

# 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 an 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 in a shooting event.
- A competitor/shooter must have a valid shooting sports insurance.
- All SRA competitions and exercises follow these rules at RESUL international, national, sub-national and association levels.
- In addition, the SRA-Committee provides separate Competition Guidelines which must be followed in SRA competitions.
- The SRA-Committee maintains Technical Appendices for a detailed interpretation of these rules.

## 1.2 Competitions

1.2.1 A 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 in which the shooter is allowed to participate is defined by the type of the competitor's rifle.

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

1.2.6 At the beginning of SRA event, there is a briefing for all the competitors and range officials. The briefing covers general issues related to the competition and clarifications relating to 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 stages, all 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 Themed competition-specific topics and emphasis can be included to enliven and diversify the event. However, the topics must not be so restrictive that the competitors are in an unequal position regarding the equipment they own. For example, firearms of an exact type or manufacturer must not be required. Most competitors have at their disposal one rifle and pistol without the possibility of changing equipment or weapon category according to circumstances. If there is a special emphasis for a competition, this must always clearly be stated in the competition invitation.

## 1.3 Courses / Stages

1.3.1 A stage comprises a separately scored and a timed shooting challenge performed according to a 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 in accordance with paragraph 6.

1.3.3 A stage always includes a shooting challenge. Simple additional tasks may be included, like for example throwing a hand grenade. A stage may also include movement and switching 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 large enough considering the time available for the shooting challenge.

1.3.5 Stages should be varied realistic, and be suitable for each firearm used as well as including situation-specific activities. Stage planning basics can be found in the Competition Guidelines.

1.3.6 SRA events are freestyle. Aside from standard stages, the organizer cannot specify 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 a stage, it must be completed after the competitor shoots at his/her first target, and before he/she shoots at his/her final target. The competitor must be able to define when the mandatory reload is performed, except on standard stages where stage briefings may stipulate when the mandatory reload is to be performed.

1.3.8 The competitor may have a preferred number of loaded magazines carried on his/her person, or in a location specified in the stage description. Reloading of magazines during a stage should not be part of the stage. However, the 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 the strong hand or the weak hand only.

1.3.10 Before entering a stage, a verbal stage briefing is given to the competitor. The stage briefing should be clear and adequately explain the requirements to complete the stage in a safe manner. The 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 a stage is changed during the competition, all competitors who have previously completed the stage must re-shoot the stage. If a re-shoot is impossible for scheduling or other reasons, that stage must be deleted from the match. Stage deletion is decided by the Match Director.

1.3.12 Minimum round count for shotgun stages must not exceed 15 rounds, except in themed competitions.

## 1.4 Stage structures

1.4.1 The competition organizer can set up structures on the stage which guide and restrict movement and shooting, for example barriers, tunnels, fault lines and guide lines.

1.4.2 A guide line is used to steer the shooter to move within the designated area during the course of fire. Guide lines 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 at an arbitrary angle behind the obstacle. A fault line must be at least one meter in length, and unless otherwise stated in the stage description they are deemed to extend indefinitely. Fault lines are used to represent 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 A tunnel can be solid pipe or Tiitinen (Cooper)-tunnel whose roof consists of unattached rods. A Tiitinen-tunnel represents a situation in which the shooter has to move in a low posture.

1.4.5 If the building of stage structures is impossible due to circumstances such as range restrictions, schedule, lack of materials etc., it is allowable to use only fault lines and guide lines 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 in the Competition Guidelines.

## 1.5 Timing

1.5.1 Timing is carried out with commercial timers or other suitable and reliable devices. The timer must give a start signal and then register shots and elapsed time. 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 by the timer as a round fired.

1.5.3 If a sound suppressor prevents the shots from being registered by the timer, the shooter must accept the way the stop signal is registered to the 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 for RESUL championships.

## 2.2 Match Director

2.2.1 A Match Director must have passed a 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, safety 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 safety and security of the stages, and for 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 Master's ruling on safety violations is final and cannot be appealed to arbitration.
- d) Directs the range crew during the competition.
- e) Responsible for ensuring all rules are adhered to and are equally applied 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 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 He/she ensures that all incomplete or inaccurate score sheets are immediately verified with the Range Master. The Stats Officer reports directly to the Range Master.

