

PRAIRIEFIRE RANK CHAMPIONSHIP
Match Rulebook



\$100,000 2022 RANK CHAMPIONSHIP

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*Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director or his designee. Rulings by the Match Director or his designee will be final, and will serve as a precedent for the duration of the event.

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1.0 SAFETY & CONDUCT RULES:

1.1 - It is the competitors' responsibility to read and understand the rules set forth by Prairie Fire (PF) and agree to be subject to these rules while participating in any PF event. It is the competitors' responsibility to know, understand and adhere to all Federal, State and Local Regulations regarding the use and transportation of firearms, including all applicable National Firearms Act (NFA) regulations related to the construction, transportation and use of any firearm regulated by NFA rules.

1.2 - All PF Events will be run on COLD RANGES.

1.2.1 - COLD RANGE definition: Competitors' firearms must remain unloaded at the event site except under the direct supervision of an event official.

1.3 - Eye and ear protection is mandatory for all competitors, spectators & range personnel at all times while at the event site.

1.4 - Competitors and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Clothing with offensive or obscene logos, sayings, pictures or drawings must not be worn or displayed at the event site.

1.5 - Transporting Pistol (from vehicle or between stages)

1.5.3 - Pistols carried between stages must be cased or remain holstered.

1.6.3 - When clearing the firearm at the end of the COF, any round(s) that are found inadvertently left touching a firearm does not constitute a loaded chamber or loading device (e.g., live round that has stove piped, live round in the mag well).

2.0 DISQUALIFICATIONS –

A Disqualification (DQ) will result in complete disqualification from the event and the competitor will not be allowed to continue. The competitor will not be eligible for prizes. A Range Officer may rule on a competitor's disqualification at any point during the stage after an infraction.

2.1 - Safety violations in question will require a Range Masters decision.

2.2 - A Range Officer must stop a competitor who causes a negligent discharge as soon as possible.

Definitions of Negligent Discharge:

2.2.1 - A shot which travels over a backstop, a berm or in any other direction deemed by the event organizers to be unsafe. (Please note: a competitor who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, through ricochet or bounce will not be disqualified)

2.2.2 - A shot that strikes the ground less than 10 feet from the competitor, except when shooting at a target that is placed closer than 10 feet from the competitor. The shooter will be stopped. The position that the shooter was in will be marked as well as the impact point. Until a ruling is made, no one shall walk the stage or the area where the violation occurred.

2.2.2.1 - Exception: A bullet or shot which strikes the ground within 10 feet of the competitor due to a "squib" shall not be subject to Rule (2.2.2)

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2.2.3 - A shot which occurs while loading, reloading, or unloading a firearm after the "Make Ready" command and before the "Range is Clear" command.

2.2.4 - A shot that occurs during remedial action in the case of a malfunction.

2.2.5 - A shot that occurs while transferring a firearm between hands.

2.2.6 - A shot that occurs during movement, except while actually shooting at targets.

2.2.6.1 - Exception: A detonation which occurs outside of the firearm while unloading is not considered a shot or discharge and is not subject to DQ.

Definition of a Detonation: Ignition of the primer of a round, other than by the action of a firing pin, where the bullet or shot does not pass completely through the barrel. (e.g., when a slide is being manually retracted or when a round is dropped).

2.2.7 - Disqualification for a Negligent Discharge includes slam-fires.

2.3 - A competitor shall be disqualified for dropping or losing control of a firearm that is loaded or magazine inserted with an empty chamber, at any time after the "Make Ready" command and before the "Range is Clear" command is issued.

2.3.1 Exception: Dropping an unloaded firearm (no magazine inserted, and no round chambered) will not result in disqualification, provided the firearm is retrieved immediately prior to continuing the course of fire. If a competitor continues the course of fire without immediately retrieving the firearm, the competitor will receive a stage DQ.

2.5 - 180 DQ Applications: A competitor shall be disqualified for allowing the muzzle of a firearm to break the 180-Degree Safety Plane.

