, or the Safety Officer, will then place the gun in a gun case, bag or other

gun carrying device. If the pistol or rifle is being used by the next competitor the Safety Officer should place the muzzle in the PDC (pellet discharge canister) before the Safety Officer can call the range safe and clear to go down range to score/paint targets.

3 -Appeals & Re-Shoots

3.1 Appeals

- A. 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.

3.2 Re-Shoots

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

4 -Scoring

IADS is a timed event so your time is your score. **The following actions will affect the score:**

- Creeping, movement, or jumping before the start signal sounds.
- **If competition is held with multiple stages on one bay, shooting at the wrong targets.**
- Starting with finger within trigger guard – Verbal warning will be given for 1st time, 2nd time will result in a procedural.
- Reloading with finger within trigger guard – Verbal warning will be given for 1st time. 2nd time will result in a procedural.

When a Safety Officer or Score Keeper calls a miss, it is the athlete's responsibility to appeal the decision at the end of that particular string of fire. The Safety Officer and/or Score Keeper will then go down range and check the target. Once the next string of fire begins, there will be NO further opportunity to appeal the call.

NOTE: All Targets should be painted before each athlete begins his/her string of fire. Be sure all edges as well as the face are covered.

Competitors are only allowed to have up to 14 shots per magazine. Each competitor has UNLIMITED shots or 60 seconds to complete each string of fire. It is the responsibility of the athlete to check their scores as written on their

scorecards after completing shooting. Any questions concerning the scores entered on the scorecard should be asked of the Range Officials at that time. If the question is not resolved, a Match Director will then be summoned. It is the athlete's responsibility to submit the correct scorecard for each stage and match.

4.1 TIES

If a tie occurs for final ranking, the last stage score will be used as the tie-breaker. If that does not break the tie, the fastest run of the first stage will be used as the tie-breaker. If still needed, a flip of coin will decide.

4.2 SCORING

- A. 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.
- B. 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.
- C. 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.
- D. 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.
- E. 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. A signed score sheet may not finalize your score. If discrepancies arise prior to the time final event scores are posted, IADS will, with your notification, take whatever steps necessary to rectify and correct any such problem, including, but not limited to, re-shoots.
- F. IADS retains the right to use official IADS video footage if, and when, available as an admissible tool to help correct or rectify any issues relevant to scoring a competitor.

5 –Permanently Physically Disabled Shooters Rules

For IADS purposes, a permanently physically disabled shooter is defined as having:

- Missing limbs
- Prosthetic limbs
- Non-operational limbs
- Use of wheelchair
- Walker or crutches

In an effort to accommodate our permanently physically disabled shooters, the following rules apply:

- A. Permanently physically disabled shooters who choose not to, or are unable to perform an action required by the CoF (kneeling, prone, etc.) will receive one (1) PE penalty **per action not** performed. If the shots cannot be taken safely or the targets cannot be acquired from their position of ability, they will receive one (1) additional PE penalty per target. No points down or FTNs will be assessed.
- B. Permanently physically disabled shooters with the use of only one arm or hand may elect to use a light mounted gun prior to the start signal, with no penalty, on stages requiring the use of a flashlight.
- C. Permanently physically disabled shooters who are one-armed/one-handed will not be penalized on a stage that requires shooting either weak hand or strong hand.
- D. Permanently physically disabled shooters may perform one-handed reloads in a manner that is deemed safe by the CSO or MD prior to the start of the match.
- E. Permanently physically disabled shooters who are confined to a wheelchair may use whatever means they choose to navigate the CoF in their wheelchair. This includes, but is not limited to electric wheelchairs, body mounted holsters or use of a wheelchair mounted holster and ammunition carriers.
- F. Permanently physically disabled shooters may choose to shoot an array in a CoF, holster, roll to the next position, and draw for the next array, or they may choose to roll with their support hand and keep the gun in their dominant hand throughout the CoF, while being aware of the muzzle direction at all times. It is recommended that permanently physically disabled shooters alert the SO of their probable direction of movement.

6 –Equipment Rules

PISTOL AND SEMI-AUTO RIFLE CALIBER AND ACTION TYPE - ALLOWABLE CONDITION

6.1 AIRGUN PISTOL & SEMI-AUTO RIFLE

- A. All IADS Airgun matches will be shot with air pistols and air rifles with iron sights only. Adjustable sights and fiber optics inserts are allowed, but no electronic sights. No compensators, ported barrels, muzzle brakes or barrel weights are allowed.
- B. All handguns and rifles are to safely use .177cal, 7.0 to 7.4 gr. Wadcutter ammunition. Any commercially available .177cal 7.0 to 7.4 gr. Wadcutter ammunition will be considered suitable for competition.
- C. Only adult divisions can use modified guns in the Adult Open and Senior Adult Open classes.

