

Rulebook (ver. 7.0) of **S**hooting sports for **R**eservist **A**ssociations (SRA)

(This is an exact translation of Finnish version:
SOVELLETUNRESERVILÄISAMMUNNAN SÄÄNNÖT ver. 7.0)



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1. Introduction

1.1 General principles

- Shooting sports for Reservist Associations (SRA) - is a dynamic practical shooting for reservists to promote, maintain and enhance safe, efficient firearms handling and marksmanship skills.
- A competitor/shooter must be a member of Reserviläisurheiluliitto ry (RESUL) or a member of directly/indirectly RESUL associated association. A competitor/shooter must have successfully completed a SRA basic firearm course including a firearm handling and shooting test. Competitors/shooters under 18 years must have their guardians'/caretakers' written and signed letter to allow them to participate shooting event.
- A competitor/shooter must have a valid shooting sport insurance.
- All SRA competitions and exercises follow these rules within RESUL international, national, sub-national and association levels.
- In addition, SRA- Committee provides separate Competition Guidelines which must be followed in SRA competitions.
- SRA- Committee will maintain Technical Appendices for a detailed interpretation of these rules.

1.2 Competitions

1.2.1 The competition consists of stages and one or more type of weapon may be used during a stage.

1.2.2 Competitions can be organized either for one type of weapon or for a combination of multiple weapon types.

1.2.3 The competition invitation must indicate the types of weapons to be used, the number of stages, the minimum number of rounds and the maximum shooting distance.

1.2.4 There are two divisions, Open Division and Standard Division. The division shooter is allowed to take part in, is defined by the type of competitor's rifle.

1.2.5 In addition to the Open and Standard division, competitors are awarded in a 50-y (senior) class, in ladies' class and in TST (combat) class. In 50-y. class competitor must be older than 50 years, or turn 50 y. during the year when the competition is arranged. In TST class competitor must fulfil TST class equipment rules. The organizer may also distribute other awards such as team and junior class awards (under 20 years). Results are calculated if there is minimum of 5 competitors registered in the class.

1.2.6 At the beginning of SRA event there is a briefing for all the competitors and range officials. The briefing will cover the general issues related to the competition and clarifications to the matters mentioned in the Competition Guidelines, taking into account the local circumstances.

1.2.7 The event is completed when all competitors have completed all the stages, all the protests and disputes have been settled and the deadline for the final stage results has passed.

1.2.8 The competition area is a shooting range or shooting area where the SRA competition is taking place. Unless otherwise specified by the organizer, the competition area consists of the registration and inspection facilities, the stage waiting areas, the weapons handling areas, and safe routes between the above-mentioned places.

1.2.9 In theme competition specific topics and emphasis can be included to enliven and diversify the competition event. However, the topics must not be so restrictive that the competitors are in unequal position with regard to the equipment they own. For example, firearms of an exact type or manufacture must not be required. Most competitors have at their disposal one rifle and pistol without the possibility of changing equipment or weapon category by the circumstances. If there is special emphasis on competitions, they must always clearly state in the invitation to competition.

1.3 Courses / Stages

1.3.1 One stage includes one separately scored and a timed shooting challenge performed according to stage description. Each event should include a set of unique challenges to achieve variation, and repetition of stages should be avoided, except for standard stages.

1.3.2 The total sum of individual stage results will be accumulated to declare a match winner according to paragraph 6.

1.3.3 One stage always includes a shooting challenge. Simple additional tasks may be included, like for example throwing a hand grenade. Stage may also include movement and switch of positions et cetera. Additional tasks, movement and different shooting positions may not form a defining part of stage scoring which should be mainly defined by shooting performance during the stage.

1.3.4 Stage planning should emphasize speed and accuracy evenly, meaning that the number of rounds required to complete the stage should be big enough considering the time available for the shooting challenge.

1.3.5 Stages should be diverse, include a realistic scenario and suitable for the types of firearms used. Action should be fitting to the scenario. Basics of course planning can be found from the Competition Guideline.

1.3.6 SRA events are freestyle. Apart from standard stages, organizer cannot define a shooting position or shooting stance. However, stage construction may create conditions which compel a competitor into shooting positions, locations or stances. These constructions may include obstacles or other physical limitations. Competitors must be permitted to solve the challenge presented in a freestyle manner and, for handgun and shotgun matches, to shoot targets on an "as and when visible" basis.

1.3.7 When a mandatory reload is required during the stage, it must be completed after the competitor shoots at his first target, and before he shoots at his final target. Competitor must be able define when the mandatory reload is performed, except on standard stages where stage briefings may stipulate when mandatory reload is to be performed.

1.3.8 Competitor may have a preferred number of loaded magazines carried on one's person, or in location specified on stage description. Reloading of magazines during stage should not be part of the stage. However, stage description may set a limit on how many rounds may be carried during a shotgun stage.

1.3.9 General Courses and Classifiers may specify shooting during the stage using strong hand or weak hand only.

1.3.10 Before entering the stage, a verbal stage briefing is given to the competitor. Stage briefing should be clear and adequately explain the requirements to complete the stage in a safe manner. Stage description should also include a description of the scenario which the competitor is expected to resolve during the course of fire. There may be a written stage briefing available in addition to the verbal stage briefing.

1.3.11 Stage contents or equipment may be changed during the competition only for safety reasons. If stage is changed during the competition, all competitors who have previously completed the stage must re-shoot the stage. If re-shoot is impossible for schedule or other reasons, that stage must be deleted from the match. Stage deletion is decided by Match Director.

