

**2020 Texas Tune Up
Official Rules
Updated 11/25/19**

Penalties Index

Paper Failure to neutralize (FTN) (only 1 hit in C or D zone) = +5 seconds

Paper Miss (no hits on paper) = + 10 seconds

Static Clay Miss = +5 seconds

Aerial Clay Miss = +2.5 seconds

Steel Miss = + 10 seconds

Long Range Steel Miss > 100 yds = + 20 seconds

No Shoot (max 2 per NS target) = + 10 seconds

Target not Engaged < 100 yds = + 5 seconds (in addition to miss penalty)

Target not Engaged > 100 yds = + 10 seconds (in addition to miss penalty)

Procedural = + 5 seconds (2.5.3, 2.5.4, 4.6, 6.1.11)

Prohibited Action Penalty = + 20 seconds (2.5.5, 4.2, 4.7, 5.1.2, 6.1.12)

Fail to Rotate Spinner = + 30 seconds

Minimum Engagement Distance to steel

Pistol - 7 yards

Birdshot - 7 yards

Slug - 40 yards

Rifle - 40 yards

Texas Shooting Academy (TSA) reserves the right to change or modify the rules as necessary. Current rules in effect will be published at www.tsarange.com

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1. General Conduct & Dispute Resolution

1.1 Texas Shooting Academy (TSA) RULES:

1.1.1 It is the competitor's responsibility to read and understand the rules set forth by TSA and agree to be subject to these rules while participating in any TSA event.

1.2 WRITTEN STAGE BRIEFING: (WSB)

1.2.1 It is the competitor's responsibility to read and understand the Written Stage Briefing (WSB) and obey any special conditions or requirements stipulated therein, any rule differences from the TSA rulebook shall be written in the WSB and will be the governing rules as stipulated for that particular Course of Fire (COF).

1.3 FEDERAL AND STATE LAW:

1.3.1 It is the competitor's responsibility to know, understand and adhere to all Federal, State and Local Regulations regarding the use and transportation of rearms, including all applicable National Firearms Act (NFA) regulations related to the construction, transportation and use of any rearm regulated by NFA rules.

1.4 Eye protection is mandatory for participants, spectators, & officials at the event site.

1.5 Ear protection is mandatory for participants, spectators, & officials while on or near a stage.

1.6 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired because of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.7 Participants and spectators are expected to conduct themselves in a courteous and sportsmanlike manner at all times. Any person who

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violates this rule may be ejected from the event site at the Match Director's discretion.

- 1.8 Clothing with any offensive or obscene logos, sayings, pictures, or drawings must not be worn or displayed while at the event site.
- 1.9 Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, the participant will not be allowed to continue nor be eligible for prizes and will not receive a refund.
- 1.10 Participants must obey venue speed limits and rules. Violation will result in being ejected from the property and assessed a DNF (Did Not Finish) score for the remainder of the match. No refunds will be given.
- 1.11 A participant shall be disqualified for unsportsmanlike conduct. Examples of unsportsmanlike conduct include:
 - 1.11.1 Cheating, such as:
 - 1.11.1.1 Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty
 - 1.11.1.2 Altering or falsifying score sheets
 - 1.11.1.3 Altering the configuration of firearms or equipment without permission of the Match Director
 - 1.11.2 Threatening or assaulting other participants or Event Officials
 - 1.11.3 Disruptive behavior likely to disturb or distract other participants while they are shooting
 - 1.11.4 Willful disregard of Event Official instructions
- 1.12 The final decision on all disqualifications and reshoots will be made by the Range Master or Match Director.
- 1.13 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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2. Safety