## **2.5 Range Officer**

2.5.1 The Range Officer 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 on the score sheets. The Range Officer may be assisted by a Score Keeper.
- e) Ensures the condition of stage structures and targets.
- f) Responsible for the overall orderliness 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 on 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 Guidelines list additional information regarding 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 that the stages are planned and constructed, as well as that the stage briefings are composed, in such a way that the safety of the competitors is not compromised, and that actions prohibited by the rules are 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 the 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 a Range Officer notices the competitor's eye or hearing protection is out of position before or during the course of fire, he/she must stop the competitor and the stage must be re-shot. If a competitor accidentally loses his/her eye or hearing protection, he/she must either return the protection or interrupt the course of fire, firearm pointing to safe direction, informing the Range Officer of the situation. After this, the 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 unsportsmanlike behaviour and results in 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 particulars 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, firearms must always have the magazine removed, chamber empty and they must be carried unloaded and uncocked, and if possible, with the safety applied. A firearm is considered loaded if:

- There is a round in the chamber.
- The lock/slide is rear and 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 the safety area) where he/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, a 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, inside which the muzzle of the firearm must be maintained 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 be within the safe angles of handling of the safety area at all times. 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, a competitor is not disqualified in the situation where command was "lipas kiinnitä" ("insert magazine"), but a competitor routinely inserted a magazine and loads the firearm. In this case, the Range Officer orders the unloading of the firearm, including hammer down. The Range Officer then restates the correct starting condition and gives the 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 within the safe angles of fire during holstering, drawing and while carried loaded in the holster (regardless of the 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 manner. 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 otherwise specified 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
- b) fired before the start signal or after the "UNLOAD AND SHOW CLEAR" command.
- c) Any shot fired outside of the safe angles of fire.
- d) Any shot striking the ground closer than three meters from the competitor, unless required by the stage briefing.
- e) 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 a 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 a 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 dictate 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 is 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 dictate 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 The competitor is required to follow all instructions from match officials, provided that they can do so safely.

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

4.1.3 The 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 firearms and gear
- i) Special limitations
- j) Special penalties

4.1.4 The Range Officer must always confirm that the competitor has understood the requirements mentioned in the stage briefing. If the 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, the competitor must be stopped and a re-shoot must be issued.

4.1.5 A sight picture after "lataa ja varmista" ("load and make ready") is allowed on one target only.

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

4.1.7 If the competitor is not ready when his/her 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 special circumstances, 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 on a separate target or defined location on the berm.

## 4.2 Range Communication and Course of Fire

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

4.2.2 When using other commands, these must be explained to the competitors during the 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")**

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

### **SEURAAVA AMPUJA ("NEXT SHOOTER")**

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

### **ONKO KYSYTTÄVÄÄ ("ANY QUESTIONS")**

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

**LIPAS KIINNITÄ ("INSERT MAGAZINE")**

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

**LATAA JA VARMISTA ("LOAD AND MAKE READY")**

A round is chambered, and the safety is engaged. The decocker is used, if applicable.

**ALOITUSASENTOON ("STARTING POSITION")**

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

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

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

This command is used if the stage briefing requires starting with a firearm with the safety disengaged. The competitor has positioned himself/herself in the starting position as described in the stage briefing before this command is issued.

**ONKO AMPUJA VALMIS ("IS SHOOTER READY")**

This command is issued when movement from previous commands has stopped. The competitor indicates his/her readiness to Range Officer by saying: "Valmis" ("Ready").

**HUOMIO ("STAND BY")**

The start signal is given 2 – 5 seconds after this command.

**TULTA ("FIRE")**

The competitor is allowed to start. This command can be replaced by another previously specified signal, such as an audible or visible signal. When the competitor has finished the course of fire, or a previously specified stop-signal has been issued, the competitor will remain still and wait for further instructions from the Range Officer. The firearm must always be pointed inside the safe angles of handling and the 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. The 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")**

The competitor removes the magazine. With a shotgun, revolver or other types of firearms where this command is not applicable, the command to be used is "unload ammunition" when the tube is cleared and the cartridge is removed from the chamber. The Range Office checks the chamber. A round fired after this command is considered to be an accidental discharge, which means that the penalties specified in the

rulebook apply. The 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")**

The 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, an 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")**

The firearm safety mechanism is engaged, if applicable for the firearm used.

