

Firearms Competition Rules and Regulations

- I. Setup
 - a) 5 Stages.
 - b) Approximately 30 Seconds total time (Face and Away Time).
 - c) 1 Target per stage (each stage will reflect a different distance from the target).
 - d) 5 Shots per stage.
 - e) Minimum score per stage is 0 (includes penalties).
 - f) Maximum score per stage is 25.
 - g) Maximum total score is 125.

- II. Procedures
 - a) Shooter will start with gun holstered.
 - b) Target will be presented for undisclosed number of seconds.
 - c) Shooter will draw and fire on target (No more than 5 shots).
 - d) Target will close.
 - e) Shooter will re-holster.
 - f) Review of shots and recording of scores.
 - g) Repeat above for 5 total stages.

- III. Scoring
 - a) AIS-PRISim "Course of Fire" will score all stages automatically.
 - b) 5 point penalty deduction for each shot over 5 per stage.
 - c) Failure to re-holster after completion of a stage will result in a penalty deduction of all points for the stage.
 - d) Drawing weapon before a target turns will result in a 10 point penalty for that stage.
 - e) See attached target picture for scoring zones.
 - f) Range personnel will have the final word on all scoring.

- IV. Tie-Breaker

After all shooters have completed the course, a tie-breaker course will be ran for all shooters that tie for the highest score. This will be repeated until all ties are broken.

- V. Miscellaneous

Failure to show at your appointed time could possibly result in forfeiture. This will be determined at range personnel's discretion.

All disputes will be handled by range personnel or if needed, Rural Law Enforcement Technology Center's Director or Deputy Director.