Definition of the 180-Degree Safety Plane: The plane defined by an arc both horizontal and vertical that is created when the competitor is standing facing squarely downrange and parallel to the designated backstop used on the bay to define the 180-safety line on that particular stage. Any muzzle position that points backward toward the mouth of the bay away from the designated 180 safety line is a violation of Rule 2.5.

2.6 - Safety and Conduct DQ Applications:

A competitor shall be disqualified for unsportsmanlike conduct, which includes, but is not limited to cheating.

2.6.1 - Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties.

2.6.2 - Altering or falsifying score sheets or data in electronic scoring devices.

2.6.3 - Altering the configuration of firearms to gain an advantage

2.6.4 - Altering the course of fire. (i.e., moving props and or targets) This includes, but is not limited to, the repositioning or altering of targets, no-shoots, barriers, barrels, walls, tables, grounding containers, fault lines, painted markings, banners, trees, bushes or anything else deemed by match officials to create an unfair advantage.

2.6.5 - Discharging or "Burning" the last round(s) to empty the chamber or unload a firearm is admissible, but the firearm must be pointed in a safe direction.

2.6.8 - Any competitor found with a magazine inserted in their pistol, while not under the direct supervision of a range official, shall be escorted to a safe area or side berm to

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check the loaded condition. If the magazine, tube or chamber is found to be loaded, the competitor will be subject to a match DQ.

2.6.9 - A competitor who intentionally loses or displaces eye or ear protection during a course of fire will be deemed to be cheating and will be subject to a match DQ.

2.6.10 - Threatening or assaulting other competitors or staff personnel, using abusive language or hostile behavior toward a competitor, Range Officer, Range Master, Match Director, Match Staff or Range Venue Staff, will result in a match DQ. Disqualification for this type of conduct shall result in immediate ejection from the match venue property.

2.6.11 - Disruptive behavior from a competitor, in an attempt to disturb or distract other competitors that are shooting a course of fire, will result in a match DQ.

2.6.11.1 - Disruptive behavior from a spectator, threatening or assaulting other competitors or staff personnel, using abusive language or hostile behavior toward a competitor, Range Officer, Range Master, Match Director, Match Staff or Range Venue Staff shall result in their immediate ejection from the match venue property.

2.6.12 - Competitors must not consume or be under the influence of alcohol or non-prescription drugs at the event site. Violators will be directed to stop shooting, issued a match DQ and must leave the range. However, a competitor found to be impaired and deemed unsafe as a result of legitimate prescription drugs shall only be directed to stop shooting, not disqualified. The competitor, at the Match Directors discretion, may be allowed to resume competition, if judged to be fit to return.

2.6.12.1 - If a competitor is deemed by match staff to be unsafe, due to a medical condition, erratic behavior, an injury that impairs their ability to continue competing safely or is deemed to be unsafe to themselves or others around them, shall be directed to stop shooting, not disqualified. The final decision shall be at the sole discretion of the Match Director.

2.6.13 - Disqualifications will be finalized by the Range Master or the Match Director only.

2.6.14 - Refusal to submit to a rule compliant inspection of any or all equipment that a competitor is using during the match will result in a match DQ.

2.6.18 - Finger inside the trigger guard: The competitor's fingers must be visibly outside the trigger guard when moving and not engaging targets, loading, reloading, or unloading during a course of fire and while clearing a malfunction. RO's are permitted to issue verbal warnings. Failure to comply with Verbal Warnings will result in a Match DQ.

2.6.19 - All walls, barriers, or constructed obstacles are deemed hard cover and extend from the ground up to infinity. Moving under or over such props is strictly forbidden and is considered a safety violation. Unless specifically delineated and allowed in the Written Stage Briefing. Violation will result in a Match DQ.

3.0 AMMUNITION -

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3.1 Tracer, incendiary, armor piercing, steel jacketed or steel/tungsten core ammunition are specifically not allowed and are prohibited.

3.1.1 A competitor found in violation of Rule 3.1 shall be assessed a \$100 fee for each steel target damaged. Fines will be made payable the day of the offense.

3.2 Pistol ammunition shall be 9x19mm or larger.

4.0 FIREARMS -

4.1 - All firearms used by competitors must be serviceable and safe. Range Officers may demand examination of a competitor's firearm or related equipment at any time to check that they are functioning safely. If a Range Officer declares any such firearm unserviceable or unsafe, it must be withdrawn from the event until the firearm is repaired or replaced to the satisfaction of the Range Master or Match Director or their designee.