1.3.12 Minimum round count for shotgun stages must not exceed 15 rounds, except for theme competition.

1.4 Stage structures

1.4.1 Competition organizer can set up structures on the stage which guide and restrict moving and shooting, for example barriers, tunnels, fault- and guidelines.

1.4.2 Guideline is used to steer the shooter to move within the designated area during the course of fire. Guidelines should be constructed so that they are not confused with safe angles of handling or safe angles of fire.

1.4.3 Fault lines may be used to force the shooter to shoot the targets behind physical obstacles (cover). They can be placed to arbitrary angle behind the obstacle. Fault line must be at least one meter in length, and unless otherwise stated in stage description they are deemed to extend to infinity. Fault lines are used to describe the use of cover during shooting. Fault lines must be attached firmly and ensure that they remain uniform for all competitors during the whole competition.

1.4.4 Tunnel can be solid pipe or Tiitinen (Cooper)-tunnel which roof consists of unattached rods. Tiitinen-tunnel describes the situation in which shooter have to move in low posture.

1.4.5 If building of stage structures is impossible due to circumstances like range restrictions, schedule, lack of materials etc., it is allowable to use only fault- and guidelines to prevent shooting targets from outside the safe angles of fire. This rule can be applied only in local or lower level competitions. Additional information on stage structure requirements and recommended structures can be found from competition arrangement guide book.

1.5 Timing

1.5.1 Timing is carried out by commercial timers or other suitable and reliable devices. Timer must give start signal and then register shots and time elapsed. Registering each and every shot – except the last one – is not required unless it is mandatory for scoring, for example due to scoring with "limited shots".

1.5.2 After the last round is fired the range officer must ensure that noise coming from unloading the firearm(s) such as releasing the hammer is not registered to timer as a round fired.

1.5.3 If the sound suppressor prevents the shots to be registered by timer, shooter have to comply the way the stop signal is registered to timer after the last round is fired.

2. Match officials

2.1 Supervisor

2.1.1 A supervisor approved by the league must be appointed to RESUL championships.

2.2 Match Director

2.2.1 A Match Director must have passed the RESUL sanctioned Range Officer seminar and hold a valid Range Officer certification.

2.2.2 The Match Director is responsible for the overall competition and its administration, timing, stage construction as well as food, medical, etc. Services and security.

2.2.3 The Match Director is the final authority in all mentioned aspects with the exception of arbitration decisions.

2.2.4 The Match Director acts as the chairman of the arbitration committee, without a right to vote.

2.2.5 In club and local matches the Match Director may hold other responsibilities as well, e.g. Range Master and Range Officer.

2.3 Range Master

2.3.1 The Range Master must have passed a RESUL sanctioned Range Officer seminar and hold a valid Range Officer certification. The Range Master is appointed by the Match Director.

2.3.2 Range Master duties:

- a) Responsible for the security on the stage security and the planning of safe courses of fire.
- b) Oversees that all rules and regulations are followed and is responsible for the training and guidance of the stage crew.

- c) All disqualifications, appeals to arbitration and safety violations must be brought to the attention of the Range Master. The Range Masters ruling on safety violations are final and can not be appealed to arbitration.
- d) Directs the range crew during the competition.
- e) Responsible for ensuring all rules are applied and applied equally for all competitors.

2.3.3 In club and local events the Range Master may hold other responsibilities as well, e.g. Range Officer.

2.4 Stats Officer

2.4.1 The Stats Officer is a match official responsible for the collecting, sorting and storage of all score sheets as well as producing, verifying and publishing interim and final match results and statistics.

2.4.2 Ensures that all incomplete or inaccurate score sheets are immediately verified with the Range Master. The Stats Officers reports directly to the Range Master.

2.5 Range Official

2.5.1 The Range Official must have passed a RESUL sanctioned Range Officer seminar and hold a valid Range Officer certification.

2.5.2 Range Officer duties:

- a) Gives stage briefings.
- b) Oversees the shooters compliance with the stage briefing and monitors safe competitor action.
- c) Issues range commands
- d) Declares the time and scores and ensures that these are documented to the score sheets. The Range Officer may be assisted by a Score keeper.
- e) Ensures the state of stage structures and targets.
- f) Responsible for the overall order of the stage, waiting area and safety area.

2.5.3 The Range Officer has jurisdiction over all persons in the aforementioned areas.

2.6 Score Keeper

2.6.1 The Score Keeper must be proficient in the use of the score sheets, if the stage is staffed by a separate Score Keeper.

2.6.2 Score Keeper duties:

- a) Sets the stage shooting order, if needed.
- b) Tends to the score sheets for the stage.
- c) Clearly documents the stage results to the score sheets and ensures that they are signed by the Range Officer and competitor.
- d) Announces the next competitor and competitor on deck.

2.7 Other organization

2.7.1 The SRA Competition Guideline lists additional information on other match officials that might be needed to host larger matches such as the championships. This document may also specify the responsibilities of match officials in additional detail.

3. Safety Instructions

3.1. Overall safety

3.1.1 The Match Director together with the Range Master must in collaboration ensure the stages are planned and constructed, as well as the stage briefing composed in such a way that the safety of the competitors is not compromised, and actions prohibited by the rules is not required.