- 2.1 All events will be run on cold ranges.
 - 2.1.1 Participants' firearms will remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
- 2.2 Firearms may only be handled and/or displayed in a designated safe area.
 - 2.2.1 Safe areas will be designated by event officials.
 - 2.2.2 No firearm may be loaded in a safe area.
 - 2.2.3 No ammunition (including dummy ammunition or snap caps) may be handled in a safe area.
- 2.3 Firearms may be transported to, from and between stages only in the following conditions:
 - 2.3.1 Handguns must be unloaded, cased or holstered, de-cocked and with the magazine removed.
 - 2.3.2 Rifles and shotguns must be unloaded, cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried slung with the muzzle up or down. Actions must be open, or a chamber flag inserted, and detachable magazines removed. The use of high-visibility chamber flags is recommended as a courtesy to other event participants.
- 2.4 A participant who causes an unsafe discharge will be stopped by an Event Official as soon as possible, and shall receive a MATCH DQ. Examples of unsafe discharge include:
 - 2.4.1 An accidental or negligent discharge that travels over a backstop, a berm, or in any other direction deemed by Event Officials to be unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

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- 2.4.2 A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant.
 - 2.4.2.1 Exception - a shot that strikes the ground within 10 feet of the participant due to a “squib”
- 2.4.3 A shot that occurs while loading, reloading, or unloading any firearm.
 - 2.4.3.1 Exception - a detonation which occurs while unloading a firearm is not considered an accidental discharge. A “detonation” is defined as the ignition of the primer of a round, other than by action of a firing pin, where the projectile or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped etc.).
 - 2.4.3.2 Exception – A “slam fire” detonation caused by the firing pin traveling forward when the gun is on safe during “make ready” that does not travel over the berm or impacts in a safe place. If the gun can be repaired and demonstrated to be safe to match staff the competitor may continue with it.
- 2.4.4 A shot which occurs during remedial action in the case of a malfunction.
- 2.4.5 A shot which occurs while transferring a firearm between hands.
- 2.4.6 A shot which occurs during movement, except while engaging targets.
- 2.5 A participant who performs an act of unsafe gun handling will be stopped by an Event Official as soon as possible, and shall be disqualified.
Examples of unsafe gun handling include:
 - 2.5.1 Dropping a firearm, whether loaded or unloaded, at any time after the “Make Ready” command and before the “Range Is Clear” command.
 - 2.5.1.1 If a loaded firearm is dropped during the course of fire or while loading or unloading, it will result in a MATCH DQ.
 - 2.5.1.2 If an unloaded firearm is dropped during the course of fire, it will result in STAGE DQ. It must be retrieved by an Event Official.

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- 2.5.2 Use of any unsafe ammunition as defined in Section 3 will result in a MATCH DQ.
- 2.5.3 Shooting of any barricade or prop made of wood on the firing line will result in a Procedural penalty per shot fired. This does not apply to wooden framed walls outside of the shooting area.
- 2.5.4 Shooting any barricade or prop made of steel within the minimum safe distances outlined in rule 2.5.8 will result in a Procedural penalty per shot fired. Stages will be built to support the shooter in this not being an issue while legitimately engaging a target.
- 2.5.5 Abandoning a firearm during a stage in any location other than a designated safe abandonment location (dump barrel for long guns and dump bucket or re-holster for pistol) as stipulated in the stage briefing will result in a MATCH DQ. Firearms may be staged on designated tables when directed in the WSB at the start of the COF but can never be abandoned or grounded on a table or anywhere except a designated safe abandonment location. Firearms abandoned in an unsafe manner that results in a discharge will result in a MATCH DQ. Firearms abandoned in an unsafe manner that do not result in a discharge will result in a **Prohibited Action Penalty** of 20 seconds. Firearms may only be abandoned in one of the following conditions:
 - 2.5.5.1 Loaded, safety catch fully engaged, muzzle pointed in the designated safe direction.
 - 2.5.5.2 Completely unloaded (no ammunition in the firearm), detachable magazine removed, muzzle pointed in the designated safe direction.
- 2.5.6 Unloading any firearm in an unsafe manner, or discharging a firearm while not legitimately engaging a target will result in a MATCH DQ.