4.2 - If a competitor's firearm becomes unserviceable during competition, the competitor may replace their firearm with another of the same model, caliber and sighting system, pending approval of the Range Master or Match Director or his designee. In the event that a firearm of the same model, caliber, and sighting system cannot be found, the shooter may use any available firearm, but may also be moved to another division depending on the type of replacement firearm used. All replacement firearms must be approved by the RM/MD or his designee.

4.3 - For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock and sighting system combination.

4.4 - The same firearm system, per Rule 4.3, shall be used during the entire event. Forbidden changes include, but are not limited to: change of caliber, barrel length, sighting systems or stock style.

6.0 FIREARM REQUIREMENTS -

6.1 - Any semi-automatic handgun or revolver that meet the following requirements may be used. The firearm must be a traditional handgun that will be fired in the traditional fashion. Pistol classification of rifles or modular systems that do not present a traditional handgun appearance or employment are not allowed. Match Director is overall approval authority for use of custom or unconventional configurations.

6.2 - Firearms must function and operate as in the original factory configuration. All factory safeties must remain functional.

6.3 - Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

6.4 - Firearms with custom or factory installed electronic and/or optical sights are permitted provided the sight is not magnified.

6.5 - Firearms with compensators or barrel porting are not allowed.

6.6 - Extended magazines and base pads are permitted. Competitors will be limited to loading 10 rounds per magazine during field courses, however. NOTE: A competitor will be allowed to

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load 11 rounds in the first magazine to achieve 10+1 during the "MAKE READY" command, unless stated otherwise in the Written Stage Brief.

6.7 - The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded, manual safety engaged if equipped and holstered, unless stipulated otherwise in the Written Stage Brief.

7.0 TARGETS:

7.1 - Stages will use RANK paper targets and steel targets that can be categorized by color, size or shape as stipulated in the WSB.

8.0 SCORING & PENALTIES INDEX:

8.1 - Scoring for RANK static competition will be total points for both targets as indicated by the scoring rings on the target. The "X" ring will be counted and used for tie-breaking in the event that 2 or more competitors achieve the same score.

8.1.1 - Only holes in paper made by bullets will count for score. Evidence of the actual bullet must be present on the target, i.e., crown or grease ring mark on the hole. Holes made by shrapnel, bullet fragments or flying debris will not count for score or penalty.

8.1.2 - A scorable bullet hole that breaks the line of a scoring ring will count for the higher score. If a scoring call is in question, a clear overlay of the appropriate caliber will be centered over the bullet hole in question. If the outer ring of the overlay breaks the scoring line, the higher value will be awarded.

8.1.3 - Shots fired before the start signal will be considered a negligent discharge and result in a Match DQ.

8.1.4 - Maximum time for the first string of fire is 60 seconds. Maximum time for the second string of fire is 10 seconds. Shots fired and recorded as .31 seconds past par time or more will be counted as extra shots fired.

8.1.5 - Extra shots fired will result in the concurrent number of scoring hits being removed from the total in order of descending value, i.e. 7 shots fired and scores were 10X, 10x, 10, 5, 5, 1, 1. The first and second 10x will be removed from the total, bringing the score to 22.

8.1.6 - If the number of scorable hits exceeds 5 on either target, the concurrent number of scoring hits will be removed from the total in order of descending value.

8.1.7 - If a competitor fires shots with any part of their body in contact with the ground downrange of the firing line, a concurring number of scoring hits will be removed from the total in order of descending value. If the competitor has moved far enough forward as to create a safety issue, a cease fire command will be issued for the entire line. The competitor will be commanded to unload and show clear, be removed from the line, and will receive a Match DQ for safety violations. The remaining competitors that had not finished their string will be issued clean targets and will reshoot that portion of the course of fire.

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8.2 - Scoring for field courses-of-fire will be total points accumulated for the stage divided by total time in seconds.

