

Rulebook (ver. 8.0) of Shooting sports for Reservist Associations (SRA)

(This is an exact translation of Finnish version:
SOVELLETUNRESERVILÄISAMMUNNAN SÄÄNNÖT ver. 8.0)



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1. Introduction

1.1 General principles

- Shooting sports for Reservist Associations (SRA) - is a dynamic practical shooting sport for military and reservists personnel to promote, maintain and enhance safe, efficient firearms handling and marksmanship skills.
- A competitor must be a member of Reserviläisurheiluliitto ry (RESUL) or a member of directly or indirectly RESUL associated association. A competitor must have successfully completed an SRA basic firearm course including a firearm handling and shooting test. Competitors under 18 years must have their guardians'/caretakers' written and signed letter to allow them to participate in a shooting event.
- A competitor who has passed the written examination can, under supervision of and with permission from a Range Officer, take part in SRA exercises to practice for the shooting test.
- A competitor 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, and gives separate instructions and regulations.

1.2 Competitions

1.2.1 A competition consists of stages. One or more types of firearm may be used during a stage.

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

1.2.3 The competition invitation must indicate the types of firearms to be used, the number of stages, the minimum number of rounds, the maximum shooting distances and possible special conditions.

1.2.4 There are three divisions, Open Division, Standard Division and Military Division. The division in which the competitor is allowed to participate is defined by the type of the competitor's firearms and equipment.

1.2.5 In addition to Open, Standard and Military divisions, awards are given to competitors in 50+ (senior) class, 60+ (supersenior) class, and in ladies' class. In 50+ class (and 60+ class), the competitor must be older than 50 (or 60) years, or turn 50 (or 60) during the year in which the competition is arranged. The organizer may also give other awards. In national and international championship events the results for classes are calculated if there are a minimum of 5 competitors registered in a class. The 60+ class can be combined with the 50+ class when there are not enough competitors to form separate classes.

1.2.6 At the beginning of an SRA competition, the organizers can hold a briefing for all the competitors and range officials. In national and international championship competitions the briefing shall be held. 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, e.g. movement in the competition area and other practical matters affecting the course of the competition.

1.2.7 The competition is completed when all competitors have completed all stages, all protests and disputes have been settled and the deadline for the final stage results review 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 stages, the registration and inspection facilities, the stage waiting areas, the firearms handling areas, and safe routes between the above-mentioned places.

1.2.9 In themed competitions 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 firearm 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 Stages

1.3.1 A stage comprises a separately scored and a timed shooting challenge performed according to a stage description. Each competition should include a set of unique 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 changing shooting 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. 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 allowed to solve the challenge presented in a freestyle manner and should be allowed to shoot targets on an "as and when visible" basis.

1.3.7 A mandatory reload can be required during a stage between the first and last scored shot. The competitor must be free to decide when the mandatory reload is performed.

1.3.8 The competitor may have any number of loaded magazines carried on his/her person, or in a location specified in the stage description. It is not allowed to demand refilling of magazines during a stage. However, the stage description may set a limit on how many rounds may be loaded in a firearm at the beginning of a stage.

1.3.9 Handgun stages or parts of handgun stages may specify shooting with the strong hand or the weak hand only.

1.3.10 Stage contents or equipment may be changed during the competition only for safety reasons. If a stage is changed during the competition, in a way that the change cannot be considered insignificant, all competitors who have previously completed the stage must re-shoot the stage. If a reshoot is impossible for scheduling or other reasons, that stage must be deleted from the match. Stage deletion is decided by the Match Director.

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

1.3.12 Competitors shall not be forced to shoot with a handgun an SRA target sized paper target from a distance of over 25 m or a similar sized reactive target from a distance of over 50 m. Smaller targets shall be placed closer.

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 guiding lines.

1.4.2 A guiding line is used to steer the competitor to move within the designated area during the course of fire. Guiding lines should be constructed so that they are not confused with handling sector markings or shooting sector markings. The competitor may not cross a guiding line during the course of fire. Crossing a guiding line results in a procedural error penalty according to 6.6.2.

1.4.3 Fault lines may be used to force the competitor 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 a solid pipe or Tiitinen (Cooper)-tunnel whose roof consists of unattached rods. A Tiitinen-tunnel represents a situation in which the competitor 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 allowed to use only fault lines and guiding lines to prevent shooting targets from outside the handling sector. 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 Range Officer decides the procedure in which 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 governing body must be appointed for national and international championships. The supervisor must hold either a valid SRA Instructor or a valid SRA Chief Range Officer certification.

2.2 Match Director

2.2.1 A Match Director must be a qualified SRA Range Officer.

2.2.2 The Match Director is responsible for the overall competition and its administration, timing, stage materials 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 be a qualified SRA Range Officer. 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 stages.
- 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.
- 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 scoring systems as well as producing, verifying and publishing interim and final match results and statistics.

