

THE MASTERS
INTERNATIONAL SHOOTING CHAMPIONSHIP
COURSEBOOK

PREFACE

SPECIAL CATEGORY Eligibility

The **Masters International Shooting Championship** handgun tournament competition is comprised of three individual Events: the **Precision Event**, the **Action Event**, and the **Long Range Event**. The MASTER CHAMPION title is awarded to the competitor who competes in all three Events and achieves the highest combined aggregate score.

In addition to the Tournament competition, the Masters also sponsors specialty Side Events, various Shootoff Events, and a Bikathlon Event for youngsters.

The concept underlying the Masters handgun courses of fire is to combine all the major different types of handgun shooting competition into a single event, using reactive targets for maximum excitement.

The Masters International Shooting Championship reserves the right to modify any Rule or Course of Fire requirement at any time, as it may deem appropriate.

SECTION ONE
GENERAL RULES

I. SAFETY:

1. Firearms may not be handled anywhere on PASA Park property except in designated dry-fire/safe-handling areas, or while under match officials' direction in the process of competition. Any person handling a firearm except in a designated dry-fire/safe-handling area or while under match officials' direction in the process of competition is subject to disqualification from The Masters tournament and/or expulsion from the range.

NOTE: The parking lots are NOT dryfire/safe-handling areas.

2. Firearms must be holstered or securely cased at all times everywhere on PASA Park property, except when in a designated dryfire/safe-handling area, or while under match officials' direction in the process of competition. Except while under match officials' direction in the process of competition, any firearm having a magazine must have the magazine removed. Handguns carried in open-top competition cases or trays must have actions open.
3. Firearms may not be loaded until the competitor has taken position at a supervised firing point, the gun pointed toward the targets, and the command "Load and Make Ready" has been given. Any person otherwise possessing a loaded firearm anywhere on PASA Park property is subject to immediate disqualification from The Masters tournament and/or expulsion from the range.

NOTE: A firearm that contains a loaded magazine or a cartridge in its cylinder shall be considered a loaded firearm.

4. In the event of a firearm malfunction, the normal procedure will be for the competitor to rectify the situation, always keeping the muzzle pointing in a safe direction, and carry on. If he is unable to do so, he will stand fast, lower the firearm safely pointed down range and signal by raising his free hand. The Range Officer will examine the disabled firearm to verify it is unloaded before the competitor exchanges the disabled firearm for a replacement, or before the competitor leaves the firing line.
5. While on a competition range, a shooter may not pick up a dropped firearm except under the direction of a match official.
6. In the event a disabled firearm cannot be unloaded due to a broken or malfunctioning mechanism, the Range Officer will take such action as he thinks best and safest. Under no circumstances will a competitor leave the firing line in the possession of a loaded firearm.
7. After firing, no shooter may leave his position until his firearm has been unloaded and inspected by a safety officer.

8. Dry-firing will be permitted only under the following circumstances:
 - a) while the competitor is at his position, during the "load and make ready" interval.
 - b) in a designated "dry-fire/safe-handling" area.
 - c) shooters dry-firing must observe all safety precautions and rules normally in effect for live firing.
 - d) all dry-firing must be done from a designated dry-fire line, and must cease immediately if anyone moves ahead of that line.
9. All competitors and other personnel in the immediate vicinity of any range are required to wear eye protection.
10. All competitors and other personnel in the immediate vicinity of any range are required to wear hearing protection.
11. Children under age 16 must be accompanied by, and remain under the direct supervision of, parents, guardians or responsible adults at all times.
12. Pets must be leashed.
13. The speed limit while on PASA Park property shall be a maximum of 5 miles per hour.

II. COMPETITOR RESPONSIBILITIES:

14. Each competitor is individually responsible:
 - a) to seek out and acquire full knowledge of The Masters program schedule and all Masters tournament rules, and conform his conduct to those rules. (Match officials are not responsible for a competitor's failure to seek information, or to familiarize himself with the Masters program and courses of fire.)
 - b) to see that all his equipment meets all rules and specifications for any event in which the equipment is to be used.
 - c) to avoid the use of any equipment, and to avoid any firing position, which 50 closely borders illegality as to invite protest, or which creates an obstacle for Range Officers in the performance of their duty to insure safety and enforce the rules.
15. It is the duty of each competitor to obey instructions of the Match Director, Range Officers, Safety Officers, or any other official of the tournament.