3.1.2 Clearly defined safe areas should be defined for competitors, spectators and match officials.

3.1.3 A competitor may be disqualified from the competition should they break safety instructions. A disqualification can only be issued for violations specified in the rules and when the violation is clear. The Range Officer should immediately advise the Match Director and Range Master when disqualifying a competitor. The Range Master will verify the disqualification is in accordance with the rules and if so, uphold it.

3.1.4 The Match Director can remove any person guilty of unsportsmanlike behaviour or endangering the general safety in the match area.

3.1.5 Shooters and match officials, including the spectators must wear eye and ear protection during the course of fire. If Range Officer notices the competitor's eye or hearing protection is out of position before or during the course of fire, he must stop the competitor and re-shoot the stage. If a competitor accidentally loses his eye or hearing protection, he must either return the protection or interrupt the course of fire, firearm pointing to safe direction, informing the Range Officer the situation. After this, competitor must re-shoot the stage. If a competitor intentionally seeks a re-shoot or competitive advantage by removing eye or hearing protector during course of fire, this is considered as an unsportsmanlike behaviour and cause disqualification from the competition.

3.1.6 The initial match briefing should include range specific requirements, such as safe angles of handling that differ from rule 3.3, safe routes for moving around in the match area and other details affecting the activities.

3.2 Unsafe gun handling

Failure to comply with the following rules will result in an immediate disqualification from the match.

Match area

3.2.1 Outside of the course of fire the firearms must always have the magazine removed, chamber empty and they must be carried unloaded and uncocked, and if possible, safety applied. A firearm is considered loaded if:

- There is a round in the chamber.
- The lock/slide is rear and with a magazine containing a round(s) is attached to the firearm.

3.2.2 a short firearm must be carried in a holster or in a case in the match area. Long guns such as rifles, shotguns and sniper rifles must be carried with the muzzle pointing either up or down, unless carried in a case or bag. The finger must remain outside of the trigger guard at all times.

3.2.2.1 If a firearm is dropped outside of the course of fire, only a Range Officer may pick it up. After picking it up, the Range Officer will safely transport firearm to the stage area (not safety area) where he or she will ensure that it is unloaded. The competitor will not be disqualified, provided that no other safety violations have happened.

3.2.3 Outside of a stage area the firearm can only be handled in a separate and clearly defined and marked safety area. The safety area must have safe angles of handling defined, to which the muzzle of the firearm must be kept while handling the firearm.

3.2.4 The safety areas must be placed at suitable locations close to the stage area, with clearly marked directions. The boundaries of the safety area must be clearly defined. The competitor may use the safety area for:

- Packing, unpacking and holstering unloaded firearms.
- Practice drawing from the holster and dry firing with an unloaded gun.
- Practice magazine reloads with empty, unloaded magazines.
- Inspection, cleaning, maintenance and repair of firearms or other accessories.

The muzzle of the firearm must at all times be within the safe angles of handling of the safety area. Dummy rounds, shells, loaded magazines, speedloaders, or ammunition must not be handled at any time in the safety area. No ammunition can be attached to the gun.

Stage area

3.2.5 The firearm can only be loaded and handled according to instructions of the Range Officer.

3.2.5.1 However, competitor is not disqualified in the situation where command was "lipas kiinnitä" ("insert magazine"), but a competitor routinely insert magazine and loads the firearm. In this case Range officer commands unloading of the firearm, including hammer down. Range Officer then restate the correct starting condition and give appropriate commands.

3.2.6 A loaded firearm must not be holstered without the safety being applied. Re-holstering during the course of fire must not be forced or required in the stage briefing.

3.2.7 During the course of the fire the muzzle of the firearm must always be kept within the safe angles of fire. A pistol must point to a safe angles of fire during holstering, drawing and while carried loaded in the holster (regardless a starting position), or point no more than two meters uprange from the shooter.

3.2.8 The muzzle of a loaded firearm must not point at the competitor.

3.2.9 The finger must be kept outside of the trigger guard when loading, re-loading, clearing malfunctions or clearing the gun. If fingers inside the trigger guard are required to clear the gun the shooter must advise the Range Officer ahead of performing this action.

3.2.10 The finger must be kept outside of the trigger guard when moving more than one step or when changing shooting positions, unless simultaneously shooting or aiming at visible targets.

3.2.11 The competitor may, during the course of fire lose contact with the gun only in accordance with the stage briefing, or if necessary, by applying the safety and placing the gun on the ground in a controlled fashion. In such cases, the competitor cannot move farther than one meter from the gun. If the competitor loses contact with the firearm any other way, the Range Officer will stop the competitor, pick up and clear the firearm.

3.2.12 The stage briefing may require the application of the safety while moving or changing shooting position, if warranted by safety concerns.

3.2.13 The use of automatic fire is prohibited, unless specified otherwise in the stage briefing.

3.2.14 In case of an accidental discharge, the Range Officer will immediately stop the competitor and the competitor is disqualified from the event.

3.2.15 An accidental discharge is defined as follows:

- a) Any shot fired before the start signal or after the "UNLOAD AND SHOW CLEAR" command.
- b) Any shot fired outside of the safe angles of fire.
- c) Any shot, striking the ground closer than three meters from the competitor, unless required by the stage briefing.
- d) Any shot that was clearly not intended to be fired.

However, an accidental discharge inside safe angles of fire is not justification for disqualification if this was due to verified damage on the firearm. This will result zero score for this stage, and the firearm must be repaired, or discarded from the competition if repair is not possible.