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- 2.5.7 Allowing the muzzle of a firearm to break the 180-degree safety plane, designated safety plane, or prohibited muzzle safe direction in the stage briefing. (see also 2.5.11) will result in a MATCH DQ.
 - 2.5.7.1 In the case of a participant facing downrange, the muzzle of a loaded handgun may point slightly up range while drawing, so long as it does not point outside an imaginary circle of three (3) feet radius from the participant's feet.
- 2.5.8 Engaging a steel target in an unsafe manner, will result in a MATCH DQ, such as by:
 - 2.5.8.1 Engaging steel targets with handgun ammunition at a range of less than 7 yards.
 - 2.5.8.2 Engaging steel targets with shotgun birdshot ammunition at a range of less than 7 yards.
 - 2.5.8.3 Engaging steel targets with shotgun buckshot ammunition at a range of less than 7 yards.
 - 2.5.8.4 Engaging steel targets with shotgun slug ammunition at a range of less than 40 yards.
 - 2.5.8.5 Engaging steel targets with rifle ammunition at a range of less than 40 yards.
- 2.5.9 Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping) will result in a MATCH DQ
 - 2.5.9.1 Exception - sweeping of the lower extremities (below the belt) while drawing a handgun, provided that the participant's fingers are clearly outside of the trigger guard.
- 2.5.10 Using a tube-type shotgun speed-loading device without a primer relief cut
- 2.5.11 Pointing a firearm, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe will result in a MATCH DQ.

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2.6 Multiple infractions that would result in a STAGE DQ will result in a MATCH DQ.

3. Ammunition

3.1 Handgun ammunition shall be 9mm Parabellum (9x19mm NATO) or larger, unless otherwise stipulated under equipment division rules.

3.2 Rifle ammunition shall be .223 Remington (5.56x45mm NATO) or larger, unless otherwise stipulated under equipment division rules.

3.3 Shotgun ammunition shall be 20 gauge or larger, unless otherwise stipulated under equipment division rules.

3.3.1 Birdshot must be no larger than #6 birdshot and be made from lead or bismuth. Iron/steel/tungsten birdshot is unsafe and prohibited.

3.3.2 12 ga. buckshot must have no more than 9 pellets and be 00 buck or 000 buck.

3.3.3 20 ga. buckshot must have no more than 20 pellets and be #3 buck

3.4 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.

3.5 No bi-metal ammunition is permitted. Bi-metal is the less expensive Full Metal Jacket made with a lead center, steel jacket, and a copper wash making it appear like the standard lead/copper full metal jacket accepted at most ranges.

3.6 Magnets may be used to inspect ammo at any time while on the venue property. Participants found in violation of possessing/using ammo prohibited in 3.4 and 3.5 will receive a Match DQ and will not receive a refund. Do not bring prohibited ammo to the event.

3.7 A chronograph may be used by Event Officials to verify compliance with Heavy divisions power factor requirements. Participants may be selected for testing on any basis approved by the Match Director. The chronograph procedure is as follows:

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- 3.7.1 Chronograph will be placed 10 yards from the muzzle of the firearm
- 3.7.2 Event staff will load and shoot the firearm over the chronograph.
- 3.7.3 5 rounds will be fired and the average velocity will be used to determine the power factor.

4. Firearms

- 4.1 All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.
- 4.2 Firearms capable of fully automatic- or burst-fire ("machine guns") may be used only in semi-auto mode (i.e. not more than one (1) round fired with each pull of the trigger). Violation of this rule will incur a **Prohibited Action Penalty** of 20 seconds time penalty per occurrence.
- 4.3 Participants must use the same firearms (handgun, rifle, and shotgun) for the entire event.
 - 4.3.1 If a participant's firearm becomes unserviceable, that participant may replace their firearm with another of a substantially similar model, caliber, and sighting system only with the approval of the Match Director.
- 4.4 Participants generally may not reconfigure any firearm during the course of the event. Explicitly prohibited acts include changing caliber, barrel length, shotgun magazine tube length, sighting systems and/or stock style. Explicitly permitted acts include installing or removing support devices (e.g. bipods), slings and other minor accessories (e.g. scope covers).
 - 4.4.1 If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm

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configuration, then the repair must be approved by the Match Director.