2.4.2 Ensures that all incomplete or inaccurate scoring systems are immediately verified with the Range Master. The Stats Officer reports directly to the Range Master.

2.4.3. Stats Officer in national and international championships must be a qualified SRA Range officer.

2.5 Range Officer

2.5.1 A Range Officer in SRA competition must have passed a RESUL sanctioned Range Officer seminar, i.e. be a qualified SRA Range officer.

2.5.2 Range Officer duties:

- a) Is responsible for the safety of the stage
- b) Gives stage briefings.
- c) Oversees the competitor's compliance with the stage briefing and monitors safe competitor action.
- d) Issues range commands
- e) Declares the time and scores and ensures that these are documented on the scoring system. The Range Officer may be assisted by a Score Keeper.
- f) Ensures the condition of stage structures and targets.
- g) Responsible for the construction and overall order of the stage, waiting area and safety area.

2.5.3 The Range Officer has jurisdiction over all persons at the stage.

2.5.4. A Range Officer is a person belonging to range officials and holding a valid SRA Range Officer certification. When a stage has multiple Range Officers, one is appointed in charge and responsible for the stage.

2.6 Score Keeper

2.6.1 The Score Keeper must be proficient in the use of the scoring system. Score Keeper's duties may be combined with other stage duties, except in national or international championships.

2.6.2 Score Keeper duties:

- a) Sets the stage shooting order, if needed.
- b) Tends to the scoring system for the stage.
- c) Clearly documents the stage results on the scoring system 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 lists additional information regarding other match officials that might be needed to host larger matches such as national championships. That document may also specify the responsibilities of match officials in additional detail.

3. Safety Rules

3.1. General principles for safe handling of firearms

The main rules for safe handling of firearms are:

- Treat all firearms as if they are loaded
- Always keep muzzle pointed in a safe direction
- Put your finger on the trigger only after you have aimed and made a decision to discharge the firearm
- Identify your target and what is in front of and behind it

3.2. Overall safety

3.2.1 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.

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

3.2.3 A competitor may be disqualified from the competition due to a clear safety violation by a Range Officer. The Range Officer disqualifying the competitor shall immediately advise the Range Master of the disqualification, who in turn verifies grounds for the disqualification.

3.2.4 The Match Director can remove and disqualify from the competition any person guilty of unsportsmanlike conduct or endangering the general safety in the match area.

3.2.5 competitors and match officials, including the spectators, must wear eye and ear protection during the shooting. Range Office shall not give commands to start prior to eye and ear protection being applied. 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, it is considered as unsportsmanlike conduct and results in disqualification from the competition.

3.3 Unsafe firearm handling

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

Match area

3.3.1 Outside of the stage, firearms must always have an empty chamber and they must be carried unloaded and uncocked, and if possible, with the safety applied. Use of a chamber flag is allowed.

3.3.2. A firearm is considered loaded if:

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

3.3.3 With exception of stage area, 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.

3.3.4 If a firearm is dropped outside of the stage, only a Range Officer may pick it up. After picking it up, the Range Officer will safely transport a firearm to the stage area (not the safety area) where he/she will verify that the firearm's condition meets the criteria set out in 3.3.1. The competitor will not be disqualified, provided that no other safety violations have happened.

3.3.5 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 a handling sector defined, inside which the muzzle of the firearm must be maintained while handling the firearm. The following are considered handling of a firearm: taking a shooting grip, aiming, manipulating the controls, dismantling or reassembly.

3.3.6 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 firearm.
- 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 handling sector of the safety area at all times. Dummy rounds, shells, loaded magazines, speedloaders, ammunition containing boxes or loose ammunition must not be handled at any time in the safety area. No ammunition can be attached to the firearm.

3.3.7 (Firearm compliance) Inspection Area is an area provided by the match organizer. At the Inspection Area only officials are allowed to handle the firearms unless explicitly otherwise allowed. Handling regulations of Safety Areas are followed.

Stage area

3.3.8 The firearm can only be loaded and handled according to commands of the Range Officer.

3.3.8.1 However, a competitor is not disqualified in the situation where command was "lipas kiinnitä" ("insert magazine"), but a competitor routinely inserts 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.

3.3.8.2 A competitor shall not be disqualified should he/she start the course due to an erroneous start signal.

3.3.9. Reholstering of a loaded pistol or revolver during a course of fire shall not be required or demanded with stage description. Should the competitor at his/her own choose to reholster a loaded pistol or revolver during the course of fire, the firearm must be brought to a safe holstering condition prior to holstering. A firearm with no safeties operable by the competitor may be holstered during the course of fire only uncocked or with an empty chamber.

3.3.10 During the course of the fire, the muzzle of the firearm must always be kept within the handling sector. A pistol must point within the handling sector 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 competitor.

3.3.11 The muzzle of a loaded firearm must not point at the competitor. This regulation is not in effect when the firearm is holstered, or during draw or reholstering with muzzle inside the holster, and competitor's pointing at oneself is considered negligible.