16. It is the duty of each competitor to report at his scheduled time for all events. A competitor not reporting at scheduled check-in time shall be disqualified for that event, unless rescheduled by the Match Director.
17. It is the duty of each competitor to check his scores as written on their score cards and to sign their score cards. Scoring errors discovered after a competitor has signed his scorecard shall stand as signed.
18. It is the duty of each competitor to cooperate with tournament officials in a sincere effort to conduct a safe, efficient tournament. Competitors are expected to promptly call the attention of proper officials to any infraction of rules of safety or good sportsmanship. Failure of a competitor to cooperate in any case arising out of infractions of these rules may result in the said competitor being considered as an accessory to the offense.

III. EQUIPMENT LIMITATIONS:

19. All devices or equipment which might aid the shooter unfairly, or which are contrary to the spirit of The Masters' rules and regulations are forbidden. The Match Director shall have the right to examine a shooter's equipment or apparel. It is the competitor's responsibility to submit questionable equipment or apparel for official inspection and approval in sufficient time prior to the beginning of a match so that it will not inconvenience either the competitor or the official, or delay the start of the match.
20. The same firearm and accessories must be used throughout each match. No interchange of barrels, calibers, sights or accessories is allowed. A disabled firearm or equipment must be restored to function on the line or replaced with other qualified firearm or equipment of like configuration as the original within the designated time allowed for firing the match wherein the breakdown occurs, in order for the competitor to continue the match, without disruption that might affect other competitors on line at the same time. Such replacement firearms or equipment must be immediately accessible within the immediate match area.
21. Triggers which function on release are specifically prohibited. Cable-activated and remote-activated trigger mechanisms are prohibited. .
22. Incendiary, armor piercing, and similar ammunition is specifically prohibited.
23. Use of artificial support is prohibited except as individually authorized for a physically handicapped shooter. Artificial support is defined as follows:
 - a) Any supporting surface, not specifically authorized. If the firearm is touching the ground, it is considered artificial support.

- b) Any garment which can be interpreted as providing artificial support, unless specifically authorized by individual Event rules.
- c) Any device which in the judgment of the Match Director can provide artificial support.

24. Gloves which do not form an artificial support are allowed.

IV. PROCEDURAL RULES:

- 25. Shooters will be allowed a specified amount of time immediately prior to each phase of fire to "Load and Make Ready." It is the competitor's responsibility to load his gun and be prepared to fire within the allocated time. (See specific-rules for each Event for sequence of range commands and allotted times.)
- 26. Sighting shots from the firing line are not permitted as part of the course of fire. A sighting shot will be ruled an Accidental Discharge disqualification.
- 27. No competitor will deliberately fire on the wrong target nor fire more than the required number of shots, including hits on some other competitor's target or misses. Targets hit due to cross-firing shall accrue to the score of the competitor whose targets are hit.
- 28. Competitors, scorers, and range officers will limit their conversation directly behind the firing line to official business.
- 29. When, due to a breakdown or loss of personal equipment or injury, a competitor is unable to complete a course or wishes to terminate the Course of Fire, he will raise his free hand and advise the Range Officer.
- 30. When a competitor is unable to fully complete a course of fire, for whatever reason, other than range equipment failure or disqualification, his score will be recorded as zero for each unfired Phase in Events having a possible positive target score; and will be recorded as maximum time plus maximum penalties in Events having fastest-time scores. Positive target scores for incomplete Phases will stand as if completed.
- 31. Paramilitary-style camouflage clothing, or shirts with controversial slogans or sayings WILL NOT BE ALLOWED. Anyone wearing these items will be expelled from the range.
- 32. Color-blind shooters must notify the Match Director in writing no later than July 15th of the year of the Match.

33. Disorderly conduct or intoxication is strictly prohibited. Anyone guilty of same will be expelled from the range. Expelled competitors will be disqualified from the competition, and prohibited from subsequent entry into The Masters for one year.
34. Loud or abusive language will not be permitted. Anyone guilty of same will be expelled from the range. Expelled competitors will be disqualified from the competition, and prohibited from subsequent entry into The Masters for one year.