3.3 Safe angles

3.3.1 All stages must have clearly defined handling sector and shooting sector. These sectors must be clearly marked, so that both the competitor and Range Officer can ensure that the stage is completed in safe fashion.

3.3.2 The handling sector is the direction in which the muzzle of the gun must always be pointed during the stage.

3.3.3 The handling sectors are 180 degrees up and down, taking into account other restrictions.

3.3.4 The handling sectors are 180 degrees left and right, unless circumstances call for a narrower angle.

3.3.5 The shooting sector is defined as the direction where a shot can safely be fired. The shooting sector is narrower than the handling sector and always contained within the handling sector.

3.3.6 The top of the shooting sector is typically the top of the berm or backstop, unless circumstances call otherwise. The left and right shooting sectors are defined stage by stage and must be clearly marked.

4. Course of fire

4.1 General

4.1.1 Competitor is required to follow all instructions from the match officials provided that they can do so safely.

4.1.2 Language for range communication is Finnish in Finland. Instructions must be communicated with loud voice and articulated clearly.

4.1.3 Spoken stage briefing must contain:

- a) Location of safety and waiting areas
- b) Stage scenario
- c) Target scoring and timing policy
- d) Target count, no-shoot target count and description of the targets
- e) Minimum round count

- f) Handling and shooting sectors
- g) Starting position
- h) Ready state for the firearms and gear
- i) Special limitations
- j) Special penalties

4.1.4 Range Officer must always confirm that the competitor has understood the requirements mentioned in the stage briefing. If Range Officer notices that the competitor is not in the correct starting position it must be corrected by the Range Officer before the start signal. If the competitor anticipates and twitches before the start signal, competitor must be stopped and re-shoot must be issued.

4.1.5 Sight picture after "lataa ja varmistaa" ("load and make ready") is allowed on one target only.

4.1.6 Range Officer must move so that they do not interfere with competitor's performance. Range Officer must be able to control the competitor in all situations.

4.1.7 If the competitor is not ready when his turn comes, the Range Officer can change the starting order of the competitors.

4.1.8 With the permission of the Range Officer the competitor can, under a special circumstance, shoot to check the functionality of the weapon, sighting or to clear a malfunction. These shots must not be shot towards the targets specified in the stage briefing and must be shot to a separate target or defined location on the berm.

4.2 Range Communication and Course of Fire

4.2.1 Following commands are basic instructions which are always used and in presented order. In addition to these it is allowed to use instructions required by the stage such as "ajoneuvon nouse" ("mount vehicle") etc.

4.2.2 When using other commands, they must be explained to the competitors during stage briefing. It is recommended to repeat the commands before beginning of the course of fire to make sure they have been understood by the competitor.

AMMUTAAN ("RANGE IS CLOSED")

Command is given to clear the stage area. All personnel apart from competitor and Range Officer must move to the viewing area.

SEURAAVA AMPUJA ("NEXT SHOOTER")

The next competitor in order arrives to the stage with all firearms and equipment required and waits for the commands of the Range Officer.

ONKO KYSYTTÄVÄÄ ("ANY QUESTIONS")

Range Officer confirms that the competitor has understood the stage briefing. Competitor can make additional questions about the course of fire. After this, the course of fire begins.

LIPAS KIINNITÄ ("INSERT MAGAZINE")

Magazine is attached to the firearm if applicable, but the round is not chambered. In case the type of firearm used does not have a magazine follow appropriate loading procedure for the firearm type.

LATAA JA VARMISTA ("LOAD AND MAKE READY")

Round is chambered, and safety is engaged. Decocker is used if applicable.

ALOITUSASENTOON ("STARTING POSITION")

If not otherwise specified in a stage briefing the starting positions are:

- Pistol: normal standing facing targets, hands down on your sides, pistol in the holster, holster locked
- Rifle, shotgun or sniper-rifle: normal standing facing targets stock against a shoulder, barrel pointing down inside the safe angles of handling.

VARMISTIN POIS (lisäkomento) ("SAFETY OFF" (additional command))

This command is used if stage briefing requires to start with the firearm that has the safety off. Competitor has positioned himself or herself to a starting position as described in the stage briefing before this command is issued.

ONKO AMPUJA VALMIS ("IS SHOOTER READY")

This command is issued when the movement from previous commands has stopped. Competitor indicates readiness to Range Officer by saying: "Valmis" ("Ready").

HUOMIO ("STAND BY")

Start signal is given 2 – 5 seconds after this command.

TULTA ("FIRE")

Competitor is allowed to start. This command can be replaced by other previously specified signal such as audible or visible signal. When the competitor has finished the course of fire, or previously specified stop-signal has been issued, competitor will remain still and wait for further instructions from the Range Officer. Firearm must always be pointed inside safe angles of handling and finger must remain outside of the trigger guard.

OLETKO LOPETTANUT ("ARE YOU FINISHED")

Asked when the competitor appears to have stopped their course of fire. If the course of fire does not include stop-signal and the competitor has not stopped, they will be allowed to continue. Timing stops on the last round fired. Competitor indicates that they have stopped by answering the question "are you finished" by either "ready", "yes" or otherwise clearly indicating that they have stopped.

LIPAS IRTI, LIIKKUVAT TAAKSE / PATRUUNAT POIS, LIIKKUVAT TAAKSE ("UNLOAD AND SHOW CLEAR")

Competitor removes the magazine. With shotgun, revolver or other types of firearms where command is not applicable the command to be used is "unload ammunition" when the tube is cleared and cartridge is removed from the chamber. Range Office checks the chamber. Round fired after this command is considered to be an accidental discharge which means the penalties specified in the rulebook apply. Competitor is always responsible for making sure that the firearm is unloaded and cleared of ammunition after the course of fire.

