

9.5 Disabled Rifle

A disabled rifle is one which: (a) cannot be properly aimed or safely fired, (b) has suffered damage so that it cannot be fired or will not function properly, (c) has suffered the loss of a sight or damage to the sights. (d) any rifle with a trigger malfunction. Sights improperly adjusted do not constitute a disabled rifle. A rifle once declared disabled by the Range Officer shall not be used again for competition firing until the defect has been corrected and the rifle has been ruled as safe by the Chief Range Officer. Any rifle used to replace a disabled rifle shall be of the same caliber and the same type, semi-auto or manually operated, and described by the same Rule (3.1, 3.1.1, 3.1.2, 3.2, 3.3, or 3.4) as the disabled rifle. A semiautomatic rifle which fires automatically due to a mechanical defect shall be considered disabled. **When a rifle is declared disabled during a string of rapid fire the competitor will be given an additional time of no more than 5 minutes to effect the repairs or replace the rifle and begin preparation time for the alibi string.** When a rifle is declared disabled during slow fire the competitor will be given up to 5 minutes of additional time to complete the string of fire, not to exceed 1 minute per round remaining at the time “cease fire” was called; not to exceed the length of verified time lost, whichever is least. Additional sighting shots will not be allowed. (For procedure in case of disabled rifle see Rules 10.9 and 10.10. For refiring privileges see Rule 9.14.)

NOTE: Match Directors are encouraged to allow the competitor time to repair or replace the disabled rifle, even if it means moving back to a specific range at the end of the day to allow the competitor to complete a match or stage of fire. Match officials may excuse a competitor from pit or scoring duties to facilitate repair or replacement of the disabled rifle.

9.6 Malfunction

Failure of the rifle to function properly due to mechanical defects or to defective ammunition.

(a) In Rapid Fire, if a competitor tries to clear a malfunction and is unsuccessful, he will not be granted an alibi. If a competitor clears a malfunction and fails to fire the required number of shots, he will not be granted an alibi. If the bolt is closed and the striker has fallen, and there is an unfired round in the chamber or magazine, the competitor will be given an alibi.

(b) All shots fired by a competitor after taking position at the firing point will be counted in the score. (See Rule 14.6).

(c) Failure of a sling or sling swivel at any time shall be grounds for a malfunction refire. (For procedure in case of a malfunction see Rules 10.9 and 10.10. For refiring see Rule 9.14).

9.6.1 Trigger Malfunction

(a) When a bolt action rifle or semi-automatic rifle malfunctions due to “doubling” or “slam fire”, neither condition will be grounds for a refire with the only remedy being Rule 9.5 - Disabled Rifle.

(b) All shots fired by a competitor after taking position at his firing point will be counted in the score. (See Rule 14.6).

9.14 Refiring

(a) No competitor will fire more than one score for the same award except as provided in the program or in accordance with Rule 9.11 or Rule 1.7(j).

(b) No competitor will be allowed to refire any previously fired shots because of disabled rifle or malfunction.

(c) No competitor will be allowed more than one refire per stage due to a malfunction or defective cartridge.

(d) If a competitor is allowed a refire, and sighters are allowed in the match program, the competitor shall be allowed the number of sighters allowed in the match program immediately prior to refiring.

Note: The above provisions do not restrict refiring as permitted under rules applying to excessive hits, the range procedure, etc.

10.1.8 Interrupted Fire

If a range ceases fire during the firing of a relay in individual matches at ranges of 500 yards or over, single or multiple stage, one sighting shot will be allowed when firing again starts. If an individual competitor is delayed over 2 consecutive minutes through no fault of his own and is allowed additional firing time during the firing of an individual match only at ranges of 500 yards or over, single or multiple stage, one sighting shot will be allowed when his firing again starts. In both instances above, the competitor will be given one minute additional time. The competitor has the option of firing a sighter and must inform the score keeper that he is or is not going to fire a sighter before the shot is fired. If a sighter is fired, it must be recorded on the scorecard by the scorekeeper. **This rule applies to all individual matches whether or not sighters were given at the start of the match.** *(None of the above applies to team matches.)*

Note: In the event of a single target delay or breakdown, it is the competitor's responsibility to notify the Range Officer of an apparent delay with his target. The Range Officer will time any delay, and determine if sufficient time has elapsed to allow an extra sighting shot. The Range Officer will then direct that an extra sighting shot may be taken, if sufficient time has elapsed. The Range Officer will note on the competitor's scorecard that extra time has been allowed, and will initial the value of the extra sighting shot, which must not be placed in the scoring area provided for record shots.

10.7.1 Range Alibis

Refires are allowed through faulty or improper range procedure, such as:

- (a) Withdrawn target (Rule 10.16);
- (b) Incorrect time allowance (Rule 8.2(b));
- (c) Incorrect range commands (failure of targets to appear within specified time limit) (Rule 10.7);
- (d) Improper scoring procedure (placing spotters in holes of a target which has insufficient hits, not all in the 9 and/or 10 ring);
- (e) Any other condition of improper or faulty range procedures which penalize the competitors.

