

America's Rifle Match (ARM) Rules

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 match.

1. General Safety Rules

- 1.1. All ARM events are run on COLD RANGES.
- 1.2. A designated Safe Area will be provided for each event. No loaded firearms, ammunition, or loaded magazines will be allowed in the Safe Area.
- 1.3. Transporting rifles:
 - 1.3.1. Rifles are to be transported in unloaded condition, magazines removed, empty chamber indicator (ECI) inserted, and with muzzle pointed up unless cased. All rifles to remain in rack until shooter is called to the course of fire (COF).
 - 1.3.2. A Safety Officer (SO) must supervise the transport of the rifle to/from the COF and Safe Area.
 - 1.3.3. During the match no one is allowed to handle a rifle without SO approval and supervision.
- 1.4. Rifle handling during COF:
 - 1.4.1. The safety on the rifle must be engaged at all times unless the shooter is engaging targets. This includes while inserting/removing magazines and while transitioning between targets & positions.
 - 1.4.2. Shooters must keep their finger off the trigger unless they are engaging a target.
 - 1.4.3. Rifle muzzle must be pointed safely at a berm downrange at all times.

2. Rifles – Any semi-automatic rifle that accepts a detachable magazine

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 not allowed.

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

- 4.1. “Make Ready” – SO supervises competitor through process of preparing rifle.
- 4.2. “Are you Ready, Standby” – SO will activate timer once shooter acknowledges being ready.
- 4.3. “Stop” – 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 the 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.
 - 5.3.5. SO issuing a 3rd 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

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