



International Rulebook

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Purpose

Action Shooting International™, LLC (ASI) events provide an opportunity to use firearms in a dynamic environment.

ASI is a sport first and always. Depending on the legal parameters of your area, you can add or subtract practical themes to suit your particular desires (see “Principles”).

Whether you’re just shooting for fun, or wish to practice your competition skills, our events make room for shooters with diverse purposes in mind.

To that end, holsters may be used (with range staff approval) but are not required.

Goals:

1. Maintain safety and safety awareness to the greatest extent possible.
2. Provide a welcoming social experience where everyone can learn and have fun. If you're not enjoying yourself at an ASI match, you're not doing it right!
3. Provide shooters with courses of fire that:
 - derive from practical themes
 - test accuracy at speed while developing dynamic gun handling skills
4. Emphasize the local recreational shooter. A “win at all costs” mentality is not welcome.
5. Emphasize gun handling, not athleticism.
6. Provide thought-provoking shooting experiences, training opportunities, and demonstrations of interest to the ASI community – particularly at regional and national events.
7. Provide shooting clubs with a turn-key program.

PRINCIPLES:

Participants at our matches shall:

1. Explore the skills of “gun handling,” not tactics
2. Treat caliber and magazine capacity as irrelevant
3. Seek and use concealment
4. Accept that as a practical matter, certain limits must be placed on equipment and conduct for reasons of safety, scoring, competitive equity, and the like.

Action Shooting International (ASI) Match Rules:

The practical shooting world owes Jeff Cooper and the US Practical Shooting Association (USPSA) a debt for streamlining the basic safety and operational standards used by the many organizations springing from that root. The list includes IDPA, SASS, NRA Tac, 3 Gun Nation, ICORE, and others. ASI's rules borrow heavily from that shared tradition.

1 SAFETY

- 1.1 All persons, competitors or spectators, must wear eye and ear protection while participating or viewing events. Every new shooter must be cleared by the match director or other appointed individual representing the host club as having a basic knowledge of firearms and the rules, and be able to use that knowledge to be a safe competitor.
- 1.2 ASI functions on a "Cold Range" basis for safety. Unloaded firearms may be handled in designated areas only. Firearms may only be loaded or unloaded at the direction of Range Officers. Penalty for Violation = disqualification from the match.
- 1.3 Any shooter whose firearm breaks the 180 or exceeds muzzle safe points during the course of fire will be disqualified from the match. The 180 is an imaginary line separating up range from downrange. This line is perpendicular to the side berms or walls and passes through the shooter. The 180 line moves with the shooter throughout any course of fire. A range officer may try to warn the shooter by saying the word “Muzzle” when the shooter's muzzle approaches the 180.
- 1.4 Accidental discharges impacting the range floor within 10 feet (3 meters) of the shooter, any discharge while reloading, or between shooting areas, or in a direction deemed unsafe by the Range Officer will result in disqualification from the match.
- 1.5 Any shooter who displays disruptive behavior or is abusive (verbal or otherwise) towards any other person at a match may be disqualified.

- 1.6 Any shooter found to be under the influence of any drug or alcohol immediately before or during the match will be disqualified.
- 1.7 Dropping an unloaded firearm behind the firing line necessitates that a Range Officer pick it up, confirm it is not loaded, and in a safe manner return it to the shooter. Any dropped firearm found loaded causes the user to be disqualified. If at any time during the course of fire, or while loading, reloading or unloading, a competitor drops or causes their firearm to fall (loaded or not), they shall be disqualified.
- 1.8 All persons at the match must obey Range Officers with respect to the shooting competition and safety rules. Any shooter failing to do so may be disqualified.
- 1.9 Unsafe gun handling by a competitor during a match will result in disqualification from the match. See DEFINITIONS for examples of unsafe gun handling.
 - 1.9.1. "Finger" warning: The shooter's trigger finger must be clearly visible outside the trigger guard when not engaging targets, including while clearing a malfunction, or reloading. A range officer may try to warn the shooter by saying "Finger" if the shooter's finger appears to be in the trigger guard.
- 1.10 Whenever steel targets or steel hard cover are used in a course of fire, precautions must be taken so that competitors, match officials, and spectators maintain a minimum distance of 23 feet (7 meters) from them while they are being shot.
- 1.11 Disqualified persons may NOT shoot for the duration of the match, and will receive no score. Shooters disqualified under 1.5 and 1.6 must leave the range.