8.2.1 - Only holes in paper made by bullets will count for score. Evidence of the actual bullet must be present on the target, i.e., crown or grease ring mark on the hole. Holes made by shrapnel, bullet fragments or flying debris will not count for score or penalty.

8.2.2 - A scorable bullet hole that breaks the line of a scoring ring will count for the higher score. If a scoring call is in question, a clear overlay of the appropriate caliber will be centered over the bullet hole in question. If the outer ring of the overlay breaks the scoring line, the higher value will be awarded.

8.2.3 - Steel targets will be worth 5 points, unless otherwise stated in the written stage brief, and must fall or activate to count for score. "Activation" will be described in the Written Stage Brief. If a knock down style target falls from the stand while being engaged, the competitor will receive score/credit for the target in question with no penalty assessed. If a steel knock down plate falls and lands flat on top of the stand and does not hit ground, the competitor will receive score/credit for the target.

8.2.4 - FTE "Failure to Engage" If a competitor does not engage a target, they will receive a 5-second FTE time penalty in addition to the loss of points for that target. Definition of "Engage": To be in a position where the muzzle is in the line of sight to a target and the competitor aims and fires upon that target. Definition of "Engage": To be in a position where the muzzle is in the line of sight to a target and the competitor aims and fires upon that target

8.2.5 - Maximum time for any stage, including penalties is designated by the WSB. All targets engaged up to specified par time shall be counted for score. All targets engaged at .31 sec past par time and beyond, shall not be counted for score.

8.2.6 - Steel targets may be used as No-Shoot targets. A steel No-Shoot target must fall to score. Any incidental ricochet or debris that hits a Steel No-Shoot and knocks it down will not count for score.

8.3 - Procedurals +5 Seconds

8.3.1 - Additional +5 Seconds: Foot faults, a competitor who fires shots while any part of their body is touching the ground or while stepping on an object beyond a Shooting Box or a Fault Line, or who gains support or stability through contact with an object which is wholly beyond and not attached to a Shooting Box or Fault Line, will receive one procedural penalty for each occurrence. However, if the competitor has gained a significant advantage on any target(s) while faulting, may instead be assessed one procedural penalty for each shot fired at the subject target(s) while faulting. A competitor can only receive a maximum of 4-foot fault penalties (20 seconds) per stage. When possible, the CRO will issue an audible "FOOT" warning and then begin assessing penalties. Foot faults will not be assessed from the prone position, as long as the competitor's body (upper torso) is inside the shooting area.

8.3.2 - Additional +5 Seconds: May be assessed for failing to follow stage procedures.

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8.3.3 - Additional +5 Seconds: Shall be assessed for failure to start in the position indicated in the Written Stage Briefing.

8.3.4 - Additional +5 Seconds: A competitor shall not use a grounding container, staging table, or structure for support at any time. Violation(s) are a per-shot penalty.

8.4 - Procedurals +10 Seconds

8.4.1 - Additional +10 seconds: The competitor MUST remain inside the rope or wooden fault lines, unless the WSB states differently. Leaving the rope or wooden fault line area and re-entering at a different location to create a shortcut is strictly forbidden.

8.4.2 - Additional +10 Seconds: Shall be assessed to any shooter who coaches another shooter during the course of fire. Examples are, but not limited to, calling out target directions, spotting information, shooting instructions, etc. If the individual providing the coaching is not a competitor, the Range Officer shall have the discretion to eject the noncompetitor from the stage.

8.5 - Calibration of Steel Targets

8.5.1 - The Range Master will be responsible for checking target calibration.

8.5.1.1 - The Range Master must designate a specific supply of 9x19mm ammunition (125 Power Factor) and one or more 9mm handguns to be used as official calibration tools by range officials authorized to serve as calibration officers.

8.5.1.2 - The Range Master must arrange for each popper to be calibrated prior to the commencement of a match, and whenever required during a match.

8.5.1.3 - For initial calibration, each popper must be set to fall when hit within the calibration zone with a single shot fired from a designated handgun using the calibration ammunition. The shot must be fired from the shooting location, in the course of fire, furthest from the popper being calibrated. The "Calibration Zone" is the circular plate portion of the popper.