V. PROTESTS & DISQUALIFICATION:

35. A competitor wishing to protest another competitor's equipment or actions, or a ruling of a match official, must present his objections, in writing, to the Match Director before the close of competition on the day of the occurrence, for referral to the Masters Jury. Each protest shall be accompanied by a fee of \$100.00 cash, which shall be refunded if the protest is upheld. The protest fee for protests not upheld is forfeit to The Masters.
36. The Match Director, upon proper presentation of evidence, may disqualify any competitor, or order his expulsion from the range, for violation of any tournament rule, or for other conduct considered discreditable or unsafe. The Match Director may determine that an act or omission not listed herein constitutes a disqualification violation. It is not necessary that the Match Director personally observe a disqualification violation, and he may act upon events as reported to him by other match officials.
37. A competitor may be disqualified from any Match, or from the entire Masters tournament as penalty for having committed specific safety violations or procedural violations as enumerated below.
38. Disqualification shall result in a score of "DQ/DNF" (0.00 percent) in any Event.
39. Procedural Violations: Any two (2) violations of procedure in any event will result in automatic disqualification for that Event. There is no appeal to the decision of a Range Officer regarding a procedural violation.
40. Safety Violations: The commission of a safety violation in any Event will subject the violator to automatic disqualification from that Event. There is no appeal to the decision of a Range Officer regarding a safety violation. Safety violations during an event include, but are not limited to, the following:
 - a) Unsafe gun handling of any kind.
 - b) Pointing a firearm in an unsafe direction. (Any direction not forward of the firing line and confined within the range horizon boundaries is unsafe.)

- c) Any shot fired in an unsafe direction. (Any shot that strikes within three meters of the competitor in any direction; or any shot which strikes behind a 180-degree extension of the firing line; or any shot which clears the range horizon, is unsafe.)
 - d) Any accidental discharge. (NOTE: A shot fired within the allotted firing time limits of an Event, which strikes within the safe range horizon boundaries, cannot be an accidental discharge. It is a miss.)
 - e) Dropping a firearm.
 - f) Picking up a dropped firearm except under the direction of a match official.
 - g) Leaving the firing line with a loaded firearm.
 - h) Consumption of an alcoholic beverage during the course of competing in the tournament.
41. Any competitor having been disqualified from one event for having committed a safety violation, who is thereafter disqualified from another event for any cause, shall be automatically disqualified and barred from further competition in the entire Masters tournament, including all side events and prize matches.
42. Any competitor having been disqualified from- one event for having committed excessive procedural violations, who is thereafter disqualified from another event for any cause, shall be automatically disqualified and barred from further competition in the entire Masters Tournament, including all side events and prize matches.

VI. TIEBREAKERS

43. All tiebreakers in all Masters Events are automatically calculated by a computer-scoring program on the basis of the final results tied by the competitors in the Event.
44. In each Rifle and Handgun Event, and in the Shotgun Action Event, the Phase of fire having the lowest overall score will be ranked as the most difficult Phase in that Event, and will be the first-level tiebreaker. The Phase with the second-lowest score in that Event will be the second-level tiebreaker; and so on, until all Phases of fire in that Event are ranked.
45. For the Shotgun Aerial Challenge Event; the numbered Trap having the lowest overall score will be ranked as the most difficult Trap, and will be the first-level tiebreaker. The Trap with the second-lowest score will be the second-level tiebreaker; and so on, until all six Traps are ranked.
46. For the Shotgun Five-Stand Event, the numbered shooting Stand position having the lowest overall score will be ranked as the most difficult Stand, and will be the first level tiebreaker. The Stand with the second lowest will be the second-level tiebreaker; and so on, until all five Stands are ranked.

47. Under this system, tied Event scores will not be officially broken until all competitors have completed that Event. Any intermediate results posted while the Event is still in progress will show only the tiebreaker rankings at that point in time, which may change as additional competitors shoot the match.
48. Should there be an absolute tie in any Event. Wherein two or more competitors fire absolutely identical scores on all Phases of fire from all shooting stations, then the tied competitors shall retire the entire Event. Such absolute tiebreakers shall be fired only when a difference in prize-money award is at stake in the placement of the tied score.

SECTION TWO: HANDGUN EVENTS

**MATCH RULES
&
COURSES OF FIRE**

THE HANDGUN ACTION EVENT

GENERAL:

The Action Event consists of 45 targets, arrayed in three Stages of five scored targets each, each Stage run three times. The shooter may not fire more than six shots during any single run.