- 4.5 Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:
- 4.5.1 Handgun: Loaded to division start capacity and holstered. In the case of single-action autos or double-action autos with manual override safeties, the safety catch must be in the “safe” position. In the case of double-action autos & revolvers, without safeties, the hammer must be down/forward.
 - 4.5.2 Rifle: Loaded to division start capacity and held in the low ready position. Safety catch must be in the “safe” position.
 - 4.5.3 Shotgun: Loaded to division start capacity and held in the low ready position. Safety catch must be in the “safe” position.
 - 4.5.4 Participants may not touch or hold any firearm-loading device or ammunition after the “Standby” command and before the “Start Signal” (except for unavoidable touching with the lower arms).
- 4.6 Firearms abandonment shall be handled using the “2000-foot cliff” rule. Once a firearm has been abandoned in a dump barrel, it is considered to be no longer available for use in the stage, as if you had thrown it off a 2000-foot cliff. Returning to an abandoned firearm will result in a procedural penalty per shot fired with that weapon after retrieval.
- 4.7 At no point may the participant shoot a firearm while holding a second firearm in the other hand, violation will result in a **Prohibited Action Penalty** per shot fired.
- 4.8 Hot reholstering of the pistol will never be required but is permitted if the competitor believes they can do it safely. It must be returned to the holster in a legal condition as follows: Unloaded, or in the case of single-action autos or double-action autos with manual override safeties, the safety catch must be in the “safe” position. In the case of

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double-action autos & revolvers, without safeties, the hammer must be down/forward.

5. Equipment Divisions

5.1 Participants will declare one equipment division at the beginning of the event.

5.1.1 Equipment divisions are as follows: Open, Tactical Optics, PCC only.

5.1.2 Failure to meet all the equipment and ammunition requirements for the declared division shall result in the participant being charged a **Prohibited Action Penalty** (+20 seconds) **PER SHOT FIRED** while using prohibited equipment.

5.2 Open division

5.2.1 Handgun

5.2.1.1 Handgun holsters must safely retain the handgun during vigorous movement, and must completely cover the trigger. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross-draw holsters are prohibited.

5.2.1.2 Magazine length may not exceed 170mm.

5.2.1.3 Electronic sighting device is allowed.

5.2.2 Rifle

5.2.2.1 Supporting devices (e.g. bipods) are permitted, and may begin any stage folded or deployed at the participant's discretion

5.2.2.2 Unlimited electronic sighting devices are allowed.

5.2.2.3 Bags, slings, and other devices designed to provide additional support are permitted.

5.2.3 Shotgun

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- 5.2.3.1 Speed loading devices and/or detachable box magazines are permitted.
- 5.2.3.2 Tubular speed loading devices must feature a primer relief cut.
- 5.2.3.3 Electronic Sighting Device is allowed.

5.3 Tactical Optics Division

- 5.3.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.
- 5.3.2 Handgun
 - 5.3.2.1 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement, and must completely cover the trigger. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross-draw holsters are prohibited.
 - 5.3.2.2 Electronic sights, optical sights, extended sights, compensators, muzzle brakes, or barrel porting are prohibited.
 - 5.3.2.3 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines.
- 5.3.3 Rifle
 - 5.3.3.1 Not more than one (1) electronic or optical sight is permitted.
 - 5.3.3.2 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, cannot be used as an aiming device by itself, and remains mounted in the same location on the rifle for the duration of the

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event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction.

5.3.3.3 Supporting devices (bipods, etc.) are prohibited.

5.3.3.4 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.3.4 Shotgun

5.3.4.1 Only tubular magazines are permitted.

5.3.4.2 Electronic sights and optical sights are prohibited.

5.3.4.3 Supporting devices (bipods, etc.) are prohibited.

5.3.4.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.3.4.5 Speed loading devices and/or detachable box magazines are prohibited.