8.5.2 - Calibration Challenges: A calibration call is not a stage prop failure and is not subject to a stoppage. If the competitor stop themselves, then they are scored as the stage stands. It is on the competitor to complete the course of fire and then challenge a calibration call. If a calibration call is made, the range master will come over with the calibration ammunition and test the popper. If the popper falls, when hit, the competitor receives a miss. If it does not fall, the competitor receives credit for the hit, no reshoot.

8.5.3 - During the course of fire, the competitors three options are:

- A.** Shoot the popper again until it falls. In this case, no further action is required, and the course of fire is scored "As Shot."
- B.** The popper is left standing, but the competitor does not challenge the calibration. No further action is required, and the course of fire is scored "As Shot" with the subject popper scored as a miss.
- C.** The popper is left standing, and the competitor challenges the calibration. In this case, the popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule,

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the competitor will get score/credit for the popper in question, with no penalties assessed. If the competitor or any other person violates this rule, the competitor in question will not get credit/score and the popper will be scored as a miss and the rest of the course of fire will be "scored as shot." If the popper falls for any non-interference reason (e.g., wind action) before it can be calibrated, Rule 10.2 will apply and a reshoot must be ordered.

- D. In the absence of any interference or problem with a target mechanism, a calibration officer must conduct a calibration test of the subject popper, when required under, from as near as possible to the point from where the competitor shot the popper. The following will apply:
1. If the first shot by the calibration officer hits on or below the calibration zone and the popper falls, the popper is deemed to be properly calibrated, and it will be scored as a miss.
 2. If the first shot fired by the calibration officer hits the popper anywhere on the scoring surface and the popper does not fall, the calibration test is deemed to have failed and the competitor will get score/credit for the popper in question with no penalties assessed. The target must now be recalibrated.
 3. If the first shot fired by the calibration officer hits above the calibration zone, the calibration test is deemed to have failed and the competitor will get score/credit for the popper in question with no penalties assessed. The target must now be recalibrated.
 4. If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired.

8.5.4 - Designated steel Knock Down style plates are not subject to calibration. If a designated steel Knock Down style plate is determined to have been struck and turned sideways, or is no longer presenting the face of the target to the competitor at the original location of engagement and does not fall, the competitor will get score/credit for the Knock Down plate in question with no penalty assessed.

8.6 - PROPS, VISION BARRIERS All props, walls, barriers, barrels, vision screens and other obstacles are deemed to be impenetrable "hard cover" (no pass through). Walls shall not be shot under or over, unless specifically permitted in the WSB. Firing a shot or shots through a vision barrier to engage a target will result in an additional penalty unless the target is re-engaged from a legal position.

9.0 APPEALS AND ARBITRATION:

9.1 - Decisions are initially made by the stages' Chief Range Officer (CRO).

9.2 - If the competitor disagrees with the CRO's decision, the Range Master or Match Director will be called to make the final ruling in the matter. Safety violations will not be subject to arbitration or appeal.

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9.3 - In the event a non-Junior competitor calls for an arbitration, the competitor will be the only person permitted to be present, other than PF staff, during the arbitration. If the competitor is a Junior, one other person may be present as an advisor. Arbitrations will not be conducted in public or in the presence of non-involved competitors.

9.4 - A safety rule violation is not negated because the CRO/RO or Match Staff did not immediately stop the competitor during the course-of-fire (COF).

9.5 - The approval of score review using the scoring tablet may not finalize your score. If discrepancies arise prior to the time that the final event scores are posted, PF will, with your notification, take whatever steps necessary to rectify and correct any such problem, including, but not limited to re-shoots.

10.0 RE-SHOOTS

10.1 - Re-shoots will only be issued by the Range Master or Match Director. The Range Master shall be informed immediately before any stage is re-shot for any reason. The competitor will be given the choice to re-shoot immediately or to have their position moved to the bottom of the shooting order and will be the last to complete the course of fire in that squad. If a reshoot is issued after the competitor has left the stage in question, the reshoot will take place at the discretion of the Range Master or Match Director.