6.2 AIRSOFT PISTOL & SEMI-AUTO RIFLE

- A. All IADS Airsoft matches will be shot with Pistols and rifles with iron sights only. Adjustable sights and fiber optics inserts are allowed but no electronic sights. No compensators, ported barrels, muzzle brakes or barrel weights.
- B. All handguns and rifles are to safely use 6mm 0.20 gr. to 0.25 gr. ammunition. Any commercially available 6mm 0.20 gr. to 0.25 gr. ammunition will be considered suitable for competition.
- C. Only adult divisions can use modified guns in the Adult Open and Senior Adult Open classes.

Disconnection or disabling of any safety device on any gun is not allowed.

6.3 PISTOL

- A. Pistol must be a semi-automatic pistol of a factory configuration.
- B. Internal modifications are allowed providing they do not alter the original factory configuration or functionality.
- C. Pistols with custom or factory installed optical sights, extended sights, compensators or barrel porting are NOT allowed.
- D. Pistol magazines shall not exceed 171.25mm OAL (overall length) for single stack and shall not exceed 141.25mm OAL for staggered magazines.
- E. Competitor magazines are subject to inspection at any time for OAL violations. An Official IADS 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.

- F. Pistols carried between stages must be cased or remain in the holster.
- G. Pistols must be carried with the magazine removed, "Hammer/Striker Down."
- H. The "Stage Ready Condition" for pistols shall always be magazine loaded and inserted, hammer/striker down on an empty chamber.

6.4 BELTS

Belts may be no wider than 1 ¾ inches/44.5mm or thicker than 5/16 inches/7.94mm and must pass through a minimum of all but two of the pant loops.

6.5 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.

6.6 TARGETS

Pistol: TQ-7 paper targets 41/4", 6" ROUND KD plates, 3"x8" RECTANGLE KD plates 6"x8" RECTANGLE KD plates, 5" ROUND KD only.

6.7 MISCELLANEOUS

- A. Hard shell kneepads and elbow pads are not allowed. Soft shell knee and elbow pads or knee braces may be worn under the clothing, and must remain completely hidden. Cleated shoes designed for specific sports (i.e., football, baseball, golf, etc.) may not be worn.
- B. Gloves may be used.
- C. Only hand held lights may be used in IADS competition. For Physically Disabled shooters, refer to Physically Disabled Shooters Section. Lights may not be attached to the shooter's hand, wrist, or arm in any fashion.
- D. Rings or straps that go around any part of the shooter's body (finger, palm, wrist, etc.) are not allowed. Lanyards may be present, but may not be used.

6.8 CONCEALMENT GARMENTS

Legal concealment garments hide the holster, Gun, ammunition carriers, and loading devices from view.

The concealment garment test is for the competitor to stand with their arms straight out to the side, parallel to the ground. If the standing RSO/SO cannot see the previously listed equipment from the front, sides, or rear, then the concealment garment is legal. Concealment garments may not be modified with plastic zip ties, wire, metal, Styrofoam, cardboard, or any similar material that would stiffen the garment or pockets. Patches may not be placed on concealment garment pockets used during a string of fire. Standard laundry starch is acceptable. Weights may not be attached to concealment garments, but items may be placed in pockets. Pocket flaps may be inserted into pockets. Specially made pockets for magazine stowage after a reload may not be used. Lights do not need to be concealed.

7 -Divisions

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

All participants in the IADS must be registered and on a specific team if applicable. Teams may be composed of members from neighborhoods, houses of worship, gun clubs, and youth groups such as 4-H Clubs, Boy Scout Troops, FFA Chapters, J.R.O.T.C. Programs, Venturing Crews, Girl Scouts, Police Athletic Leagues, American Legion Posts and V.F.W. Posts, to name but a few. Students attending a school sponsoring an IADS team are encouraged to shoot for their school.

IMPORTANT! PLEASE NOTE: State programs may not impose more stringent rules on team composition. Please contact your State Advisor for details pertaining to your state's IADS guidelines. Your State Advisor's contact information is listed on the IADS Website at www.shootrightaz.org. If your state has created its own IADS state website, the link will be listed under the State Advisor's contact information.

7.1 IADS DIVISIONS

MENTOR

Ages 8-10

Airsoft or Airgun (2)

JUNIOR

Ages 11-14

Airsoft or Airgun (2)

SENIOR JUNIOR

Ages 15-18

Airsoft or Airgun (2)

COLLEGE

No age limit (full time collage)

See requirements Airsoft or Airgun (2)

ADULT & ADULT OPEN

Ages 18-54

Airsoft or Airgun (4)

SENIOR ADULT & SENIOR ADULT OPEN

Ages 55 – 65

Ages 66 – 80

Airsoft or Airgun (8)

8 -IADS Memberships

International Air Defensive Shooting (IADS) Annual Membership Cost:

Jr. 8-18 years \$35

Adults \$45