2 RANGE COMMANDS

ASI assumes shooters will present themselves at the starting position with their firearm unloaded and holstered (or in a gun case), prepared to shoot the course of fire. The course of fire will be explained to the shooters by a complete written description of the course of fire and/or by a walk through from the Chief Range Officer (CRO). It is the shooter's responsibility to understand the course of fire. The CRO will invite the shooter to the starting box or area and give the following commands:

- 2.1 "Load and Make Ready" or "Make Ready" (for starts with an unloaded firearm). The shooter will prepare their firearm and assume the starting position as defined in the course of fire. This command signifies the start of the "Course of Fire."

2.1.1 – All start positions that involve a loaded pistol shall begin either with the pistol's manual safety applied, or with the pistol "de-cocked" unless otherwise specified by the course of fire.

- 2.2 "Are You ready?" - The CRO asks if the shooter is prepared to proceed. If the shooter is not ready to proceed, it is the shooter's responsibility to inform the CRO that they are not prepared. If the shooter does not respond negatively to this question, the CRO will assume the shooter is ready.

- 2.3 "Stand By." - This is the verbal signal that the start signal will follow soon.

- 2.4 Start Signal – One to three seconds after “Standy By” the start signal will be given. The start signal will most often be an audible signal from an electronic timing device. However, other options can include visual, verbal, or other start signals that must remain the same for all shooters in the match.
- 2.5 “Finger” -- A range officer may try to warn the shooter by saying “Finger” if the shooter's finger appears to be in the trigger guard (see DEFINITIONS).
- 2.6 “Muzzle” -- A range officer may try to warn the shooter by saying the word “Muzzle” when the shooter's muzzle approaches the 180.
- 2.7 "STOP" - Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving, and wait for further instructions from the Range Officer.

Once the shooter has apparently finished shooting, the CRO will issue the following commands.

- 2.8 "If you are finished, unload and show clear." - If the shooter has finished the course of fire, they will remove all ammunition, and hold the firearm in a position that allows the CRO to confirm the firearm is unloaded.
- 2.9 "If clear, slide forward (or close cylinder), pull the trigger and holster (or case)" - After issuance of this command, the competitor is prohibited from firing. While pointing the firearm safely downrange, the competitor must perform a final safety check of the handgun as follows: 1. Close the action, 2. Point the firearm safely downrange and pull the trigger (do not “decock”), 3. return the firearm to its case or holster.
- 2.10 "Range is clear." - This command given by the CRO indicates the range is safe. No one should move forward on the range to perform range duties until this command is given. This command signifies the end of "Course of Fire."

3 TARGETS / SCORING

ASI matches use the popular “time and penalties” scoring system. The elapsed time from the first shot to last is the shooter's raw score, plus any applicable penalties. Matches will use the standard IDPA target. (Although USPSA/IPSC targets may be used in a pinch.)

- 3.1 Each paper target must be shot twice, unless indicated in the written course description. If the shooter fires more shots at the target than needed, only the best-scoring shots will score (typically the best two).
- 3.2 Shots striking the central scoring zone do not incur a penalty. Shots striking outside the central scoring zone earn time penalties in seconds, according to the following rule:
 - IDPA Target – “Down Zero” = +0, “Down 1” = +1 second, “Down 3” = +3 seconds.
 - USPSA/IPSC “Metric” Target – “A” or “B” = +0, “C” = +1 second, “D” = +3 seconds.
 - USPSA/IPSC “Classic” Target (international) – “A” = +0, “C” = +1 second, “D” = +3 seconds
- 3.3 Steel targets must fall to score.

