

Wickenburg Sportsmen's Club

Saturday Match Shooting & Scoring Guidelines

Course of fire setup / design:

1. **Rules of engagement should be kept simple**
2. Shooters manage their own ammo; shooters reload when they choose and may drop partially empty mags on the ground; no downloading of mags shall be required
3. **Tactical:** Tactical matches may include use of cover and other course direction. Scenarios are limited to 22 rounds for Tactical.
4. **Action, Steel, & 3Gun:** Action, Steel, and 3Gun matches should specify a starting point and number of rounds per target, then let the shooter solve the problem of shooting the course. Let your course design guide the shooter with barriers and fault lines. Scenario requirements should not exceed the ability of low-cap shooters to carry enough ammo on their belt (40 handgun rounds maximum required).

Scoring / procedures / penalties:

1. Vickers Count scoring; score = time + ½ points down + penalties
2. The decision of the RSO and RSO/scorekeeper is final for all scoring issues
3. Shots are unlimited (make-ups allowed), unless otherwise specified
4. Shoot-throughs count (all holes are scored)
5. Steel plates will be painted between shooters; plate must record hits to be scored, and each miss is 5 points down
6. Poppers must be knocked down to score; no exceptions. Poppers will be calibrated to fall when hit with a round loaded to minor power factor. Any popper left standing is 5 points down (a miss)
7. A procedural is a 3 full seconds penalty. Procedural penalties may be assessed at each shooting position on the course of fire, and/or for each target array. Target arrays are to be clearly defined in the course of fire. Tactical matches may stress use of cover and other instructions for the course of fire. Procedurals will be assessed for failing to follow the course of fire. Action, Steel, and 3Gun matches will generally assess procedural penalties only for shooting while outside of the fault lines.
8. A hit on any non-threat (hostage) is a 5 full seconds penalty; only one penalty assessed per hostage
9. A "failure to neutralize" (FTN) is a 5 full seconds penalty, and applies to paper targets only. Neutralizing the threat occurs by having at least one hit in the "zero" or "minus one" scoring areas. If there are no hits in the "zero" or "minus one" areas, one FTN will be assessed for that target. No FTN is assessed on any target where the necessary scoring zones are unavailable; for example, disappearing targets, or targets obscured by hard cover or non-threats.
10. Handicapped shooters who are unable to comply physically with course requirements may elect to take a single procedural penalty for the course of fire, and shoot to their best ability.
11. No coaching will be given during shooting, either from the RSO or from the spectators. The RSO will advise the shooter of safety issues only with the commands STOP, FINGER, and MUZZLE.
12. A "failure to do right" (FTDR) is a serious penalty and is 20 full seconds. Examples of FTDR are disregarding course of fire to achieve better scores, "taking a procedural" to shoot from a more advantageous position, and failing to reload for a last shot simply to achieve a better score. These are examples only. The RSO may assess FTDR for other issues as well.
13. Disqualifications (DQ): a DQ is for that day's match only. Sportsmanlike conduct is expected at all times. Some common reasons for DQ are:
 - dropping a gun on the ground (loaded or unloaded), during the course of fire
 - pointing your weapon uprange at any time ("breaking the 180"); this includes while moving or while returning your gun to the holster
 - shooting a round over the berm or backstop at any time
 - discharging your firearm while not actively engaging a target