

## America's Rifle Match (ARM) Rules

The foundation of ARM is safety and safe gun handling. We take a Zero Tolerance Mentality towards safety. It is the competitor's responsibility to read and understand the rules posted below and agree to follow them. Additional match specific guidelines (ex: scoring, procedures, etc.) will be reviewed separately at each event.

### **1. General Safety Rules**

- 1.1. All ARM events are run on cold ranges.
- 1.2. Eye and Ear protection is mandatory for all competitors, spectators, and officials during course of fire (COF).
- 1.3. Designated Safe Areas will be provided for each event. No loaded firearms, ammunition (including dummy rounds), or loaded magazines are allowed in Safe Areas.
- 1.4. Rifles are to be transported in safe condition - unloaded, magazines removed, empty chamber indicator (ECI) inserted, and muzzle pointed up unless cased. All rifles to remain in rack, case, or cart/caddy until shooter is called to COF.
- 1.5. Outside of the COF, rifles can only be handled in a Safe Area. YOUR VEHICLE IS NOT A SAFE AREA.
- 1.6. Rifle handling during COF:
  - 1.6.1. The safety on the rifle must be activated unless the shooter is engaging targets. This includes while inserting/removing magazines and during transitions between targets clusters/positions.
  - 1.6.2. Shooters must keep their finger off the trigger unless they are engaging a target.
  - 1.6.3. Rifle muzzle must be pointed safely at a berm downrange at all times.

**2. Rifles** – Any center fire, semi-automatic rifle that accepts a detachable magazine. Competitors may use both a rifle for long ranges and a Pistol Caliber Carbine for shorter ranges. Changing rifles/PCCs or altering any firearm are not allowed. Malfunctioning firearms can be replaced with Match Director approval.

**3. Ammunition** – Allowed calibers include 5.56/223, 300BLK, 6.5 Grendel, 6.8SPC, and 7.62x39. 308 and larger are not allowed. Steel core (green tip), incendiary, or tracer rounds are prohibited. PCC calibers include 9/40/45.

**4. Range Commands** – once the range has been declared “hot” the following will apply for the COF:

- 4.1. “Load & Make Ready” – SO supervises competitor through process of making rifle ready.
- 4.2. “Are you Ready, Standby” – SO will activate timer once shooter acknowledges being ready.
- 4.3. “Stop” or “Cease Fire” – Shooter must cease fire immediately and await further instructions from SO.
- 4.4. “Unload and Show Clear” – shooter must unload rifle and wait for SO to insert ECI.
- 4.5. “Safety” – SO issues warning that shooter is violating rule 1.4.1
- 4.6. “Finger” – SO issues warning that shooter is violating rule 1.4.2
- 4.7. “Muzzle” – SO issues warning that shooter is violating rule 1.4.3

### **5. Disqualifications (DQ)**

- 5.1. A DQ on any stage results in a competitor not being allowed to continue the event.
- 5.2. DQ will be issued by an SO and will need to be confirmed by the Match Director.
- 5.3. DQ will result from:
  - 5.3.1. Failure to follow Safety Rules (see section 1).
  - 5.3.2. Any negligent discharge.
  - 5.3.3. Dropping or losing control of a loaded weapon.
  - 5.3.4. Allowing rifle muzzle to break 180-degree rule, or sweeping self and/or others.
  - 5.3.5. SO issuing a 3<sup>rd</sup> warning during COF on any stage – ex: see sections 4.5, 4.6, and 4.7.
  - 5.3.6. Unsportsmanlike conduct as determined by SO and confirmed by Match Director.

**6. Reshoots** – Prior to scoring, a competitor may request a reshoot due to unexpected events outside his/her control. If approved by the SO, the shooter will be given the choice to reshoot immediately or later in the rotation.

**7. Appeals** - Protests are initially reviewed by the SO who will reach a decision. If the competitor disagrees with the initial decision the Match Director will make the final ruling. Safety violations cannot be appealed.