3.3.12 The finger must be kept outside of the trigger guard when drawing, reholstering, loading, reloading, clearing malfunctions or clearing the firearm. If fingers inside the trigger guard are required to clear the firearm the competitor must advise the Range Officer ahead of performing this action.

3.3.13 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. Pointing a firearm in a controlled manner towards targets that are available for engagement is considered aiming.

3.3.14 The competitor may, during the course of fire, lose contact with the firearm only in accordance with the stage briefing, or if necessary, by applying the safety and placing the firearm on the ground in a controlled manner. In such cases, the competitor cannot move farther than one meter from the firearm. If the competitor loses contact with the firearm any other way, the Range Officer will stop the competitor, pick up and clear the firearm. If a firearm is considered a handling firearm, then losing contact with it shall not be considered as basis for intervention or disqualification by the Range Officer.

3.3.15 The stage briefing may require the application of safety for a rifle or a shotgun while moving or changing shooting position, if warranted by safety concerns.

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

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

3.3.18 An accidental discharge is defined as follows:

- a) Any shot fired before the start signal or after the "liikkuvat taakse" ("UNLOAD AND SHOW CLEAR") command.
- b) Any shot fired outside the shooting sector.
- 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.

3.3.19 An accidental discharge or inadvertent bursting of a firearm inside the shooting sector does not lead to disqualification if this was due to a verified malfunction of the firearm. This will result in zero score for this stage, and

the firearm must be repaired, or discarded from the competition if repair is not possible. An incident shall be reported to the Range Master. Recurrence shall result in disqualification.

3.3.20 If a competitor uses forbidden ammunition that is a safety violation and will cause disqualification.

3.4 Sectors

3.4.1 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. These sectors do not concern firearms defined as handling weapons.

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

3.4.3 In the vertical direction the handling sectors are 180 degrees, taking into account other restrictions.

3.4.4 In the horizontal direction the handling sectors are 180 degrees, unless otherwise defined in the stage description.

3.4.5 The shooting sector is defined as the direction where a shot can safely be fired. The shooting sector cannot be wider than the handling sector and is always contained within the handling sector.

3.4.6 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. At a Stage

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 and in international competition it is English. Decision on the used language is done by the match director. The range officer can use the language which is the most suitable for the competitor. Instructions must be communicated with a loud voice and be articulated clearly.

4.1.3 Before the stage a stage description is given for the competitor. Stage briefing has to be clear and include all the needed information in order to shoot the stage safely. The spoken stage briefing must contain:

- a) Applied firearms
- b) Target count, no-shoot target count, description and scoring of the targets
- c) Shooting distances to the nearest and the farthest targets
- d) Minimum round count
- e) Maximum points
- f) Handling and shooting sectors
- g) Location of safety and waiting areas
- h) Stage procedure
- i) Time allowed for walkthrough of the stage after the briefing

In addition in the stage description can have following information if needed:

- j) Special limitations for ammo
- k) Scoring for additional tasks
- l) Target scoring and timing policy if something else than unlimited
- m) Timing, if something else than from the starting signal to the last shot
- n) Maximum shooting time to complete the stage
- o) Starting position, if something else than normal stance
- p) Ready state for firearms and equipment
- q) Special limitations
- r) Special penalties
- s) Special attentions about safety at the stage

In written stage description there can be also following information:

- t) Stage scenario

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 The competitor is responsible for the correct amount of ammo on the firearm, when there is a restricted amount of ammo defined for the beginning of the stage. Every extra ammo on the firearm will cause a procedural penalty.

4.1.6 If a competitor in the military division doesn't have the mandatory equipment when coming on line, the competitor can correct the situation or the competitor will be moved to open division.

4.1.7 A sight picture after "insert magazine" or "load and make ready" is allowed on one target only.

4.1.8 The Range Officer must move so that he does not interfere with the competitor's performance. The Range Officer must be able to control the competitor in all situations.

4.1.9 If the competitor is not ready when his/her turn comes, the Range Officer can change the shooting order of the competitors.

4.1.10 With the permission of the Range Officer, the competitor can, under special circumstances, shoot to check the functionality of the firearm, 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. The English version is in parentheses after the Finnish version.

RANGE IS CLOSED (AMMUTAAN)

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, unless the range officer hasn't given other instructions. Range officer makes sure that it is safe to shoot at the stage and Eyes and ears are protected.

NEXT SHOOTER (SEURAAVA AMPUJA)

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

ANY QUESTIONS (ONKO KYSYTTÄVÄÄ)

The Range Officer confirms that the competitor has understood the stage briefing. The competitor can ask additional questions about the stage.

INSERT MAGAZINE or LOAD MAGAZINE (LIPAS KIINNITÄ)

A magazine is attached to the firearm if applicable, but a round is not chambered. This command is given only if the stage is started with an empty chamber. In case the type of firearm used does not have a magazine, follow appropriate loading procedures for the type of firearm. The bolt of the firearm shall not be locked open.