- 3.4 “Hard cover” (part of a target painted black) and all props are considered impenetrable.
- 3.4.1. “Impenetrable” rule: Any bullet that leaves a full diameter hole in an “impenetrable” surface is deemed to have stopped there. If the bullet subsequently strikes a target downrange, that impact will be ignored (it neither scores a hit, nor a penalty). However, any round that passes only partially through the “impenetrable” surface is deemed to have continued on and can score. (Note: If the RO cannot determine which hits on the down range target are which, the shooter shall be given the best applicable score.)
- 3.5 “Soft cover” merely acts to obscure the target. Soft cover must be designated as such in the course description. It may be placed in front of the scoring target or attached to the scoring target as an overlay or painted area. (Example: camouflage netting.)
- 3.6 Penalty or “no-shoot” targets will be clearly marked with a black “X” across the target, clearly visible from the shooting position. (A contrasting color target may also be used.)

4 PENALTIES:

The following penalties may be assessed during scoring:

- 4.1. Miss - 5 Seconds
- 4.2. Hitting No Shoot – 5 Seconds (multiple hits on the same target do not incur extra penalties).
- 4.3. Foot Fault – 5 seconds per shooting position
- 4.4. Procedural – 5 seconds per occurrence.

5 MATCH PROCEDURE

- 5.1. It is the Range Officer's responsibility to ensure that scoring for their stage is done properly.
- 5.2. Each shooter is responsible for reviewing their scores for completeness and accuracy.
- 5.3. No shooter or spectator may touch any target until it is scored. Any person doing so may be disqualified from the match.
- 5.4. If a competitor does not finish a stage or string because of the competitor's equipment failure (i.e. barrel blockage, firearm breakage, etc.), the competitor may be allowed a re-shoot at the Match Director's discretion. Only one re-shoot to be allowed per stage. Should the competitor be unable to finish a second time, the stage will be scored “as shot.”
- 5.5. “Squib” loads. Squib loads (faulty ammunition with too little gunpowder) can leave a bullet lodged in the barrel. This poses a serious safety hazard. Any ammunition supply that produces a “squib” may not be used for the rest of the match. The shooter may continue with ammunition from another source. Any person violating this rule may be disqualified from the match.

6 RESHOOTS

Reshoots are mandatory under the following circumstances:

- 6.1. Range equipment malfunction.
- 6.2. The Range Officer stops the shooter for a suspected safety problem. (Examples: the shooter forgets to put on their hearing protection, the Range Officer suspects a barrel blockage, or a child wanders onto the range, etc.)
- 6.3 If a complete and accurate score cannot be determined.
- 6.4 If the Range Officer and the Match Director concur on special circumstances for granting a reshoot, not otherwise covered elsewhere in the rules.

7 STAGES

- 7.1 Stages must be set up in a safe manner, without presenting a hazard to any shooter, using official ASI stage designs. Local designers may submit stages to ASI HQ for official approval. Local set-up crews must take into consideration ricochets, ground hazards, visibility, local shooters' physical abilities and any other item that may constitute a problem. The Match Director of each event is responsible for this.
- 7.2 Each stage must be presented to every shooter in the same way: Shooting areas, target arrays, target types, props, range commands, etc. Every controllable aspect of the course of fire must be the same for every shooter at the match.
- 7.3 Stages and their descriptions must be set up clearly. Shooting boxes and/or areas and fault lines must be easy to distinguish from the surrounding area. They should also allow the range officer to readily see if a person is touching the ground "outside" of the shooting area. (1"X2" or similar frames work best.)
- 7.4 Props must not endanger the competitor. Any prop that requires maneuvering completely over, through, or under must have an alternative procedure available for those physically unable to follow the course procedure. No penalty will be assessed if the shooter gains no advantage.
- 7.5 The stage design or description may dictate reloads, engagement sequence, firing positions, and firing styles. Shooters who have a disability that keeps them from shooting a certain position may not be required to shoot in that position. An alternative must be presented for them.
- 7.6 The course may designate a specific or limited number of shots to be fired during the string or stage, this is called "Shots Limited." If no set time or maximum number of shots are indicated by the course design the shooter may use the extra shots and time to better their score, this will be referred to as "Shots Unlimited."