TARGETS:

Targets are 3/8"-thick hinged steel plates. Target sizes, shapes, and heights vary from Stage to Stage. Distances vary from 9 to 20 yards. Targets are set to fall upon receiving a center hit from ammunition having a minimum USPSA power factor of 125.00.

AMMUNITION:

The minimum caliber is .32. Power factor (bullet weight x velocity - 1000) of match loads must meet minimum USPSA floor of 125.00, and may not exceed USPSA power factor of 175.00. Competitors' match loads are subject to inspection for power factor verification by match officials at any time. The Match Director may disqualify any load that is destructive of targets.

FIREARM:

Any centerfire pistol or revolver. There are no restrictions on firearm configuration. The same gun must be used for all three stages (see General Rule 20).

SIGHTS:

No restrictions; except, sighting devices that require accessory devices that are not mounted upon or directly supported by the firearm, are not allowed.

HOLSTERS:

All holsters must be mounted on a waistbelt. The gunbelt must pass through belt loops at waist level, or, be firmly attached at the same level to an underbelt, which must pass through belt loops at waist level. (Women may move the loops to hip bone level.) All

tie-down rigs are prohibited. If the holster is equipped with a retaining device it must be engaged until the shooter begins to draw. Holsters must be constructed or worn in such a way that a shot accidentally fired while drawing or reholstering would not strike a distance greater than one yard behind or to the sides of the shooter. The trigger may not be exposed in a position that could be operated by the finger while holstered.

FIREARM READY CONDITIONS:

Revolvers: Holstered; hammer fully down. No half-cock allowed. Revolvers not having a firing-pin protection safety mechanism must have hammer down on an empty chamber.

Auto pistols: Holstered; hammer fully down or fully cocked with a manual safety engaged. No half-cock allowed. Ready condition for autoloaders having a manual safety mechanism that drops the hammer when actuated, shall be hammer fully down, safety engaged or disengaged at shooter's discretion.

POSITIONS:

The competitor starts in the shooting box, hands raised (wrists shoulder high), gun loaded, holstered in ready condition. Shooter must assume start position when command "Shooter Ready" is given; shooter must be in start position when command "Stand By" is given. The shooter must remain in the shooting box' at all times while shooting the Stage. Shooting position is freestyle within the shooting box.

MATCH PROCEDURE:

A maximum of six shots may be fired during any single run. If more than six shots are fired, a two-second penalty is imposed for each extra shot. Targets must be knocked over to count. Targets hit but not knocked down are misses. Targets knocked over by extra shots are misses. A maximum of 15 seconds is allowed for each run. A ceasefire signal will sound after 15 seconds have elapsed. All plates left standing after six shots have been fired, or at the end of 15 seconds will be assessed a two (2) second penalty. The fastest aggregate time for the nine record runs, wins.

THROW AWAY RUN:

While firing the Event, a competitor may choose to discard one individual run, and to make that run again. The option for such a "Throw-Away Run" may be exercised for any run on any Stage, but may be made only once during the entire Event. The competitor must inform his Range Officer that he wishes to discard the Throw-Away Run as soon as he completes firing the Stage of which the run was part, and he will

then immediately receive range commands to fire his second attempt on that run, before he moves to the next Stage position in the firing sequence. Should a competitor fail to inform his Range Officer of his wish to throw away a particular run before moving to a subsequent Stage, he shall lose his option to throw away that particular run; however, he shall still have the option to throw away a subsequent run in a subsequent Stage. Once thrown away, the run is gone, and may not be recalled if the replacement run is worse.

TARGET CHALLENGE:

Any challenge to a target as having been improperly set MUST be made while the shooter is on the line, immediately following the run for which the shooter wishes to make the challenge. Before leaving the line, any shooter who challenges a target shall be required to deposit seven (7) rounds of his match ammunition with the Chief Range Officer for chronograph verification that it meets minimum power requirements.