LOAD AND MAKE READY (LATAA JA VARMIK)

A round is chambered, and the safety is engaged. The decocker is used, if applicable. If decocking requires manipulation of the trigger the competitor needs to inform the range officer.

In case more than one firearm is used on the stage and one of the firearms is a pistol and at the start of the stage other than a pistol is used, then the pistol must be chamber empty at the start.

STARTING POSITION (ALOITUSASENTOON)

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 45° inside the handling sector. Hand on the grip and support hand on the handguard, in case the

firearm doesn't have a handguard then on the front of the magwell. No equipment, including magazines, except gloves can be held in hand.

- Foot can't be on the top of the fault line.

SAFETY OFF (VARMISTIN POIS)

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.

IS SHOOTER READY (ONKO AMPUJA VALMIS)

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

STAND BY (HUOMIO)

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

FIRE (TULTA)

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.

ARE YOU FINISHED (OLETKO LOPETTANUT)

Asked when the competitor appears to have finished shooting. If the stage does not include a stop-signal and the competitor has not yet finished, he will be allowed to continue shooting. Timing stops on the last round fired. The competitor indicates having stopped by answering the question "are you finished" by either "ready", "yes" or otherwise clearly indicating that he has finished shooting the stage.

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

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, show clear" 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.

HAMMER DOWN (TYHJÄ LAUKAUS)

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.

HOLSTER or MUZZLE UP (ASE KOTELOON/ASE KANTOASENTOON)

The shooting stage stops after this command is given and the necessary steps have been taken.

Upon the command "holster", the handgun is holstered safely, and the Range Officer gives permission to leave the stage area.

Upon the command "muzzle up", the rifle or shotgun is moved to a position where it can be safely carried with barrel pointing either up or down. The long firearm can also be inserted in a case after which it can be carried also in a horizontal position.

RANGE IS CLEAR (TAULUILLE)

The competitor will check the targets with the Range Officer and the Scorekeeper. The patchers will follow. The next competitor can access the stage area to prepare for his turn. Other persons will remain in the viewing area.

STOP (SEIS)

Unconditional command to stop shooting. Competitor will cease all action and make sure that the firearm is pointing inside the handling sector, 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 in a disqualification from the match.

WATCH OUT (VARO)

An alert to warn a competitor of dangerous behavior. 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 handling sector.
- 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 shooting may continue. If the competitor fails to react and continues the dangerous behavior, the shooting is interrupted by SEIS (STOP) command.

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

4.2.3 If needed additional commands like "In the car" can be used as necessary based on the stage briefing. If such commands will be used, they have to be explained to the competitors in advance. It is recommended that such commands are iterated just before giving the range commands to make sure the shooter understands them correctly.

5. Firearm and Equipment Rules

5.1 General

5.1.1 The competitor participates in the division registered before the start of the match. The firearms and the equipment of the competitor must fulfill the requirements of that division. In the minimum the national championship level competitions must have a firearms inspection, in which the safety of a firearm and division is verified.

5.1.2 All the firearms used in the competition and used equipment must be safe. This is the competitor's responsibility.

5.1.3 Changes which decrease the safety of the firearm are not allowed. It is not allowed to disable safety, however disabling grip and trigger safety are allowed if the firearm has another reliable safety which can be used by the competitor.

5.1.4 A firearm or the division a competitor shoots in cannot be changed during a match without the permission of the Match Director (MD) or Range Master (RM). The firearm class can only be changed from Standard or Military to Open Division. Changing of the firearm or main parts of the firearm needs approval from MD or RD. Other equipment can be changed as needed. The main parts of a firearm are upper, lower, bolt carrier, sights and barrel. However a magnifier is not the main part. For a sniper stage rifle sights can be changed without approvals.

5.1.5 In case the firearm or equipment is not following the requirements of any division the competitor doesn't get any result from the competition.

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

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

5.1.8 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 burst or automatic fire. Firearms can't go off when trigger is reseted or when firearm drops from holster or from hands to hard surface.

5.1.9 The Range Master makes the decisions about the firearms and equipment regarding the rules.

5.1.10 The Range Master (RM) has the 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.

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

Exact measurement of the power factor is not usually required. However the measurement can be done in case there is reasonable doubt that the power factor is not met. The measurement is performed so that the weight of the bullet is measured from 1 cartridge and the average velocity is measured from 4 cartridges

5.1.2 Firearms which are not used to fire shots at the stage can be defined as a handling firearm. RO has to check the firearm before the stage execution. Safety flag should be inserted to the handling firearm, if possible.

5.2 Firearms

5.2.1 In the competition following firearm types can be used:

- Rifle
- Pistol and revolver
- Sniper rifle
- Shotgun

Related regulations can be found from appendix 2-5.