TYHJÄ LAUKAUS ("HAMMER DOWN")

Competitor releases the hammer by dry-firing the empty firearm while aiming at the targets. In case the firearm has a magazine safety, the slide is released, empty magazine is inserted and the empty firearm is dry-fired while aiming at the targets. After the hammer is down, the empty magazine is removed.

VARMISTA ASE ("ENGAGE SAFETY")

Engage the firearm safety mechanism in case applicable for the firearm used.

ASE KOTELOON/ASE KANTOASENTOON ("HOLSTER" / "MAKE SAFE")

Course of fire stops after this command is given and the necessary steps have been taken.

With command "holster" the handgun is holstered safely, and Range Officer gives the order to step out from the course of fire.

With command "make safe" the rifle or shotgun is moved to a position where it can be safely carried with barrel pointing either up or down. The gun can also be carried in horizontal position after being covered.

TAULUILLE ("TO TARGETS")

Competitor will check the targets with the Range Officer and Score Keeper. Patchers will follow. Next competitor can access stage area to prepare for the to the course of fire. Other persons will remain in viewing area.

SEIS ("STOP")

Unconditional command to stop shooting. Competitor will cease all action and make sure that the firearm is pointing inside the safe angles of handling, finger off the trigger and waits for further instructions from the Range Officer. This command can be given by anyone who notices a immediate dangerous situation which is not noticed by the Range Officer or the competitor. Failing to comply with the command will result a disqualification from the match.

VARO ("WATCH OUT")

An alert to warn a competitor of dangerous behaviour. Alert may be given, for example in the following situations:

- A competitor is about to shoot metal target too close.
- A competitor's movement is about to violate safe angles of handling

- A competitor shoots stage structures, causing, for example, risk of ricochets or fragments.

If the competitor responds to the alert and does not make a safety violation the course of fire may continue. If the competitor fails to react and continues dangerous behaviour, course of fire is interrupted by SEIS (STOP)- command.

4.2.3 If the course of fire requires multiple firearms the commands must be given separately to each different firearm type by indicating the weapon type. E.g. "pistol: insert magazine, load and make ready" etc.

5. Firearm and Equipment Rules

5.1 General

5.1.1 Before a start of an event, firearms of each competitor/shooter are classified into different firearm categories during a firearms inspection. A safety of a firearm is also ensured according to a Technical Appendix.

5.1.2 A firearm or firearm class cannot be changed during a match without a permission of a Match Director (MD). A firearm class can only be changed from the Standard to the Open Division.

5.1.3 If a firearm or an equipment is does not qualify to the Standard Division, competitor/shooter will compete in the Open Division.

5.1.4 During a match Range Officers (RO) may examine competitors' firearms or equipment in a match/range area at any time.

5.1.5 If a firearm or an equipment is declared unsafe, it must be repaired or changed before a competitor is allowed to continue.

5.1.6 A firearm will be declared dangerous, if e.g. safety, half cock, sear disconnecter, hammer decocker or firing pin safety does not function, or if a firearm fires uncontrollable automatic fire.

5.1.7 Range Masters (RM) have right to ban a use of a certain firearm or a special cartridge in an event or at certain stages according to match/range rules or due to a risk to range equipment or due to safety concerns.

5.1.8 All used cartridges should have a power factor of at least 2450 [bullet weight in grams (g) x velocity in meters per second (mps)].

5.1.9 More detailed rules considering general firearms usage, firearm classification, ammunition, allowed and forbidden equipment and about declaring a firearm or an equipment dangerous are published in the Technical Appendices of the rules.

5.2 Rifle

5.2.1 A firearm using centerfire cartridge, such as a rifle, pistol caliber carbine or other weapon with fixed or detachable shoulder stock which could be mounted for course of fire. It must be possible to attach a magazine of at least 20 rounds to the rifle.

5.2.2 The Standard Division: A standard firearm that is or has been in serial production, which may also be built from generally available parts considering firearm features do not differ from a mass-produced standard firearm. More specific the Standard Division requirements are published in the Technical Appendix.

Not allowed in the Standard Division:

- Electronic and optical sights.
- A use of bipods.
- All changes which may compromise a safety of a firearm.

Allowed in the Standard Division:

- Improved trigger mechanism.
- Modified checkering/finishing.
- All minor changes improving a reliability and handling of a firearm.
- Aftermarket safeties.
- Muzzle brakes.
- Sound suppressors/silencers.
- Firearm lights.

5.2.3 The Open Division: All modifications are permitted if modifications do not compromise a safety of a firearm. However, the use of extra long shooting support (bipods etc.) is prohibited (more than 400 mm measured perpendicularly to the barrel centerline). It is also forbidden to use more than one support during the course of fire. More specific the Open Division requirements are published in the Technical Appendix.

5.3 Pistol

5.3.1 A pistol or revolver, caliber is at least 9mm (9 x 19mm) that does not have a shoulder support.

5.3.2 A standard firearm that is or has been in serial production, which may also be built from generally available parts considering firearm features do not differ from a mass-produced standard firearm. More specific pistol and revolver requirements are published in the Technical Appendix.