5.3.4.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.4 PCC only division

5.4.1 No equipment restrictions.

5.4.2 Caliber must be a common pistol caliber. Match staff reserves the right to ban a specific caliber. If you have questions please email info@tsarange.com

6. Scoring & Penalties

6.1 Stage score will be based on raw time plus penalties.

6.1.1 Unless otherwise stipulated in the stage briefing, IPSC cardboard “shoot” targets must be neutralized by receiving either one (1) A-zone hit, one (1) B-zone hit or two (2) hits anywhere in the scoring area. Examples of neutralized targets include:

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- 6.1.1.1 One (1) hit in the upper A-zone or B-zone
- 6.1.1.2 One (1) hit in the lower A-zone
- 6.1.1.3 Two (2) hits anywhere in the scoring area, in any combination of the C-zone and/or D-zone
- 6.1.1.4 Slug paper targets will require only 1 hit inside the scoring area to neutralize a paper target.
- 6.1.1.5 The hit or hits only need to touch or break the perforation to avoid penalty.
- 6.1.2 IPSC cardboard “shoot” targets that are not neutralized will incur time penalties as follows:
 - 6.1.2.1 One (1) hit in the C-zone or D-zone only = 5 second penalty (Paper Failure To Neutralize).
 - 6.1.2.2 No hits on target, but target was engaged = 10 second penalty (Paper Miss).
- 6.1.3 Only holes made by bullets/slugs/pellets will count for score/penalty. Evidence that the bullet made the hole must be present on the target (i.e. crown or grease ring/mark). Holes made by shrapnel, fragments, wads or flying debris will not count for score/penalty.
- 6.1.4 Paper or cardboard targets are considered impenetrable, and shoot-through shots that impact a target after passing through a paper or cardboard target will not count for score or penalty.
- 6.1.5 Shots that are not completely inside the scoring area of a paper target may hit another target for score.
- 6.1.6 Steel Knock-down targets (e.g. Pepper Poppers, knock down steel, etc.) must fall to score. Swinging/flashing targets must react in the manner prescribed in the stage briefing. If requested, an Event Official may call hits on targets greater than 100 yards.
- 6.1.7 Steel Knock-down/swinging/flashing targets that do not fall/react will incur time penalties as follows:

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- 6.1.7.1 Target did not fall/react, but target was engaged (≤ 100 yards) = 10 second penalty (Steel Miss).
- 6.1.7.2 Target did not fall/react but target was engaged (≥ 100 yards) = 20 second penalty (Long Range Steel Miss)
- 6.1.8 Knock-down targets will be calibrated before the event begins.
 - 6.1.8.1 Handgun targets will be calibrated with a 9mm handgun using factory ammunition.
 - 6.1.8.2 Shotgun targets will be calibrated with a 12-gauge shotgun, barrel length not to exceed 26", using a factory 1200 fps, 1-1/8 ounce load of #7.5 or #8 birdshot, with a modified choke.
 - 6.1.8.3 The Range Master will designate specific supplies of 9mm and 12 gauge ammunition, and one or more handguns and shotguns, to be used as official calibration tools only by the Range Master or designated testing personnel. Designated calibration firearms and ammunition are not subject to challenge.
- 6.1.9 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered "broken". A clay that falls from the stand while being engaged but does not break will be scored as a hit.
- 6.1.10 Frangible targets that do not break will incur time penalties as follows:
 - 6.1.10.1 Static Frangible Target did not break, but target was engaged = 5 second penalty (Clay Miss).
 - 6.1.10.2 Aerial Frangible Target did not break, but target was engaged = 2.5 second penalty (Aerial Clay Miss).
- 6.1.11 **Targets Not Engaged** will be scored as misses with appropriate penalties applied and will also incur an additional Target not engaged penalty of:
 - 6.1.11.1 Target was not engaged (≤ 100 yards) = 5 second penalty (Target Not Engaged) in addition to the penalty for the miss.