5.3 Equipment

5.3.1 Carrying of firearms and magazines is not restricted, it just needs to be safe and robust. In the beginning of the stage the magazines and ammo is on the competitors equipment unless stage description states otherwise.

5.3.2 For the pistol, the competitor has to have a safe duty type holster

5.3.2.1 Holsters which allow the firearm movement inside the holster so that the safety can be disengaged or firearm can discharge are forbidden. Also holsters for which the unlocking mechanism is released with finger so that finger can accidentally go inside the trigger guard are forbidden.

5.3.2.2 Holster has to protect the firearm from dirt and damage. It has to cover at least the front sight, slide from the top and sides from the muzzle to the front of the ejection port and the trigger. Open top slide needs to be covered at least half of the slide and for the revolver the whole barrel needs to be covered.

5.3.2.3 Holster has to have a solid locking mechanism, which prevents the drop of the firearm. The competitor, when asked by an official, has to prove the locking is safe. The holster test is performed by the Range Officer at the stage area. A full magazine is inserted into an unloaded pistol. Revolver is tested without ammunition. The detached holster is turned steadily upside down keeping the muzzle pointed to the handling sector. If the firearm drops from the holster, the holster is forbidden from the competition until repaired and it passes the test.

5.3.2.4 Holster structure and location must enable competitors to draw the handgun pointing into safe direction and without sweeping himself. When holstered and in a normal stance, the barrel of the pistol must not point more than 2 meters away from the competitor.

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

5.3.4 Military division regulations can be found from appendix 6.

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 Two hits for each paper target are scored unless the stage description states otherwise.

6.1.3 A single stage should not utilize more than five different types of targets.

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 separate Competition Guidelines on how to organize an SRA event.

6.2 Targets

6.2.1 Suitable targets are the paper targets 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 competitors.

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

Target shapes and possible pictures used as targets must be in accordance with good manners, and be visible and identifiable to all competitors. Stages are required to evaluate shooting skills, not target locating capability.

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 from other materials too (such as rubber).

6.2.4 Reactive targets must always fall or break from an acceptable hit (e.g. a clay pigeon has at least 1 shot hole), and they must be installed and secured in such a way that they cannot turn sideways. Other than in national or international championships, so-called gong targets can be used, i.e. metal targets which swing and/or ring or otherwise indicate a 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 a handgun and shotgun and 20 meters when using a rifle or shotgun with shotgun slugs.

6.2.7 Reactive metallic targets must be calibrated with the type of firearm used on that particular stage. The calibration shot is fired from a location which is available during the course of fire. In stages with an optional firearm, calibration is carried out with a pistol if it is an option. Reactive targets must fall with a complete hit within the scoring area. The scoring area is the part of the target that is visible to the shooting position. In a Popper style falling target the hit area for calibration is the round area in the middle, unless otherwise specified in the stage briefing.

Calibration of a reactive target with a shotgun is executed with a load of no more than 28g and from a barrel with a length of no more than 66cm (26") and with cylinder choke.

6.2.8 Strikes on metallic targets must always be repainted before the next competitor starts the stage, excluding targets shot with a shotgun or jaster-type reactive targets. In events below national level this rule can be ignored.

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 E/A or N/S.

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 could have manipulated 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 the 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 Sticks merely holding the targets and rain covers for targets are penetrable. All targets and other 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.

6.3.9. If a competitor is not satisfied with scoring a reactive target shot with a shotgun, he or she can request a calibration to be performed immediately after finishing the course of fire.

If the target reacts when shot, it is scored as a miss. If the target does not react, the course must be re-shot and Range Master notified accordingly.

6.4 Target points

6.4.1 If the paper target described in the Appendix 1 of the rules is used, a hit in the A-zone or B-zone is worth 5 points, a hit in the C-zone is worth 3 points, and a hit in the D-zone is worth 1 point.

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.

6.4.5 Zones of other types of targets can be valued at 10, 5, 3 and 1 points, as desired and specified.

6.4.6 Additional tasks may also generate points.

6.5 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 the 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 with hit factor: 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.

6.6 Scoring penalties

6.6.1 If a competitor does not complete the stage, the points and time achieved up to that point are scored. Misses and unfired shots generate penalties according to the rules.

6.6.2 Reasons for procedural errors must be declared in advance in the stage description and they may not be given arbitrarily.

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 system.

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.

If the competitor touches the ground outside the fault line while shooting and gains a clear advantage from this, he will get 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 will be penalized with one procedural error. The number of procedural errors must not exceed the number of scoring hits available to the competitor.

If a competitor takes a shortcut and breaches a guiding line in doing so, then a procedural penalty shall be amended for each shot fired after the shortcut. A competitor can cancel an accidental shortcut by backing up to the point where the shortcut began, and continuing from there.

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

6.6.4 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.

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

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

6.6.7 Taking a sight picture to more than one target prior to starting the stage will result in a procedural penalty.

6.6.8 Using more than one bipod in a rifle or abandoning the bipod during the course will result in one procedural penalty.

