



AMERICAN AIRSOFT PRACTICAL SHOOTING

Version: 2009-1.0b

6. Shooting a Stage

6.1 Handgun Ready Conditions

6.1.1 The normal ready condition for handguns is stated below. The competitor is always the one responsible for handling the handgun and seeing that the handgun is ready for competition and that these conditions are met.

6.1.2 Self-loading handguns (semi-automatic).

6.1.2.1 Single Action (SA) – Chamber loaded, hammer or striker cocked, and the safety engaged. This condition also applies to Glock replicas that utilize the “Safe Action” mode.

6.1.2.2 Double Action Only (DAO) – Chamber loaded, hammer or striker fully down or de-cocked.

6.1.2.3 Single Action/Double Action (SA/DA) - Chamber loaded, hammer or striker fully down or de-cocked. For a SA/DA handgun, the first shot fired in a stage must be fired in DA mode. Subsequent shots can be taken either SA or DA.

6.1.3 Stage instructions may specify ready conditions which are different from those stated above. In such cases, the required ready condition must be clearly stated in the written stage briefing.

6.1.4 Unless complying with a Division requirement (see Rule 2.6.9), a competitor must not be restricted as to the number of rounds that can be loaded or reloaded in a handgun. Written stage briefings may only stipulate when the handgun is to be loaded or when mandatory reloads are required.

6.2 Competitor Ready Conditions

6.2.1 The following conditions apply when the competitor has come to the firing line for a stage and is under the direct command and supervision of the Range Officer for the stage.

6.2.1.1 The handgun is prepared as specified in the written stage briefing and is in compliance with the requirements of the relevant Division.

6.2.1.2 The competitor assumes the start position as specified in the written stage briefing. Unless otherwise specified, the competitor must stand erect, facing downrange, with arms hanging naturally by the sides.

6.2.1.3 A competitor must never be required to draw a handgun from the holster with the weak hand.

6.2.1.4 A competitor must never be required to re-holster a handgun while shooting a stage. However, a competitor may, at his or her discretion, re-holster provided this is

accomplished safely and the handgun is either unloaded or in a ready condition described in Rule 6.1.2

6.3 Range Communication

6.3.1 The following commands may be issued by the Range Officer in charge of a stage. Range commands issued by the RO must be obeyed immediately. Failure to do so can result in procedural penalties or match disqualification.

6.3.1.1 "Load And Make Ready" - This command signifies the start of the stage. Under the direct supervision of the Range Officer the competitor must face down range, or in a safe direction as specified by the Range Officer, fit eye protection, and prepare the handgun in accordance with the written stage briefing. The competitor must then assume the required start position. At this point, the Range Officer will proceed.

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 Range Officer. Violation will result in a warning for the first offense and may result in a disqualification for a subsequent offense in the same match.

6.3.1.2 "Are You Ready?" - The absence of a negative response from the competitor indicates that he or she fully understands the requirements of the stage and is ready to proceed. If the competitor is not ready at the "Are You Ready?" command, a response of "Not Ready" should be given.

6.3.1.3 "Standby" - This command should be followed by the start signal within 1 to 4 seconds.

6.3.1.4 Start Signal - The start signal is the signal for the competitor to begin their attempt at the stage. Once the start signal is given, the competitor is committed to shooting the stage. The timer will continue to run until the stop plate is hit or the maximum time allowed for the stage is reached. Restarts are not allowed except in the case of range equipment failure.

6.3.1.5 "Stop" - The Range Officer assigned to a stage may issue this command at any time a competitor is shooting the stage. The competitor must immediately cease firing, stop moving, and wait for further instructions from the Range Officer.

6.3.1.6 "If You Are Finished, Unload and Show Clear" - This command is issued by the Range Officer when it is apparent that the competitor has finished shooting. If the competitor has already shot the stop plate, then the Range Officer can shorten this command to "Unload and Show Clear". The shooter must lower his or her handgun, remove the magazine, lock or hold the slide back, and present the handgun for inspection by the Range Officer.

6.3.1.7 "If Clear, Hammer Down, Holster" - While continuing to point the handgun safely downrange, the competitor releases the slide and pulls the trigger without touching the hammer, if there is one. The competitor then holsters the handgun. Once the competitor's hands are clear of the holstered handgun, the stage is deemed to have ended.

6.3.1.8 "Range Is Clear" - Competitors or Range Officials must not move forward of, or away from, the firing line or final shooting location until this command is given by the Range Officer. Once this command is issued, officials and competitors may move forward to score, reset, and replace targets.

6.4 Loading, Reloading, or Unloading While Shooting a Stage

6.4.1 When loading, reloading, or unloading while shooting a stage, the competitor's fingers must be visibly outside the trigger guard and the handgun must be pointed safely down range or in another safe direction authorized by a Range Officer.

6.5 Movement

6.5.1 Except when the competitor is actually aiming or shooting at targets, all movement must be accomplished with the fingers visibly outside the trigger guard. The handgun must be pointed in a safe direction. "Movement" is defined as any of the actions below:

6.5.1.1 Taking more than one step in any direction.

6.5.1.2 Changing shooting stance (e.g. from standing to kneeling, from seated to standing etc.).

6.5.2 If a competitor holsters a loaded handgun at any time while shooting a stage, it must be placed in the applicable handgun ready condition specified in Rule 6.1. Violations will be subject to match disqualification.

6.6 Assistance or Interference

8.6.1 No assistance of any kind can be given to a competitor while shooting a stage, except that any Range Officer assigned to a stage may issue safety warnings to a competitor at any time. Such warnings will not be grounds for the competitor to be awarded a reshoot.

6.6.1.1 Competitors with disabilities may be given special dispensation by the Range Master or Match Director with regard to mobility assistance.

6.6.2 Any person providing assistance or interference to a competitor while shooting a stage (and the competitor receiving such assistance) may, at the discretion of a Range Officer, incur a procedural penalty for that stage.

6.6.3 In the event that inadvertent contact from the Range Officer or another external influence has interfered with the competitor while shooting a stage, the Range Officer may offer the competitor a reshoot of the stage. The competitor must accept or decline the offer prior to seeing either the time or the score from the initial attempt. However, in the event that the competitor commits a safety infraction during any such interference, the provisions of match disqualification may still apply.

6.7 Sight Pictures and Range Inspection

6.7.1 Competitors may take a sight picture with an unloaded handgun prior to the start signal, but they may do so only on a single target, to verify that their sights are prepared as required. Competitors who test a targeting sequence or a shooting position while taking a sight picture will incur one procedural penalty per occurrence.

6.7.2 While conducting their inspection ("walkthrough") of a stage, competitors are prohibited from using any sighting aid except for their own hands. Violations will incur one procedural penalty per occurrence.

6.7.3 No person is permitted to enter or move through a stage without the prior approval of the Range Officer assigned to the stage, the Range Master, or the Match Director. Violators

will incur a warning for the first offense but may be subject to match disqualification for a subsequent offense.