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

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

Upon the command "holster", the handgun is holstered safely, and Range Officer gives the order to leave the course of fire.

Upon the 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 a horizontal position after being covered.

#### **TAULUILLE ("TO TARGETS")**

The competitor will check the targets with the Range Officer and Score Keeper. The patchers will follow. The next competitor can access stage area to prepare for the to the course of fire. Other persons will remain in the 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 await further instructions from the Range Officer. This command can be given by anyone who notices an 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. The alert may be given, for example in the following situations:

- A competitor is about to shoot a metal target too close.
- A competitor's movement is about to violate the safe angles of handling.
- A competitor shoots stage structures, causing, for example, a 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 the dangerous behaviour, the 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 for 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 the start of an event, the firearms of each competitor/shooter are classified into different firearm categories during a firearms inspection. The safety of a firearm is also verified according to the Technical Appendix.

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

5.1.3 If a firearm or a piece of equipment is does not qualify for Standard Division, the competitor/shooter will compete in 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 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 disconnect, 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 the use of a certain firearm or a specific/specialized cartridge in an event or on certain stages according to match/range rules, or due to a risk to range equipment, or due to safety concerns.

5.1.8 All cartridges used must 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 regarding general firearms usage, firearm classification, ammunition, permitted and forbidden equipment, and regarding declaring a firearm or equipment dangerous, are published in the Technical Appendix 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 can be mounted for a course of fire. It must be possible to attach a magazine of at least 20 rounds to the rifle.

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

Not allowed in Standard Division:

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

Allowed in Standard Division:

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

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

## 5.3 Pistol

5.3.1 A pistol or revolver, caliber of at least 9mm (9 x 19mm), which 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 insofar as the firearm features do not differ from a mass-produced standard firearm. More specific pistol and revolver requirements are published in the Technical Appendix.

Non-Allowed Modifications:

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

Allowed Modifications:

- In Open Division, an electronic or optical sight attached to the pistol slide, and a 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 a shoulder stock, using a 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 the modifications do not compromise the safety of the firearm.

5.4.3 Sandbags and shooting rests are permitted, unless the 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 the modifications do not endanger the safety of the firearm.

## 5.6 Equipment

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

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

# 6. Targets and Scoring

## 6.1 General Principles

6.1.1 The targets used should represent such targets that the firearms in question are assumed to be used against.

6.1.2 Usually two hits are scored for each paper target.

6.1.3 A 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 kinds of special tasks (such as throwing a hand grenade, for example).

6.1.5 Stage scoring is based on hits on the targets and, optionally, scores from additional special tasks.

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

## 6.2 Targets

6.2.1 Suitable targets are the paper target described in Appendix 1, reactive targets, targets used by defense forces, or parts thereof. 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 changes in the weather or the illumination conditions when observed from the shooting position. Targets placed over 100 m distance are recommend to be fitted with a high contrast background.

6.2.3 Reactive targets can be e.g. 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 cannot 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 the Range Officer to verify hits by yelling "HIT".

6.2.5 A reactive target can be declared as a "blocking" target, which must 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 that particular stage. The calibration shot is fired from a location which is available during the course of fire. In stages with an optional gun, calibration is carried out with a pistol if it is optional, otherwise with a rifle. Metallic target must fall when a bullet/slug hits completely within the scoring area. The calibration procedure is described in more detail in the Technical Appendix.

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

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

6.2.9 No-shoot targets must be of a different color to the targets that are meant to be shot, and be 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 the Technical Appendix.

## 6.3 Scoring the Targets

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

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

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

6.3.4 In the case of turn-away targets, a bullet hole more than twice the diameter of the bullet used is not counted as a 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 the frontmost target without breaking the scoring line, only the frontmost target is scored as a hit. If the frontmost target is penetrable, the target behind it is also hit. If a bullet hole on the closer target breaks the scoring line, both targets are hit.

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

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

## 6.4 Target points

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

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

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

6.4.4 A hit on a falling or frangible target is worth 5 or 10 points. A blocking target is worth 10 points. Competitors must be informed about the scoring of the targets in advance.

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

6.4.6 Additional tasks may also generate 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 the times. Standard stages must not produce more than 30% of match points.
- b. Fast stage: A course of fire with moderate movement and additional tasks, and a 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 multiple movements and additional tasks. A single course of fire may include the use of several types of firearms. Minimum round count is between 16 and 50 rounds. Stage construction must not allow the shooting of more than 16 scoring shots from single position. Long stages should produce a minimum of 50% of match points.