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

6.6.10 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 scoring system.

6.6.11 In limited rounds scoring, a miss or an extra shot fired incurs a penalty of twice the maximum points of a single hit. Extra shots are marked in a particular column on the scoring system.

6.6.12 If a target is defined as a blocking target, and the competitor does not knock it over or break it, then one procedural error is incurred. If this gives significant advantage to the competitor, the competitor will get one procedural penalty for each shot after.

6.6.13 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 accepts 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.

6.6.14 In all scoring types, a maximum time for completing the stage 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 scoring system. The Range Officer may interrupt the course of fire after the time limit.

6.7 Match Scoring

6.7.1 Scoring will be calculated separately to each Division. Class results will be combined from the Division results.

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

6.7.3 If unlimited rounds, limited rounds or limited time and rounds scoring is used, the competitor's hit factor is calculated by dividing the points by the time. The competitor with the 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 the winner's hit factor, and then multiplying by each competitor's own hit factor.

6.7.4 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.

6.7.5 The minimum number of stage points is zero.

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

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

6.7.8 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 System

7.1 Every competitor is obliged to keep account of his/her scores, in addition to the official scorekeeping. Scoring system can be either electronic or paper based.

7.2 The Range Officer must verify that all information is recorded on the scoring system before he/she signs it. Then the competitor signs it as well. After this, no alterations are allowed on the scoring system except to correct miscalculations.

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

7.4 If there is a 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 are obliged to correct the mistakes 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 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 The competitor has the right to reshoot a stage if:

- a. The Range Officer touches or disturbs the competitor
- b. A significant external disturbance, not caused by the competitor, affects his/her performance during the stage.
- c. The competitor did not have the possibility to obtain all significant information on how to complete the stage, or he/she has been misinformed by the match officials.
- d. The competitor is stopped mid stage for reasons other than safety violations subject to disqualification.

8.1.2 The competitor must reshoot a stage if:

- a. All the hits, misses, time or either of the signatures are not recorded on the scoring system. Competitor refusing to sign the scoring will not allow a reshoot.
- b. The stage is altered after the course of fire in a way that cannot be considered negligible.
- 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 competitor during the course of fire.
- e. The registered time is obviously incorrect or the Range Officer has reason to believe that the competitor's stage score is significantly distorted.

- f. The Range Officer makes contact with a reactive target prior to calibration challenge or the reactive target fails the calibration challenge.

In unclear cases, a reshoot is decided by the Range Master. If the competitor refuses, his/her stage result is recorded as zero points.

8.1.3 In a reshoot, the previous result is invalidated. If the competitor is entitled to a reshoot, he/she cannot review the shot targets, nor shall the Range Officer reveal stage time, prior to deciding about the reshoot.

8.1.4 If a reshoot is not possible:

- a. The result is zero points if the scoring system lacks the time.
- b. The recorded score applies if the scoring system lacks some hits or misses.
- c. If too many hits are marked on the scoring system, only the amount of highest-scoring hits mentioned in the stage description are counted.

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

8.1.6 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.

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 competitor 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, due to evaluation of the event being impossible afterwards. However, a competitor has a possibility to protest against the decision being not coherent with rules. In addition, competitors shall not be able to protest against scoring of the targets or the Range Master's interpretation of the scoring system.

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 qualified 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.