RANGE COMMAND SEQUENCE:

1. (Administrative Commands)
2. "Shooters: you have 20 seconds to load and make ready." (Interval: 20 seconds)
3. "Stage I Ready:" (interval: 3 seconds)
4. "Stand-by:" (interval is variable: 1-6 seconds)
5. Audible signal - FIRE.
6. "Stage 11 Ready:" (interval: 3 seconds)
7. "Stand-by." (Interval is variable: 1-6 seconds)
8. Audible signal- FIRE.
9. "Stage 111 Ready:" (Interval: 3 seconds)
10. "Stand-by." (Interval is variable: 1-6 seconds)
11. Audible signal- FIRE.
12. (Repeat commands 2-11 until shooters have each completed three runs on their current Stage)
13. "Range Officers: Are There Any Re-Runs?" (Any current Stage Throw-Away Runs are re-tired)
14. "Range Officers: Is the Line Safe?"
15. (Administrative Commands)

COURSE OF FIRE:

STAGE I: "OVERLAPPED" Three 12-inch round plates, set at increasing heights in a row running directly away from the shooter, with two 8-inch round plates positioned directly in front of the first and third 12-inch plates in the row. A portion of the 12-inch

plate behind is visible around the rim of each of the two 8-inch plates. Heights are given to the bottom edge of the plate:

One 8-inch plate at 13 yards - 24" high. One 12-inch plate at 14 yards - 26" high. One 12-inch plate at 15 yards - 36" high. One 8-inch plate at 16 yards - 48" high. One 12-inch plate at 17 yards - 50" high

The shooter stand 5 in the shooting box facing the targets and on the start signal, engages the targets in any order.

STAGE II: "SIXPACK" Six 8-inch round plates in two stacked evenly spaced rows of three each (like the top of a sixpack). The bottom row of three are 24" high to their bottom edges, at 12 yards; the top row of three are 48" high to their bottom edges, at 13 yards.

The shooter stands in the shooting box facing the targets and on the start signal, engages the targets in any order. The shooter fire only six shots; the score is the time of the last legal shot fired plus any penalties; only five targets need to be knocked over; there is no penalty for knocking down six targets.

STAGE III: "INSIDE OUT" One 12-inch-axis diamond plate; two 12-inch-diameter round plates. and two 12-inch-side square plates.

The diamond plate is at 10 yards, 16" high to bottom edge, positioned center relative to the shooting box. The two round plates are at 10 yards, 16" high to bottom edges, positioned 8 feet to the right and left of the center line. The- two square plates are at 20 yards, positioned to be evenly spaced between the outer and middle closer targets on each side when viewed from the shooting box, 56" high to bottom edges.

The shooter stands in the shooting box facing the targets and on the start signal, engages the targets in any order.

THE HANDGUN LONG-RANGE EVENT

GENERAL:

45 targets, 45 shots maximum. A total of three Stages, each containing one 10-round Phase and one 5-round Phase.

AMMUNITION:

Minimum caliber 6mm (.243 inch). No armor-piercing or tracer rounds allowed. The same cartridge chambering must be used throughout the Event; however, the competitor may use varied loadings of that cartridge. In pistols equipped with a magazine, no more than five (5) rounds, including any round in the chamber, may be loaded at any time during the firing sequence.

FIREARM:

General: Any pistol or revolver as defined by Section 179.11 of Title 27 Code of Federal Regulations; "having a short stock designed to be gripped by one hand and at an angle to and extending below the line of the bore." The same, gun must be used throughout the Event (see General Rule 20).

Configuration: Any receiver, stock, or forend on the gun shall nowhere be wider than a pair of straight lines drawn 2.25 inches apart for the entire length of the gun. Any receiver, stock, or forend shall be symmetrical left to right so that one side is a mirror image of the other (exclusive of bolt cuts or ejection ports). Any receiver, stock, or forend must not exceed a distance of 2.50 inches from the centerline of the bore axis at any point along its length, including any housing for an internal magazine. No attachments, devices, extensions, protrusions, or configurations that exceed these maximum dimensions, other than the one grip permitted on the gun, are allowed. Nothing that may be used for the purpose of stabilizing the gun against any part of the body except the one grip for the firing hand may be attached to or built into any part of the firearm and sight system combined. (Some examples: recoil pads, body contour cushions, bracing devices for use by the non-firing hand, finger-grooves elsewhere than the grip, adhesion/friction materials having an effect other than the effect of conventional checkering.) Firearm dimensions and configuration will be checked immediately prior to firing the event.

Barrel length: The barrel (measured from muzzle end of the rifled bore to the breech face) may not exceed 15 inches. Overall length of firearm including sight system may not exceed 25 inches. Total weight of firearm and sight system combined may not exceed 6.00 pounds. Weight will be verified immediately prior to firing the event.

NOTE: These rules do not prohibit the use of magazine-fed pistols with detachable magazines that may protrude outside the maximum dimensions specified. Refer to "SHOOTING POSITIONS" rules for restrictions on contact of such magazines with the body.