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- 6.1.11.2 Target Not Engaged (≥ 100 yards) = 10 second penalty (Long Range Target Not Engaged) in addition to the penalty for the miss.
- 6.1.12 Scoring hits on designated “No Shoot” targets will incur a 10 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel “No Shoot” targets must fall/react to score. The hit or hits only need to touch or break the perforation to be penalized.
- 6.1.13 Failure to follow the procedures prescribed in the stage briefing will result in a 5 second penalty.
 - 6.1.13.1 If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a “per shot” basis.
 - 6.1.13.2 Enhanced procedural penalties may be applied at the Match Director’s discretion if a participant willfully and egregiously violates stage procedures.
 - 6.1.13.3 The rendering of any assistance or advice to a participant who is actively engaged in a stage (“coaching”) by any person other than an Event Official is prohibited. Event Officials may penalize the “coach” and/or the participant with a procedural penalty for each occurrence. Persistent coaching may be subject to the provisions of rule 1.4 and/or 1.7.
- 6.1.14 Any Prohibited Action outlined in rules or stage description will result in a 20 second **Prohibited Action Penalty** per occurrence.
- 6.1.15 Additional penalties may be applied as stipulated in the stage briefing.
- 6.1.16 Did Not Fire (DNF) will result in 0 match points for the stage.
- 6.1.17 The Match Director may specify a time limit (par time) for completing any stage by stating it clearly in the stage briefing. If a participant exceeds the time limit, they will be stopped by an Event Official and the stage will be scored as shot with all applicable miss and FTE penalties.

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6.2 Stage Points

- 6.2.1 Stage points will be calculated separately for each equipment division.
- 6.2.2 Stage points will be awarded to participants according to their stage time relative to the fastest time on that stage, using the equation
$$\text{STAGE_POINTS} = (\text{FASTEST_TIME} / \text{PARTICIPANT_TIME}) \times \text{STAGE POINT VALUE}$$
. Stage point value is determined by using the fastest time as the point value, rounded down to the nearest whole number. For example, if the fastest time on a stage is 68.55 seconds, the stage will be worth 68 match points.
- 6.2.3 Total points accumulated for all stages will determine the event placement by division.
- 6.2.4 Highest score wins.

7. Awards

- 7.1 Prize money will be awarded in the following divisions: Open, PCC, and Tactical Optics. The payout is as follows:
1st place, \$2000 - 2nd place, \$1000 - 3rd place, \$500
- 7.2 One or more of the following individual participant categories may be recognized at the discretion of the Match Director:
 - 7.2.1 Junior: Participants who were under the age of 18 years on the first day of the event
 - 7.2.2 Senior: Participants who are over 55 years old at the beginning of the match.

8. WEATHER RULES CORRECTIVE MEASURES:

May include but are not limited to:

- 8.1 Postponing during periods of lightning strikes.

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- 8.2 Bagging paper targets to protect from moisture, paster loss and replacement.
- 8.3 Adding inert material to the shooting area to improve dangerous footing conditions.
- 8.4 Using rubber bands, clips or other devices to secure knock down steel targets, and clay targets.
- 8.5 RE-SHOOT AND RANGE EQUIPMENT FAILURE:**
 - 8.5.1 For poppers, other hinged targets, falling steel, or clay targets, the following options shall apply under Weather Rules with regard to re-shoots due to range equipment malfunction. Option 1: If any targets are blown down, fall, or are otherwise defeated by weather related causes BEFORE the RO has activated the start timer initiating the COF, the RO shall stop the competitor, make the COF safe, remedy the target(s), and re-start the competitor. Option 2: If any targets are blown down, fall, or are otherwise defeated by weather related causes AFTER the RO has activated the start timer initiating the COF, the shooter shall continue the course of fire, but MUST engage the target or it's stand with at least one shot with the correct firearm for that target.
 - 8.5.2 Failure to engage the defeated steel or clay target will result in all applicable MOT and FTE penalties.
- 8.6 Match officials may have to take actions to ensure completion of the match such as removing stages from the competition and any other measures deemed necessary to complete the competition.
- 8.7 In extreme circumstances, if the competition cannot be completed, match officials reserve the right to end the competition and distribute the prizes via a random draw instead of order of finish.