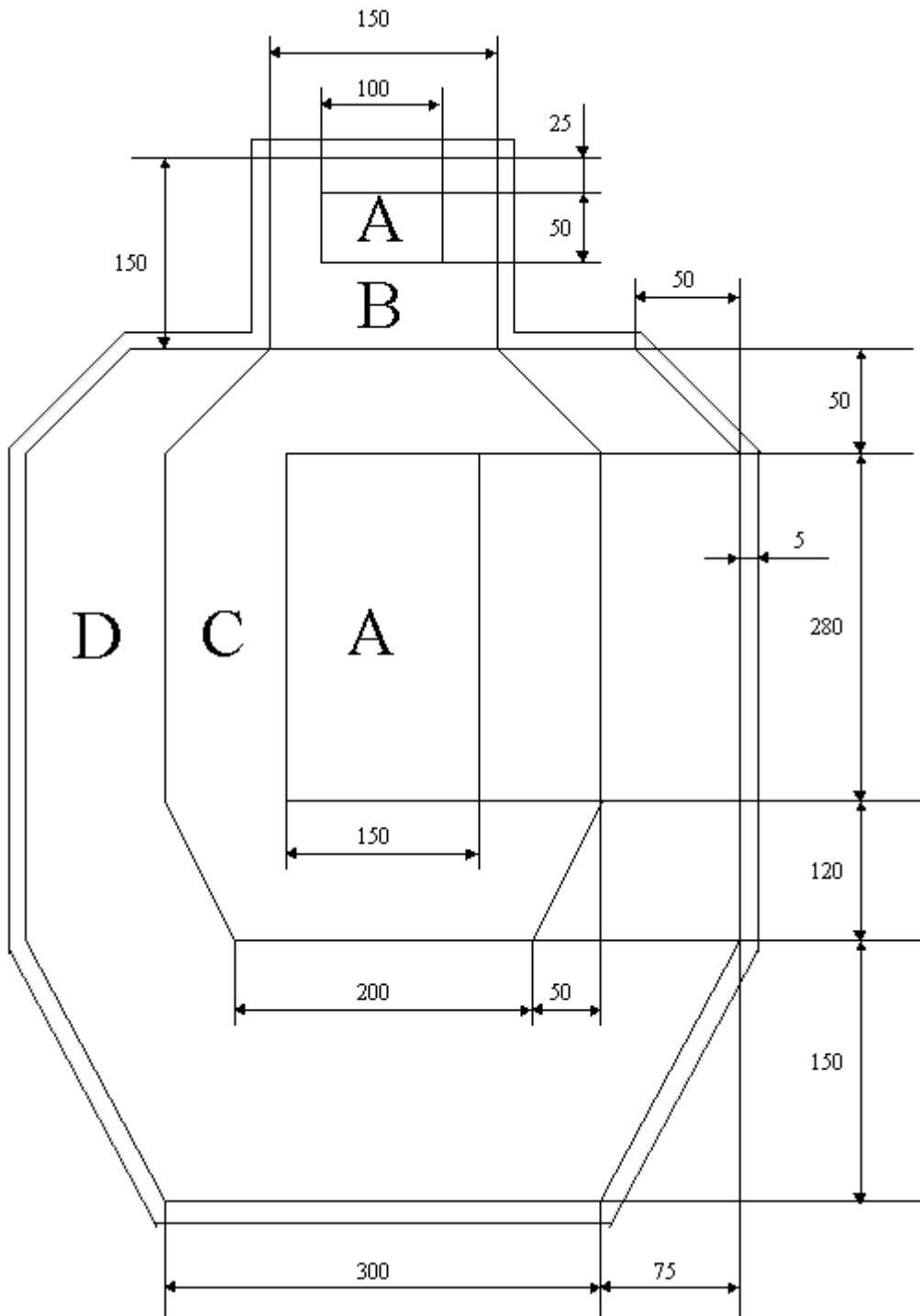
8.2.8 Parties other than the competitor who is involved with the incident can also make a protest. The same procedure described above applies in these cases as well.

8.2.9 In sub-national and club 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.

These SRA rules have been verified by the verdict of the RESUL board on 16.2.2023; these rules are effective from 1.3.2023.

Appendix 1 - Paper target

Measurements are in millimeters.



Appendix 2 - Rifle

| | | Vakio | Avoim | Military |
|-----|--|---------------------------------------|--|--|
| 1. | Firearm using centerfire cartridge, with fixed or detachable shoulder stock which can be mounted for a course of fire ¹ | Mandatory | Mandatory | Mandatory |
| 2. | It must be possible to attach a magazine of at least 20 rounds to the rifle | Mandatory | Mandatory | Mandatory |
| 3. | Gun sling can be attached. | Mandatory | Mandatory | Mandatory |
| 4. | Electronic and optical sights | Not allowed | Allowed | Allowed |
| 5. | Bipods | Not allowed | Max 400 mm from the barrel centerline ² | Max 400 mm from the barrel centerline ² |
| 6. | Forend vertical grip or equivalent | Max 152 mm from the barrel centerline | Allowed | Allowed |
| 7. | Improving the trigger | Allowed | Allowed | Allowed |
| 8. | Roughening or surface treatment | Allowed | Allowed | Allowed |
| 9. | Operational reliability and handling improving by small changes | Allowed | Allowed | Allowed |
| 10. | Retrofitted safetys | Allowed | Allowed | Allowed |
| 11. | Muzzle brakes and compensators | Allowed | Allowed | Allowed |
| 12. | Silencers and other mouth devices that relieve pressures forward | Allowed | Allowed | Allowed |
| 13. | Weapon light, functional | Allowed | Allowed | Allowed |

¹ Long or short rifle or pistol carbine.

² Tukijalkojen mittaus tehdään piipun keskilinjasta suoraan alaspäin kun jalka on avattu täyteen mittaansa.

