2018 Black Rifle Action Shooting Society Match Rules

[B.R.A.S.S. BLACK RIFLE ACTION SHOOTER'S SOCIETY](https://www.facebook.com/carobrass.net/)·[SATURDAY, DECEMBER 30, 2017](https://www.facebook.com/notes/brass-black-rifle-action-shooters-society/2018-black-rifle-action-shooting-society-match-rules/1765916793441522/)

**SAFETY/GENERAL**

1. This a cold range. NO EXCEPTIONS.

2. All participants and spectators must wear ear and eye protection at all times.

3. All long guns must remain empty and chamber-flagged until given the command to “load and make ready” by the Range Officer. Pistols must remain unloaded and holstered until given the command to “load and make ready” by the Range Officer.

4. Any handling of firearms outside of shooting a course of fire (modifying, showing a friend, function checking, etc.) must be done in the designated safety area in Bay 3.

5. Shooters must always obey the four (4) general rules of firearm safety:

a. Treat all firearms as if they are loaded.

b. Keep your finger off of the trigger until you are ready to fire.

c. Do not point a firearm at anything which you are not intending to destroy.

d. Be sure of your target and what is beyond it.

6. Breaking of the 180°, “sweeping” or “muzzling” someone with a firearm, dropping a firearm during a course of fire (regardless of loaded/unloaded condition), and/or negligent discharge(s) will result in an immediate match DQ.

a. A “negligent discharge” constitutes an unintentional shot which travels over a backstop, a berm, or impacts anything deemed by the event organizers to be unsafe. A negligent discharge that occurs while loading, reloading, unloading, while transitioning a long gun off or back to the shoulder, during malfunction and remedial action, clearing a firearm, transferring a firearm between hands, or during movement (except while shooting at legitimate targets) will result in a match DQ.

7. Staged firearms must be pointed in a safe direction with safety engaged; long guns must have their trigger guard inside the edge of the table. “Dumped” firearms must empty, and or have safety engaged.

8. Use of prohibited ammunition (i.e. steel core, “green tip,” shot shells using bb’s larger than #7.5 - 8 shot, etc.), or the incorrect ammunition (i.e. shotgun slug on birdshot-rated steel), resulting in damage to a target will result in a match DQ. The shooter will also be required to reimburse Black Rifle Action Shooting Society for the full cost of the target/prop.

**DIVISIONS**

**Factory**

**Pistol**: Must be 9mm minimum; Magazines cannot be loaded with more than 15 rds.; Extended basepads, optics and/or ported barrels are not permitted; Pistol magazines used must not exceed 171.25 mm OAL (overall length) for single stacks and shall not exceed 141.25 mm OAL for double stack or staggered magazines.

**Rifle**: Must be .223/5.56mm caliber minimum; Only a “red dot” (non-magnified) and/or iron sights are permitted as optics; Magazines may not hold more than 30rds.; Extended basepads, bipods and/or rifle support bags are not permitted.

**Shotgun**: Shooters must start the stage with 8+1 rds; No magazine-fed shotguns are permitted; Optics, ported barrels, and/or speed loaders are not permitted; Magazine tubes must be limited to 8 rds.

**Practical**

**Pistol**: Must be 9mm minimum; Optics and/or ported barrels are not permitted; Extended basepads are permitted, however, pistol magazines used must not exceed 171.25 mm OAL (overall length) for single stacks and shall not exceed 141.25 mm OAL for double stack or staggered magazines.

**Rifle**: Must be .223/5.56mm minimum; Only one optic (magnified or non-magnified) and/or iron sights are permitted; Bipods and/or rifle support bags are not permitted; There are no restrictions on magazine capacity.

**Shotgun**: Shooters must start the stage with 8+1 rds; Shooter may load additional rounds after the start buzzer; No magazine-fed shotguns are permitted; Optics, ported barrels, and/or speed loaders are not permitted; There are no restrictions on magazine tube capacity.

**Open**

**Pistol**: Must be 9mm minimum; There are no restrictions on magazine length, optics, or accessories.

**Rifle**: There are no restrictions on magazine length, optics, or accessories.

**Shotgun**: There are no restrictions on magazine length, optics, or accessories.

**Heavy**

**Pistol**: Must be .45acp minimum; Magazines cannot be loaded with more than 10 rds.; Optics and ported barrels are not permitted; Pistol magazines used must not exceed 171.25 mm OAL (overall length) for single stacks and shall not exceed 141.25 mm OAL for double stack or staggered magazines.

**Rifle**: Must be .308 caliber minimum; Only one optic (other than iron sights) permitted on the rifle; Magazines may not hold more than 25rds.; Bipods and rifle support bags are not permitted.

**Shotgun**: May be pump or semi-auto; Must be 12ga.; Shooters must start the stage with 8+1 rds; No magazine-fed shotguns are permitted; Optics, ported barrels, and/or speed loaders are not permitted; Magazine tubes must be limited to 8 rds. (Follows Factory shotgun guidelines).

**PCC**

**Pistol**: Must be 9mm minimum. There are no restrictions on magazine length, optics, or accessories.

**Rifle**: Must be 9mm minimum. There are no restrictions on magazine length, optics, or accessories.

**Shotgun**: There are no restrictions on magazine length, optics, or accessories.

**\*\*\*PCC Shooters may engage any target that is not a shotgun clay with the PCC unless otherwise stated in the stage description\*\*\***

**SCORING**

1. All paper targets require one (1) ‘A’/”Kill Zone” hit or two (2) hits anywhere on paper in order to be neutralized, unless otherwise specified in the stage description.

a. Heavy Division shooters will only need one (1) rifle/pistol hit anywhere on paper in order to neutralize a paper target.

2. All hits on paper targets, including both “threats” and/or “no-shoots,” must break the perforation in order to be counted.

3. Any round that passes through one paper target (“a shoot-through”) and strikes another, regardless if it is a “threat” or “no-shoot,” will not count toward a penalty or neutralization of a threat on any target after it strikes the initial target. This also includes any round that initially passes through a barrel, wall, barrier, banner/sign, and/or any other stage prop before striking a target.

4. All steel must fall (or be “locked” into place i.e. shotgun paddlewheel) in order to be neutralized. Any steel that turns near 90° (“bladed”) to the shooter after being hit, but does not fall, will be considered neutralized.

5. Any shotgun clay with at least one (1) “BB hole” in it will be considered neutralized.

6. Range Officers will call hits on stationary steel.

**PENALTIES**

**Failure to Neutralize (FTN) = + 2.5 sec**. Any paper target with one scoring hit outside of the ‘A’/”Kill Zone,” a miss on an aerial clay, and/or a steel apparatus left un-neutralized (i.e. shotgun paddlewheel left un-neutralized = 4 FTNs).

**Procedural = +5.0 sec.** Any penalty where a shooter violates the stage description while shooting a course of fire (i.e. foot fault violation, shooting while physically outside of the designated shooting area, shooting the wrong array of targets from the wrong position, etc.) Specific procedural penalties will be stated in the stage description and are not subjective or arbitrary.

**No-Shoot = +5.0 sec.** Any paper target designated as a “No-Shoot” by either being completely white, or by having white or black hands painted on it, will result in a penalty for each scorable hit on the target.

**Failure to Engage (FTE)/Miss = + 7.5 sec.** Any paper target that has zero (0) hits on target, any steel left standing, and/or any stationary clay left standing, regardless of whether or not the shooter shot at the target.