SIGHTS:

Only one optical sight may be used. "See-through" mounts enabling the use of metallic sights as backup for optics are permitted. The total height of the entire sighting system may not raise the uppermost sightline more than 2.50 inches above the centerline of the bore. The sight radius or overall length of the entire sighting system may not exceed 15 inches. Sighting devices that require accessory devices that are - hot mounted upon or directly supported by the firearm, are not allowed.

TARGETS:

Targets are steel discs, in diameters of 12, 9 and 6 inches. Target weights are 23, 13 and 7 lbs. respectively. Targets are set at distances of 75, 100, 150, and 200 meters

SHOOTING POSITIONS:

General: The handgun may be held in one or both hands at the shooter's option. On any pistol having a detachable magazine that protrudes beyond the maximum stock dimensions, such magazine may not be used in any form- or fashion whatsoever as a grip or rest or brace for the hand, or be touched or supported by any other part of the body whatsoever.

Standing Position: Shooter stands erect with all parts of his body, clothing, and handgun clear of any artificial support. No portion of the shooter's body, clothing, or firearm system may touch any external object. The handgun/sight system may not touch any part of the shooter's body except the hands, wrists, or forearms. The shooter's hands, wrists, or forearms may not touch any other part of the body.

Free-Style Position: Any safe position in which the gun is supported only by the body with no artificial support, does not touch the ground or ground mat, and does not endanger the competitor or range personnel. A competitor may safely rest the gun across or against the body, so long as the body parts in use are not supported, stiffened, or stabilized by artificial means. (Some acceptable examples: resting barrel alongside the leg in a "Creedmore" free-style position; resting forend across the feet in the "Wittmer" position; supporting gun above crossed ankles in the "Dying Frog".)

45 Degree Cone: No portion of the shooter's anatomy may protrude into a cone projecting from the muzzle forward at a 45 degree angle, measured from the centerline of the bore.

Position Penalties: Should a shooter assume an illegal firing position on the firing line, the Range Officer shall give him one warning free of penalty. Upon a second occurrence of an illegal position, the Range Officer shall disqualify the shooter from the Phase being fired. There is no appeal to the decision of a Range Officer regarding legal shooting positions. Shooters should resolve any questions regarding the legality of their shooting positions in this Event by consulting their Range Officer in the staging area prior to going on the line.

MATCH PROCEDURE:

When called to the line, shooter shall enter the designated firing point and place unloaded firearm, ammunition and gear on shelf or floor; then stand ready. Range commands will be in same sequence as other two Masters matches.

Targets within the same array may be engaged in any sequence within that array (any target that goes down at the correct distance will count). When target arrays are set at different distances in the same Phase of fire, the firing sequence requires the shooter to first knock down a closer target, then a farther target, then a closer target, and so on, continuing alternately. The shooter must knock down a target at each distance before engaging a target at the alternating distance. Targets hit out of alternating sequence do not score. If a hit turns a target so that its visible surface is reduced, the shooter may elect to pass that target and engage another target at the same distance. Range Officers **WILL NOT** call hits or misses.

SCORING:

Each target knocked down in correct match sequence shall score one point. Targets must be toppled (knocked completely over) to score. Turned or tipped targets still upright do not score. A target knocked completely off the target stand which lands upright on the ground surface is a score. A target knocked down by a ricochet shall score. A target knocked down by a cross-shot from a different competitor shall score. Targets hit by shots fired after cease-fire signal shall not score. If more than the prescribed number of shots is fired in any phase, one point (target) will be deducted from the shooter's score for that phase for each excessive shot. In no case will score for any phase be less than zero. No alibis.

Should a shooter knock down a target from an incorrect array, the shooter's shot shall be scored as a miss, and no point will be given to the shooter for that target. Any target downed out of sequence shall be reset prior to the next Phase of fire, so that the shooter has all required targets available for each Phase.

COURSE OF FIRE

STAGE I (STANDING): At start signal shooter will alternately engage five six-inch targets at 75 meters and five nine-inch targets at 100 meters for a total of 10 targets in 90 seconds. There will then be a 30 second interval and the shooter will engage five 6inch targets, staggered elevations, at 100 meters in 60 seconds.