Not Allowed Modifications:

- All changes which may compromise a safety of a firearm.
- Muzzle brakes/compensators/hybrid ports.
- Electronic and optical sights.
- Extra weights.
- Thumb rest

Allowed Modifications:

- In Open Division electronic or optical sight attached to the pistol slide, and laser sight attached to the pistol.
- Improved trigger mechanism.
- Sight modification or changing to aftermarket sights.
- Checkering/finishing
- All minor changes improving a reliability and handling of a firearm.
- Firearm lights.
- Sound suppressors/silencers

5.4 Sniper rifle

5.4.1 A man portable precision firearm with shoulder stock using centerfire cartridge.

5.4.2 All sights (including optical and electronic), muzzle brakes, bipods/rests, sound suppressors/silencers, other equipment and firearm structural changes are permitted, if modifications do not compromise a safety of a firearm.

5.4.3 Sandbags and shooting rests are permitted, unless a stage briefing forbids their use on a stage.

5.5 Shotgun

5.5.1 All types of shotguns.

5.5.2 Firearm structural changes, speed loaders and other equipment are allowed if modifications do not endanger a safety of a firearm.

5.6 Equipment

5.6.1 Carry and storage of firearms and magazines is not restricted, considering it is rugged enough for field usage and safe.

5.6.2 For a handgun, a competitor must have a holster with a secure locking mechanism preventing a handgun from dropping. A holster must protect a handgun from dents and external dirt. A holster must cover at least handgun's front sight, slide at least to halfway through and trigger. While a competitor stands in normal standing position with a handgun holstered, a handgun's muzzle cannot point over two (2) meters further from a competitor. The holster must be suitable for service use and therefore so-called race holsters are forbidden (detailed instructions are given in Technical Appendix). If a Range Officer suspects a security of holster's locking, a competitor must demonstrate and prove a security and reliability of a holster before course of fire by removing a holster and turning it upside down with a holstered handgun. If a handgun drops, a competitor is not allowed to use that particular holster.

5.6.3 Competitors' and Range Officers' (RO) clothing and equipment must be rugged enough for field use and generally decent.

5.6.4 More specific rules for permitted or forbidden features of equipment can be found from the Technical Appendix.

6. Targets and Scoring

6.1 General Principles

6.1.1 Used targets should describe such targets that firearms in question are assumed to be used against.

6.1.2 Usually two hits are scored for each paper target.

6.1.3 Single stage should not utilize more than five different types of targets and the scoring principles should be clarified to the competitor before the start of the stage.

6.1.4 Up to 10% of the maximum score of the stage may be awarded separately for different kind of special task (such as throwing a hand grenade for example).

6.1.5 Stage scoring is based on hits on targets and possible scores from additional special tasks.

6.1.6 More detailed instructions regarding targets and scoring can be found from Technical Appendix of the rules and from the separate Competition Guideline on how to organize an SRA event.

6.2 Targets

6.2.1 Suitable targets are a paper target described in appendix 1, reactive targets, targets used by defense forces, or parts of those. Other targets can be also used if their shape and scoring is made known to the shooters.

6.2.2 Targets must be clearly distinct from background and from each other, despite the changes in weather or illumination conditions when observed from the shooting position. Targets placed over 100 m distance are recommend to be fitted with high contrast background.

6.2.3 Reactive targets can be eg. squares or circles of 20-30 cm in diameter, made from high quality steel to diminish the risk of ricochets. Plates can be made other materials too (such as rubber).

6.2.4 Reactive targets must be always fall or break from an acceptable hit, and they must be installed and secured in such a way that they can't turn sideways (Secured by nails for example). Other than in RESUL championships so-called gong targets can be used, i.e. metal targets which swing and/or ring when hit. A competitor may ask Range Officer to verify hits by yelling "HIT".

6.2.5 Reactive target can be declared as a blocking target, which must be fall or break before the course of fire can be continued. This kind of target cannot be used in stages with limited shots- scoring.

6.2.6 Shooting distances to metallic targets, due to risk of ricochets and fragments, must be at least 8 meters with handgun and shotgun and 20 meters when using a rifle or shotgun with shotgun slugs.

6.2.7 Metallic targets must be calibrated with the type of gun used in particular stage. Calibration shot is fired from location which is available during the course of fire. In stages with optional gun, calibration is carried out with pistol if it is optional, otherwise with rifle. Metallic target must fall when bullet/slug hit completely on the scoring area. Calibration procedure is described in more detail in Technical Appendix.

Metallic targets must be calibrated in such a way that they fall with complete hit on the scoring area. Scoring area is the part of the target visible to shooting location.

6.2.8 Strikes on metallic targets must be repainted always before the next competitor starts the stage.

6.2.9 No-shooting targets must be of different color than the targets that are meant to be shot, and clearly marked (N/S).

6.2.10 More information and details regarding the safety regulations associated with different types of targets can be found in Technical Appendix.

6.3 Scoring the Targets

6.3.1 Scoring is carried out by the Range Officer who must be equipped with the scoring gauge card.

6.3.2 Targets are not allowed to be touched before the scoring takes place. If competitor approaches within a one meter from the target, and possibly manipulates the target before scoring, the Range Officer may rule that there are no acceptable hits in the target in question.

6.3.3 In target described in appendix 1, bullet hole breaking the scoring line is counted as a hit. If a target is partitioned, new scoring line must be drawn 5 mm from the cut. The target behind soft cover must not be partitioned. In other cardboard targets, bullet hole breaking into a described scoring area is counted as hit. Strikes of fragments which is clearly not made by direct hit of the bullet are not counted as a hit on any target. Hit fired through the soft cover is counted as a hit even if the bullet hit sideways on target (s.c. keyhole). If damage to target makes scoring impossible, for example due to shot fired at close range, competitor must re-shoot the stage.