10.2 - Range Equipment Failure: If a target falls or fails without being engaged, (e.g., wind action) after the start signal, the range officer shall stop the competitor as soon as possible. The competitor will then be required to re-shoot the course of fire once it has been reset.

10.3 - A competitor, during the course-of-fire, that inadvertently loses their eye or ear protection, may stop themselves and immediately notify the range officer as to why they have stopped. The competitor will then be required to re-shoot the course of fire once it has been reset.

10.3.1 - A competitor who intentionally loses or displaces eye and / or ear protection during a course of fire be subject to a match disqualification.

10.4 - Un-Restored Targets: If, following completion of a course of fire by a previous competitor, one or more targets have not been properly patched or taped or reset or if previously applied pasters have fallen off the target for the competitor being scored, the Range Officer must judge whether or not an accurate score can be determined. If there are extra scoring hits, or if it is not obvious which hits the competitor being scored made, the affected competitor must be ordered to re-shoot the course of fire.

10.5 - Range equipment failure can include the timer. If, at any time prior to the final event scores being posted, it has been determined by PF that the timer, for any reason, failed to record the actual last shot or that the time posted is deemed to be improbable and or impossible the competitor will be required to re-shoot the stage or receive a Did Not Finish (DNF) score for the stage in question.

10.6 - RO inadvertently comes in contact with competitor during the course of fire and disrupts the competitors COF, the competitor will be offered the choice to keep their score as is or be offered a reshoot. The decision to re-shoot the stage must be made by the competitor before

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the RO has informed the competitor of the stage time. Once the competitor has approved the score there will be no reshoot given.

10.6.1 - A re-shoot will not be offered if the competitor intentionally initiates contact with the RO during the COF.

11.0 RANGE COMMANDS AND PROCEDURES:

11.1 - RANK static course-of-fire

11.1.1 - PREPARATION – The current heat of competitors will move with their cleared and flagged handgun to the firing line table in their assigned position. All ammunition, magazines or other loading devices will remain on the staging table behind the firing line. The Chief Range officer (CRO) will ensure competitors are in place, with their pistols on the table. When satisfied, the CRO will issue the command “1-minute preparation begins now.” The competitors will then be allowed to retrieve their handguns, remove chamber flags, test sights/optics and dry fire. After one minute, the CRO will call “TIME,” and the competitors will place the handguns back in their respective positions on the firing line table. Competitors will not need to re-flag their handguns. Competitors will then move promptly to the staging table, retrieve their ammunition and return to the firing line table. They may place their ammunition on their belt, or stage it on the firing line table but may not handle firearms yet.

11.1.2 - MAKE READY – When the CRO is satisfied that downrange is clear and all competitors are in set, he will give the command, “MAKE READY.” Competitors may now retrieve their handguns, load their first magazine and chamber a round while maintaining the muzzle downrange in a safe direction. When satisfied with the condition of their handgun, the competitor will assume the start position and wait for the standby signal from the CRO. It is imperative that competitors accomplish this quickly so as not to overly delay the other competitors. If there is an issue that must be resolved before the course-of-fire, the CRO will tell that shooter to unload and show clear and remove them from the firing line. That shooter will be moved to another heat once they have resolved their issue.

11.1 - SHOOTERS ARE READY – When the CRO sees all competitors in the starting condition, he will indicate this by saying “SHOOTERS ARE READY.” If competitor has a loaded handgun, but is not ready, they must maintain control of the handgun downrange in a safe direction with one hand and raise their other hand over their head. The CRO will issue commands as required to resolve the issue.

11.2 - STANDBY – Following “SHOOTERS ARE READY” command, the CRO will state “STANDBY.” One to three seconds later an audible signal will indicate the course-of-fire has begun. Competitors may now aim and fire the prescribed number of shots on their appropriate target. A second audible signal will indicate the time limit for that course of fire has expired. Any shots fired after this signal will be scored as extra shots.

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11.4 - CEASE FIRE - Any Range Officer assigned to a stage may issue this command at any time during the course-of-fire. The competitors must immediately cease firing, stop moving and wait for further instructions from the Range Officer.