Appendix 3 - Pistol and revolver

| | | Vakio | Avoim | Military |
|-----|---|-------------|---|---|
| 1. | Minimum caliber | 9 mm | 9 mm | 9 mm |
| 2. | Buttstock | Not allowed | Not allowed | Not allowed |
| 3. | Opening or changing sights | Allowed | Allowed | Allowed |
| 4. | Electronic or optical sights | Not allowed | Allowed, optic and electronic sights attached to the slide and laser sights attached to the firearm. ¹ | Allowed, optic and electronic sights attached to the slide and laser sights attached to the firearm. ¹ |
| 5. | Additional weights | Not allowed | Not allowed | Not allowed |
| 6. | Thumb rests | Allowed | Allowed | Not allowed |
| 7. | Trigger improving | Allowed | Allowed | Allowed |
| 8. | Trigger resistance | Restricted | Restricted | Restricted |
| 9. | Roughing, surface treatment or modification of grips | Allowed | Allowed | Allowed |
| 10. | Operational reliability and handling improving by small changes | Allowed | Allowed | Allowed |
| 11. | Retrofitted safety devices and slide latches | Allowed | Allowed | Allowed |
| 12. | Muzzle brakes and compensators | Not allowed | Not allowed | Not allowed |
| 13. | Silencers | Allowed | Allowed | Allowed |
| 14. | Weapon light, functional | Allowed | Allowed | Allowed |

¹ There are no restrictions about mounting location of optical sights on the revolver.

² If the firearm does not have a safety device or decocker that can be used by the shooter, the trigger resistance must be at least 1500 g.

Appendix 4 - Sniper rifle

| | | Vakio | Avoin | Military |
|----|---|---|---|---|
| 1. | A shoulder supported weapon using a centerfire cartridge | Mandatory | Mandatory | Mandatory |
| 2. | Weight in operational condition | Max 25 kg | Max 25 kg | Max 25 kg |
| 3. | Sights | Allowed | Allowed | Allowed |
| 4. | Structural changes for improving operational reliability and handling | Allowed | Allowed | Allowed |
| 5. | Barrel muzzle devices | Allowed | Allowed | Allowed |
| 6. | Sandbags and bipods | Allowed unless stage description doesn't instruct otherwise | Allowed unless stage description doesn't instruct otherwise | Allowed unless stage description doesn't instruct otherwise |
| 7. | Weapon lights, functional | Allowed | Allowed | Allowed |
| 8. | Additional weights | Allowed | Allowed | Allowed |

Appendix 5 - Shotgun

| | | Vakio | Avoin | Military |
|----|---|-------------|-----------|-----------|
| 1. | A weapon using a shotgun cartridge | Mandatory | Mandatory | Mandatory |
| 2. | Opening or changing sights | Allowed | Allowed | Allowed |
| 3. | Electronic and optical sights | Not allowed | Allowed | Allowed |
| 4. | Operational reliability and handling improving by small changes | Allowed | Allowed | Allowed |
| 5. | Muzzle brakes and compensators | Allowed | Allowed | Allowed |
| 6. | Fast loaders and magazines | Allowed | Allowed | Allowed |
| 7. | Weapon lights, functional | Allowed | Allowed | Allowed |

Appendix 6 - Military division equipment

A military division competitor must carry at least the following equipment in the beginning the course of fire:

| | |
|-----|--|
| 1. | The pistol used in the match, unloaded in the holster. If the pistol is not used in a stage, an empty magazine can be attached to the pistol for the course of fire with the permission of the Range Officer. |
| 2. | At least 90 rifle cartridges loaded in a minimum of three 30 round magazines. The exception to this are firearms using so-called long cartridges, eg. 7.62x51 / .308 Win. For these firearms, 20 round magazines are sufficient. This quantity of cartridges must be carried at the start of the course of fire. |
| 3. | At least 30 pistol cartridges loaded in a minimum of two magazines. This quantity of cartridges must be carried at the start of the course of fire. |
| 4. | At least 1 liter of water during the stage. |
| 5. | Edged weapon, the length of the blade must be at least 9 cm. |
| 6. | Flashlight, a weapon light or other type of flashlight. |
| 7. | Weapon sling, the sling must be either in use or carried with the equipment. |
| 8. | First-aid equipment, at least a tourniquet and bandage or emergency blanket carried with the equipment |
| 9. | Battle vest, plate carrier or chest rig. |
| 10. | Gloves, suitable for field use and inconspicuously coloured. Either worn or carried with the equipment. |
| 11. | Clothing suitable for field use. <ul style="list-style-type: none"> ● Suitable for service use. ● Inconspicuously coloured. ● Long sleeves and pants legs. |
| 12. | Boots suitable for field use. <ul style="list-style-type: none"> ● Suitable for service use. ● Inconspicuously coloured ● Long shafts, so that the boot upper covers the malleoli bones of the ankle. |

The total weight of the competitor's equipment must be at least 12 kg. Equipment to be measured in addition to equipment 1-9. shall include:

- Battle belt or similar.
- Helmet. All equipment attached to the helmet are included. Hearing protectors and goggles, etc. are included if the shooter is wearing a helmet.
- Any other equipment that is carried in the shooter's gear, such as in a backpack or in a vest.
- Knee and elbow pads.

Deliberate lightening of equipment during the check is forbidden.

The mandatory equipment 1-8. and 10. must be available so that it can be reached by the competitor with one hand.

In shotgun and sniper rifle stages, a military division competitor does not have to carry the mandatory rifle magazines as long as the minimum weight limit is met.