8 DEFINITIONS

- 8.1 Cold Range – All firearms will be unloaded unless told to do so by the Range Officer at the start of a course of fire. Firearms may only be handled in designated SAFE AREAS. Absolutely NO ammunition or dummy rounds may be handled in safe area.
- 8.2 Unsafe Gun Handling - Unsafe gun handling may include but is not limited to accidental discharges, pointing the gun at any part of one's body (sweeping), correcting a malfunction or reloading with one's finger in the trigger guard, shooting over confining berms, and any other actions deemed unsafe by the match staff. Some holsters can be difficult to use without some incidental sweeping of the legs – shooters should be warned of this, but not disqualified. Pointing a firearm directly into one's torso in order to holster (for example) is another matter, and shall result in immediate disqualification.
- 8.3 Free style – holding the pistol in a manner of the shooter's choice, generally standing supported using both hands, whether kneeling or prone, etc..
- 8.4 Strong hand - in the case of a right handed person this would mean their right hand only, unsupported by their opposite hand or arm. Drawing, reloading, or clearing malfunctions may be done with the assistance of the weak hand.
- 8.5 Weak hand - in the case of right handed person this would mean their left hand only, unsupported by their opposite hand or arm. Draws must be done using the strong hand, the firearm will then be transferred to the weak hand and firing may commence. Drawing, reloading, clearing malfunctions or reholstering may be done with the assistance of the strong hand.
- 8.6 Kneeling - is defined as having a minimum of one knee on the ground.
- 8.7 Soft Cover - A penetrable vision barrier through which shots may pass and be scored on a shoot target.
- 8.8 No-shoots - Penalty targets. A bullet strike on a no-shoot target earn a 5-second penalty. (Only one such penalty per target will be assessed.)
- 8.9 CRO = Chief Range Officer – the primary safety official managing the shooter.
- 8.10 RO = Range Officer – any safety official involved with managing the shooter, keeping score, or assisting same.
- 8.11 Reload = Exchanging one source of ammunition for another.

9. EQUIPMENT RULES

- 9.1 Any handgun design intended for holster or pocket carry shall be acceptable.
- 9.2 Frame-mounted optics shall not be used (except on revolvers). Laser aiming devices may be used.
- 9.3 Recoil compensators or suppressors that extend beyond the slide shall not be used
- 9.4 Shooters may load as much or as little ammunition into their firearm as they wish.

- 9.5 Minimum caliber = .380 Auto (.22 Long Rifle handguns may be used with the match director's approval. Competitors using .22 Long Rifle handguns will be scored separately.)
- 9.6 Banned calibers (range damage) = any cartridge (of any size) that will damage range equipment may not be used. Examples = .500 S&W, 7.62X25, and any standard pistol cartridge firing an incendiary, tracer, or armor-piercing bullet.
- 9.7 Banned calibers (range safety) = Ammunition used must launch the bullet at a minimum of 750fps any time steel targets are used. Below this, a bullet may not break up properly and could "bounce" back from a steel target in dangerous ways. (Likely problem calibers = .38 S&W, low-power .380 Auto, low-power .38 Special in a snub-nose revolver.)
- 9.8 Authorized holsters must ride on the belt and cover the trigger guard. Shoulder holsters, fanny packs, purse holsters, small-of-the-back holsters, and crossdraw rigs are specifically not allowed. All holsters must allow the shooter to draw the handgun WITHOUT pointing the barrel at any part of themselves.