11.5 - UNLOAD AND SHOW CLEAR - If the competitor has finished shooting, or the time limit has been reached, they must lower their firearm and present it for inspection by the Range Officer, with the muzzle pointed down range, magazine removed slide/bolt locked or held open and the chamber empty. Once the R.O. has inspected the firearm, the competitor will be directed to re-insert the chamber flag and place the handgun back on the firing line table.

11.6 - RANGE IS CLEAR - This command shall be issued only after the competitor and the range officer have cleared all firearms. This declaration signifies the "End of the Course of Fire". Once this declaration is made, officials and competitors may then move down range to score, paste, reset and paint targets.

11.7 - In the event that a Range Officer terminates a course of fire due to a suspicion that a competitor has an unsafe firearm or unsafe ammunition (e.g., a "squib" load), the Range Officer will take whatever steps he deems necessary to return both the competitor & the range to a safe condition. The Range Officer will then inspect the firearm or ammunition & proceed as follows.

11.7.1 - If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a re-shoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded up to the last shot fired, and the course of fire will be "scored as shot", including all applicable misses and penalties.

11.7.2 - If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to re-shoot the stage.

11.8 - Additional Verbal Safety Warnings:

11.8.1 - "MUZZLE" This verbal warning may be repeated at different locations in the course of fire as needed, when the competitor's muzzle approaches the 180-Degree Safety Plane.

12.0 START & SHOOTING POSITIONS:

12.1 - RANK static course-of-fire

12.1.1 - Starting position – The starting position for both courses-of-fire for the RANK tournament will be shooter facing down range behind their respective firing points, weapon loaded with any manual safeties engaged, held in on or both hands, arm(s) extended and muzzle pointed downrange at 45 degrees down with finger outside the trigger guard. Taking this position will indicate to the Range Officers that the competitor.

12.1.2 - Firing Position – The firing position for both courses-of-fire will be standing unsupported. Standing means that the competitor's weight must only be supported by their feet. A slight crouch is allowed, but kneeling, seated, etc, are prohibited. The competitor is not allowed to make contact with anything but the ground for support

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during the course of fire. NOTE: Incidental contact with the firing line table (clothes brushing against it, etc) is allowed.

12.1.3 - If a competitor has a physical condition that prevents them from achieving the start or firing position, the Range Master will decide if their condition can be safely and fairly accounted for and issue guidance to the competitor and the CRO of that course-of-fire.

12.2 - Field Course-of-fire

- A.** Written Stage Briefings may require the "Start Position" to be standing, sitting, kneeling, prone or dictated otherwise.
- B.** A course of fire will never require or allow a competitor to touch or hold ammunition or a firearm loading device after the "Standby" command and before the "Start Signal" (except for unavoidable contact with the arms)

12.3 - PISTOL: Unless otherwise specified in the WSB, the competitor must stand erect, facing downrange, with arms hanging naturally at the sides, pistol loaded safety engaged if equipped and holstered. Unless the competitor opts to go prone at the start, then the pistol can be holstered and the chamber unloaded.

12.4 - PRONE: If a competitor takes the prone position by choice or is instructed by the Written Stage Briefing and they have a holstered pistol, the chamber of the pistol must not contain a live round. Violation of this rule will result in a match DQ. (Rule 2.5.2) This includes the start position or at any time during the course of fire. The competitor must fully unload the chamber of the pistol before re-holstering. Reinserting a loaded pistol magazine with an empty chamber is allowed. Prone is considered a "supported" shooting position. Note: Foot faults will not be assessed from the prone position. (Rule 8.6)

12.5 - SUPPORTED is defined as, when any part or the competitor's body and or firearm touches, rests, or comes in contact with the ground, any stage prop or object while engaging targets during the course of fire. Prone and shooting from a barricade is considered a supported position.

12.6 - UNSUPPORTED is defined as, when no part or the competitor's body and or firearm touches, rests, or comes in contact with the ground, any stage prop or object while engaging targets during the course of fire. (Also known as "Off Hand")

12.7 - BARRICADE: When stipulated in the Written Stage Briefing, Barricades or other designated structures may be used by the competitor to shoot from the "Prone" or "Supported" positions without penalty. However, where shots may be fired from can be designated by the WSB.