10.7.2 Range Alibi Procedure

The shot(s) fired by the competitor(s) will be pasted, without spotting or informing the competitor(s) of the value or location of any hit(s) and the competitor will fire a new shot string as soon as directed. (See Rule 10.16 and 14.13).

10.10 Procedure in Case of a Defective Cartridge, or Malfunction in Rapid Fire

In the event of a defective cartridge (Rule 9.4), or malfunction (Rule 9.6) before a string is completed in rapid fire, the competitor shall be permitted to fire another 10-shot string, provided he notifies the Range Officer at the end of the time limit and according to the following conditions:

- (a) If the Range Officer is satisfied that there is a defective cartridge, or malfunction, the competitor will be allowed to refire as soon as practical.
- (b) In the event a semi-automatic rifle fires two or more rounds with only one pull of the trigger, and this is confirmed by the scorer, the value of all shots fired will be entered on the front of the scorecard.
- (c) The value of all shots fired by the competitor will be scored on the front of the score card. (If the problem occurs on the first string of a two string match, it shall be recorded as the first string even though it is incomplete. The next string fired will be recorded as the second string.) The refire string will be fired on the alibi relay, and recorded on the back of the scorecard. The required number of shots of lowest value of the refire string will be transferred to the front of the scorecard..
- (d) In case a cartridge is ejected from the rifle through error, the competitor may re-chamber that cartridge or load a new round if he so chooses, but must observe all safety precautions while doing so.
- (e) A Range Officer may declare a cartridge to be defective without requiring that an attempt be made to fire it. (See Rule 9.14 for limitation of number of refires allowed in rapid fire.)

Procedure for scoring in a refire string: Display the target with spotters inserted. The target will be scored in a normal manner.

10.16 Withdrawn Target

If during slow fire, a target is withdrawn just as a competitor fires, or in rapid fire, it is withdrawn before the end of the allotted time, the competitor concerned may complain (through the Scorer, when assigned, who will report the complaint together with his own information concerning the incident) to the Range Officer. If satisfied that incorrect target operation occurred, the Range Officer will direct the following procedures:

- (a) In Slow Fire - The shot concerned will be pasted and disregarded. A withdrawn target shall be indicated by placing scoring disks in the 3 and 9 o'clock positions (see Rule 14.13). The competitor will fire another shot, and will be allowed additional time to compensate for time lost.
- (b) In Rapid Fire - All shots fired in that stage by the competitor concerned will be pasted, without spotting or informing the competitor of the value or location of any hits, and the competitor will fire a new string as soon as practical. A withdrawn target shall be indicated by placing scoring disks in the 3 and 9 o'clock positions (see Rule 14.13). If all targets were operated incorrectly, this procedure will be applied to all competitors in the relay concerned.

14.3.1 Scorers' Duties

Scorers are required when targets are scored in the pits or on frames. In team matches and individual matches, the scorer's position will be established at least 2 paces to the rear of the firing line. Upon assuming the duties of a scorekeeper, an individual becomes an official of the match. The Scorer's duties include but are not limited to the following:

(b) During rapid fire, the scorer will position himself so that he can closely observe the competitor's firing and the operation of the target. He will carefully count the shots as they are fired and note any unusual occurrence such as mechanical malfunctions or late shots. If a late shot is observed the scorer will immediately notify the Range Officer in accordance with Rule 14.1 1. Under no circumstances will the scorer observe the targets through a spotting scope during the firing phase of a rapid fire string. **The scorers spotting scope will be turned away from the targets while they are exposed for firing.** If for any reason the number fired differs from the number prescribed, immediately after the command "Cease Firing", notify the Range Officer of the number actually fired. (See Rule 14. 10 (c)(5)).

(c) **If the competitor requests that the shot value not be called out in slow fire, the shooter forfeits the right to challenge the recorded score.** (See Rule 16. 1)

14.5 Early or Late Shots

In matches with pit operated targets, **any sighting shots or record shots fired prior to the signal to "Commence Firing", shall be considered "record shots" and be scored as misses.** In slow fire matches the competitor will be penalized by being scored a miss for his first record shot. In rapid fire, he will be penalized by being scored a miss for the hit on the target of highest value.

14.6 All Shots Count - All shots fired by a competitor after he has taken his position at the firing point will be counted in his score even if the rifle may be accidentally discharged. (In the event of a trigger Malfunction, see Rule 9.6.1(b) or 10.10(b)).

14.8 Ricochets - A hole made by a ricochet bullet does not count as a hit and will be scored as a miss. It must be noted that the bullet which keyholes is not necessarily a ricochet. If there is doubt in the mind of the target marker as to whether a hole is caused by a ricochet bullet, the Pit Officer (Chief Range Officer or Statistical Officer if pits are not used), must be called and his decision obtained before the value of the hit is signaled or scored.

14.10 Excessive Hits (b) In slow fire (3) **If more than one hit appears on a competitor's target while he is firing sighting shots, these hits will be spotted but not scored. A Range Officer will inform the competitor and allow him an additional sighting shot and time.**