## 6.6 Scoring methods

- a. Unlimited: Time and the number of rounds used for the course of fire are not limited.
- b. Limited time: Time used for the course of fire is limited but the number of rounds fired is unlimited. The score is sum of the points counted from the targets. This scoring is used, for example, with periodically-appearing target systems.
- c. Limited rounds: The number of rounds used for the course of fire is limited, but time is unlimited.

- d. Limited time and rounds: Both time and the number of rounds to be used are limited, but hit factor is calculated. This defines the order of the competitors as in unlimited scoring.

## 6.7 Scoring penalties

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

6.7.2 A procedural error is an action which deviates from the stage description. As a penalty, 10 penalty points are given for each error. The Range Officer must determine the number of errors and the reasons for them. These are clearly recorded on the 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 a penalty is specified in the stage description.

For example: The competitor touches the ground outside the fault line while shooting, gaining a clear advantage from this. As a penalty, he/she will have a procedural error for each shot fired this way. If the competitor violates a fault line while shooting, but does not get a clear advantage from this, he/she will be penalized with one procedural error. The number of procedural errors must not exceed the number of scoring hits available to the competitor.

This means that if a competitor can shoot two targets from one position, he/she 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 a N/S target incur 10 penalty points. A maximum of 2 hits are counted on each N/S target, unless otherwise stated in the stage description.

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

6.7.6 If a falling target remains erect or a frangible target remains intact, the resulting penalty is twice the maximum points of a 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 the maximum points of a single hit. Extra shots are marked in a particular column on the score sheet.

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

6.7.10 If target is defined as a blocking target, and the competitor does not knock it over or break it, then one procedural error is incurred.

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

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

## 6.8 Stage points

6.8.1 In scoring, the points awarded under rule 6.4 are reduced by any penalties under rule 6.7.

6.8.2 If unlimited rounds or limited rounds scoring is used, the competitor's hit factor is calculated by dividing the points by the time. The competitor with highest hit factor is the winner of the stage, and he/she will have the maximum stage points. The stage points of the other competitors are calculated by dividing the maximum stage points by winner's hit factor, and then multiplying by each competitor's own hit factor.

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

6.8.4 The minimum number of stage points is zero.

6.8.5 A competitor's match points are the sum of all his/her stage points.

6.8.6 The competitor with the highest match points is the winner of the competition.

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

6.8.8 Results are calculated using a 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 of his/her scores, in addition to the 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 The Range Officer must verify that all information is recorded on the score sheet before he/she signs it. Then the competitor signs it as well. After this, no alterations are allowed on the score sheets except to correct miscalculations.

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

7.4 If there is mistake in the published stage results, the competitor is obliged to request a 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, the issue is dealt with according to rule 8.1.2.

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

# 8. Reshoots and protests

## 8.1 Reshoots

8.1.1 A competitor has the right to reshoot a stage if:

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

8.1.2 A competitor must reshoot a stage if:

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

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

8.1.3 In a reshoot, the previous result is invalidated.

8.1.4 If a reshoot is not possible:

- a. The result is zero points if score sheet lacks the time.
- b. The recorded score applies if score sheet lacks some hits or misses.

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

8.1.6 A malfunction or breakage in firearm or ammunition does not justify a reshoot.

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

## 8.2 Complaint procedure

8.2.1 If a competitor is unsatisfied with a decision of a Range Officer, he/she can complain to the Range Master.

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

8.2.3 A protest against anything except the scoring has to be made within two hours from the incident under protest, or when the competitor was informed about this. In these cases, the 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. The committee must familiarize itself with the incident by interviewing the protester, the Range

Officer and possible eye witnesses, and by reviewing any possible video recordings of the event. The decision must be taken within the same competition day during which the protest is made.

8.2.5 The arbitration committee of the competition must be appointed in the initial match briefing. The members of the committee are: the Match Director, as a chairman of the committee without a right to vote, and three SRA Range Officers who are not members of the 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 The protest fee is returned to the protester if the arbitration committee agrees with him/her. If the committee disagrees, the protest fee is forfeited to RESUL.

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

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

8.2.10 Additional instructions for complaint procedures can found in the Competition Guidelines.

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