6.3.4 In case of turn-away targets, bullet hole more than twice the diameter of the bullet used is not counted as hit.

6.3.5 All targets and stage structures are impenetrable unless otherwise stated in the stage description.

6.3.6 If the same bullet hits two targets, and the bullet hole is entirely in the scoring area of uppermost target without breaking the scoring line, only the uppermost target is judged as hit. If the uppermost target is penetrable, also the target behind it is hit. If a bullet hole on the closer target breaks the scoring line, both targets are hit.

6.3.7 Hit on the boundary of the different scoring areas is counted as a hit to a higher scoring area if the scoring line between them is broken.

6.3.8 If competitor is dissatisfied for the scoring, the target is examined by the Range Master whose decision is final.

6.4 Target points

6.4.1 If a paper target described in technical appendix of the rules is used, hit on a A-zone is worth 5 points, hit on a B- or C-zone are worth 4 points and hit on a D-zone is worth 2 points.

6.4.2 If final points between two competitors are even, competitor with more A-hits wins.

6.4.3 From each target, the number of hits awarding the highest score are counted according to the stage description.

6.4.4 Hit on the falling or frangible target is worth 5 or 10 points. Blocking target it worth 10 points. Competitors must be informed about scoring of targets in advance.

6.4.5 Zones of other types of targets can be valued to 10, 5, 4 and 2 points as desired and specified.

6.4.6 Additional tasks may also produce points.

6.5 Stage types

- a. Standard stage: Consists of simple courses of fire with little movement, which are timed separately. Points from courses of fire are added together, then divided by sum of times. Standard stages must not produce more than 30% match points..
- b. Fast stage: A course of fire with moderate movement and additional tasks and minimum round count not exceeding 15 rounds. Fast stages should not produce more than 30% of match points.
- c. Long stage: Course of fire with diverse movement and additional tasks. Single course of fire may include use of several types of firearms. Minimum round count is between 16 to 50 rounds. Stage construction must not allow to shoot more than 16 scoring shots from single view. Long stages should produce minimum of 50% of match points.

6.6 Scoring methods

- a. Unlimited: Time and number of rounds used for course of fire are not limited.
- b. Limited time: Time used for course of fire is limited but number of rounds fired is unlimited. Score is sum of points counted from targets. This scoring is used, for example, with periodically appearing target systems.
- c. Limited rounds: Number of rounds used for course of fire is limited, but time is unlimited.
- d. Limited time and rounds: Both time number of rounds to be used are limited but hit factor is calculated This defines order of the competitors as in unlimited scoring.

6.7 Scoring penalties

6.7.1 If competitor does not complete the course of fire, points and time achieved up to that point are scored. Misses and lacking shots produce penalties according to rules.

6.7.2 Procedural error is an action which diverges from stage description. As a penalty, 10 penalty points are giver for each error. Range Officer must determine number of errors and reasons for them. These are clearly

recorded on scoring sheet. Reasons for procedural errors must be declared in advance in stage description, and they may not be given arbitrarily. A procedural error for not firing any shots at a target can be given, provided that such penalty is specified in stage description.

For example: Competitor touches the ground outside the fault line while shooting, getting clear advantage from this. As a penalty, he will have a procedural error for each shot fired this way. If competitor violates fault line while shooting, but does not get a clear advantage from this, he will be penalized with one procedural error. Amount of procedural errors must not exceed the amount of scoring hits available to the competitor. This means that if a competitor can shoot two targets from one position, he could have no more than four procedural errors from this position.

6.7.3 Each dropped rod from Tiitinen- tunnel incurs one procedural error.

6.7.4 Hits on the N/S target incur 10 penalty points. Maximum of 2 hits are counted from each N/S target, unless otherwise stated in stage description.

6.7.5 Misses on disappearing or turn-away targets are not penalized.

6.7.6 If falling target remains erect or frangible target intact, resulting penalty is twice the maximum points of single hit.

6.7.7 In unlimited scoring, a miss is penalized as twice the maximum points of single hit.

6.7.8 In limited time- scoring and in limited time and rounds- scoring misses are not penalized. Each shot fired after the time limit incurs a penalty of maximum points of single hit. Extra shots are marked on a particular column of score sheet.

6.7.9 In limited rounds- scoring, a miss incurs penalty of twice the maximum points of single hit. Each extra shot incurs penalty of maximum points of single hit. Extra shots are marked in a particular column of score sheet.

6.7.10 If target is defined as a blocking target, and the competitor does not clear it, one procedural error incurs.

6.7.11 At request of competitor, Range Master may order a special deduction from stage score if the competitor is unable to perform the course of fire according to stage description, due to physical injury or similar limitation. If Range Master accept the request, he will define 1-20% deduction from stage points before the competitor starts his course of fire. Deduction is made with a sufficient number of procedural errors. Range Master may also decide not to deduct if the competitor has a particularly significant physical limitation. If the Range Master decline the request normal penalties are taken into account on scoring.

6.7.12 In all scoring types, a maximum time for course of fire can be set. Recommendation is 180 seconds. For each fired after the time limit, maximum points of one shot is deducted from the score. Extra shots are marked in a particular column of score sheet. Range Officer may interrupt course of fire after the time limit.