STAGE II (FREESTYLE): At start signal shooter will alternately engage five six-inch targets at 100 meters and five 12-inch targets at 200 meters for a total of 10 targets in 90 seconds. There will then be a 30 second interval and the shooter will engage five six-inch targets, staggered elevations, at 200 meters in 60 seconds.

STAGE III (FREESTYLE & STANDING): At start signal shooter will alternately engage five six-inch targets at 150 meters and five nine-inch targets at 200 meters for a total of 10 targets in 90 seconds; **freestyle**. There will then be a 30 second interval and the shooter will engage five 12-inch targets, staggered elevations, at 150 meters in 60 seconds; **standing**.

RANGE COMMAND SEQUENCE:

1. (Description of Phase to be fired)
2. "Shooters: you have 30 seconds to load and make ready." (Interval: 30 seconds)
3. "Shooters Ready." (interval: 3 seconds)
4. "Stand-by." (Interval: 1-3 seconds)
5. Audible signal- **FIRE**. (Interval: 90 seconds)
6. Audible signal- **CEASE FIRE**.
7. "Cease fire, unload and show clear." (interval: 20 seconds)
8. (Description of Phase to be fired)
9. "Shooters: you have 30 seconds to load and make ready." (interval: 30 seconds)
10. "Shooters Ready." (interval: 3 seconds)
11. "Stand-by." (interval: 3 seconds)
12. Audible signal- **FIRE**. (interval: 60 seconds)
13. Audible signal - **CEASE FIRE**.
14. "Cease tire, unload and signal safe."
15. (Administrative Commands)

SAFETY:

On guns having a manual safety, the safety must be engaged until "Shooter Ready" command is given. Muzzle must be pointed in a safe direction at all times.

THE HANDGUN PRECISION EVENT

GENERAL:

45 targets, 45 shots maximum. A total of three Stages containing three Phases of five targets each. A competitor may fire no more than five shots during each Phase.

FIREARM & AMMUNITION:

Any .22 Long Rifle caliber rimfire pistol or revolver. The same gun must be used throughout the Event (see General Rule 20). Ammunition limited to .22 Long Rifle caliber rimfire only. No .22 rimfire magnum ammunition.

GRIPS:

The grip, or any part of the firearm, may not be extended or constructed in any way which would give any support beyond the hand. The wrist must remain absolutely free and visible when the pistol is held in the firing position. No part of the grip or accessory may encircle the hand. Upward curvature of the heel of the grip may not exceed one inch. Adjustable grips are permitted as long as they conform to the dimensions described.

SIGHTS:

No restrictions; except, sighting devices that require accessory devices that are not mounted upon or directly supported by the firearm, are not allowed.

TARGETS:

Olympic Biathlon style, apertures adjustable to 1.77" and 4.5". Aiming areas are black. Fired at distances of 25 meters and 50 meters.

SHOOTING POSITION:

Standing position only as defined in the current NRA Pistol Rules. The shooter stands with the gun held in one hand only, the other hand and arm being used in no way to support the gun or any of its parts; shooter's clothing, body and gun are clear of artificial

support. No portion of the shooter's body or clothing may rest upon or touch the ground in advance of the firing line, or touch the bench.

MATCH PROCEDURE:

The shooter begins with the gun held approximately 45 degrees below horizontal, touching the ready pad on the shooting bench. Targets may be engaged in any sequence. Targets hit by shots fired after the expiration of the time limit shall not score. A competitor may not fire more than five shots per phase. If more than five (5) shots are fired in any phase, one point (target) will be deducted from the shooter's score for that phase, for each excessive shot. In no case will a score for any phase be less than zero. There are no alibis allowed.

DUELSEQUENCE:

In the Duel (pronounced "Due-ell") Phase, the shooter has three (3) seconds in which to raise the gun and fire one (1) shot when the 'Fire' signal sounds. At the end of three seconds a 'Cease Fire' signal sounds, followed by a seven (7) second delay during which time the shooter must return the gun to the Ready Position until the next 'Fire' signal sounds. The sequence repeats for five shots.