6.8 Stage points

6.8.1 In scoring, awarded points from rule 6.4 are subtracted by penalties from rule 6.7.

6.8.2 If unlimited- or limited rounds- scoring is used, competitors hit factor is calculated by dividing the points by the time. Competitor with highest hit factor is the winner of the stage, and he will have a maximum stage points. Stage points of other competitors are calculated by dividing maximum stage points by winners hit factor, and then multiplying by competitors own hit factor.

6.8.3 If limited time- or limited time and rounds- scoring is used, competitor with the highest points is the winner of the stage, and he or she will have maximum stage points. Stage points of other competitors are calculated by dividing maximum stage points by winner's points, and then multiplying by competitors own points.

6.8.4 Minimum amount of stage points is zero.

6.8.5 Competitors match points are the sum of all his or her stage points.

6.8.6 Competitor with highest match points is the winner of the competition.

6.8.7 Results are calculated and published for the both divisions together. Winners for divisions and series are picked from this list.

6.8.8 Results are calculated using program accepted by RESUL. Results are calculated up to four decimals. Results must also be presented as percentages to clarify the differences between competitors.

7 Scoring sheet

7.1 Every competitor is obliged to keep account for his or her scores, in addition to official scorekeeping. (In competition, it is recommended to use 2-sheet, self-copying score sheets, of which the lower sheet is given to the competitor).

7.2 Range Officer must verify that all the information is recorded on the score sheet before he signs it. Then the competitor signs it as well. After this, no alterations are allowed in score sheets except to correct miscalculations.

7.3 If the Range Officer and the competitor disagree on some matter, this is recorded on score sheet and proceed according to rule 8.2.

7.4 If there is mistake in the published stage results, competitor is obliged to request the correction within the stage results verification period, announced during the initial match briefing. Stats personnel is obliged to correct the mistake made in the score calculation. Otherwise issue proceeds according to rule 8.1.2.

7.5 Final results of the competition may not to be published before stage results are published and competitors have had a possibility to verify them.

8. Reshoots and protests

8.1 Reshoots

8.1.1 Competitor has the right to reshoot the stage if:

- a. Range Officer touches or disturbs the shooter, or RO interrupts the course of fire without a safety violation from the competitor.
- b. Significant external disturbance, not caused by the competitor, affects his performance during the course of fire.
- c. Competitor did not have a possibility to get all the significant information on how to perform during the course of fire, or he or she has been misinformed by the match organization personnel.

8.1.2 Competitor has to reshoot the stage if:

- a. All the hits, misses, time or either of signatures are not recorded on score sheet.
- b. Stage is altered after the course of fire.
- c. Malfunction in stage equipment prevents the course of fire to be performed as described in stage description. If falling or frangible target does not function as intended, course of fire is interrupted immediately.
- d. Another person assists the shooter during course of fire.
- e. Registered time is obviously incorrect.

In unclear cases, reshoot is decided by Match director or Range Master. If there is well-grounded reason to suspect that the stage result is significantly flawed, Match Director or Range Master can order a re-shoot. If competitor refuses, his stage result is recorded as zero points.

8.1.3 In reshoot, previous result is invalidated.

8.1.4 If reshoot is not possible:

- a. Result is zero points if score sheet lacks the time.
- b. Recorded score applies if score sheet lacks some hits or misses.

8.1.5 If too many hits are marked in score sheet, only the amount of highest-scoring hits mentioned in stage description are counted.

8.1.6 Malfunction or breakage in firearm or ammunition does not justify the reshoot.

8.1.7 Whole stage can be invalidated if competitors have not had not equal possibilities to perform it, and it may have an effect on final match results. Further details may be supplied by SRA Committee.

8.2 Complaint procedure

8.2.1 If competitor is unsatisfied to Range Officer decision, he can complain to Range Master.

8.2.2 If shooter is unsatisfied to Range Master decision, he can make a protest to a arbitration committee of the competition. Protest cannot be made against safety violations, scoring of the targets or Range Masters interpretation of the score sheet.

8.2.3 Protest against anything except the scoring has to be made within two hours from incident to be protested, or when the competitor was informed about it. In these cases, protest must be made before the end of the competition so that the potential reshoots can be arranged.

8.2.4 The arbitration committee of the competition must make its decision before the final stage results are published. Committee must familiarize itself with incident by interviewing the protester, the Range Officer and possible eye witnesses, and reviewing any possible video recordings of the event. Decision must be made within the same competition day as the protest is made.

8.2.5 The arbitration committee of the competition must be appointed in the initial match briefing. Members of the committee are: Match Director, as a chairman of the committee without right to vote, and three SRA-Range Officers who are not members match organization. The members of the committee must have deputies for challengeable cases.

8.2.6 When the protest is presented to the arbitration committee, a protest fee must also be paid. The amount of the protest fee is decided by RESUL.

8.2.7 Protest fee is returned to protester if arbitration committee agrees with him. If the committee disagrees, the protest fee is deposited to RESUL.

8.2.8 Other parties than the competitor who is involved with the incident, can also make the protest. The same procedure described above applies in these cases as well.

8.2.9 In sub-national and association- level competitions arbitration committee is not mandatory. In this case Match Director has highest jurisdiction and protest fee is not paid.

8.2.10 Additional instructions for complaint procedures can found from then competition arrangement guide book.

These SRA rules have been verified by the verdict of RESUL board in February 2019, these rules are effective from 1.3.2019.