COURSE OF FIRE:

Stage I	Phase 1	Five 4.5" targets at 25, meters in 60 seconds
	Phase 2	Five 4.5" targets at 25 meters in 30 seconds
	Phase 3	Five 4.5" targets at 25 meters in 10 seconds
Stage II	Phase 1	Five 4.5" targets at 50 meters in 90 seconds.
	Phase 2	Five 4.5" targets at 25 meters, duel style. (Gun must be returned to Start Position between each shot.)
	Phase 3	Five 1.77" targets at 25 meters in 60 seconds.
Stage II	Phase 1	Five 4.5" targets at 50 meters in 60 seconds.
	Phase 2	Five 4.5" targets at 50 meters in 30 seconds.
	Phase 3	Five 4.5" targets at 50 meters in 120 seconds

TARGET CHALLENGE:

Any challenge to a target as having been improperly set **MUST** be made while the shooter is on the line, immediately following the Phase of fire for which the shooter wishes to make the challenge, before the targets are reset. Should a competitor challenge a target, which upon examination, is

found to have been improperly set, the competitor shall receive one point for each full diameter hit upon the scoring portion of such improperly set target for that Phase. Should a competitor challenge a target, which upon examination, is found to have been properly set, one point (target) will be deducted from the shooter's score for that Phase. In no case will a competitor's score for any Phase be less than zero.

RANGE COMMAND SEQUENCE:

1. (Description of Phase to be fired.).
2. "Shooters: you have 20 seconds to load and assume ready position."
(Interval: 20 seconds)
3. "Shooters Ready." (Interval: 3 seconds)
4. "Stand by." (interval: 3 seconds)
5. Audible signal- FIRE. (Firing time: length of Phase being fired).
6. Audible signal- CEASE FIRE.
7. "Cease fire, unload and signal safe."
8. (Administrative Commands)

SAFETY:

On guns having a manual safety, the safety must be engaged until, " Shooter Ready" command is given. Muzzle must be pointed in a safe direction at all times.

SECTION THREE:
SPECIAL CATEGORIES & SHOOTOFFS

“BEST OF THE WORST” SHOOTOFF ELIGIBILITY

In order to preserve the integrity of the affectionately known “Best-of-the-Worst” shootoffs, and to insure that their character as incentive matches for entry-level shooters is sustained, the following eligibility requirements apply:

1. No competitor will be permitted to compete in any Best of the Worst Shootoff Event, if that competitor has ever been awarded any cash prize at The Masters based on high position of finish in any other Masters Event in any competitor category.
2. No competitor who competes in any Best of the Worst Shootoff Event at The Masters in any given year will be eligible to receive any other cash prize award at The Masters based on high position of finish in any other Masters Event in any competitor category in that year.
3. No competitor who, due to having competed in a Masters Best of the Worst Shootoff, is denied a cash prize based on high position of finish in any other Masters Event in any competitor category will be permitted to compete in any Best of the Worst Shootoff Event in any future year.
4. If not otherwise disqualified, there is no bar to a competitor participating in Best of the Worst Shootoffs in more than one Masters tournament.
5. The Masters Match Director may deny entry to any Best of the Worst Shootoff Event to any competitor whose known abilities as a shooter, in the opinion of the Match Director, would violate the spirit of the Best of the Worst Shootoff Event as an incentive match for entry-level shooters.

SPONSOR INCENTIVE PRIZES

Various Masters sponsors will from time-to-time offer special incentive prizes to competitors who use their products in Masters competition. In the past, such special awards have included a prize for the shooter who has the highest score while using only S&W handguns in the Handgun Masters competition; a prize for the shooter who wins the Handgun Action Event if he uses a Safariland holster to do it; a prize for the shooter who wins the Handgun Long Range Event if he uses a Simmons scope on his gun; and other such product specific awards.

These prizes vary from year-to-year depending on sponsors' promotional and advertising programs. Many times, these special prize programs apply to other matches in addition to the Masters, and sponsors do not directly inform Masters officials about these programs.

Accordingly, it is the individual responsibility of each competitor who wishes to compete for such sponsor incentive prizes and awards to seek out information concerning them, and to make sure that the his/her scorecards are clearly marked to indicate the use of incentive prize products, and to inform match officials on each Event so that the use of incentive prize products can be verified.

LADIES CATEGORY: Born female.

JUNIOR CATEGORY: Less than 18 years of age throughout the duration of the match.

SENIOR CATEGORY: Must be 60 years of age or greater throughout the length of the match.

LAW ENFORCEMENT CATEGORY: Active or retired **full-time bonded** duty law enforcement officer.

INTERNATIONAL CATEGORY: Full-time resident of foreign nation. Not a U.S. citizen. Not a resident alien. May not be a holder of a U.S. Immigration Service "green card."