



asi-usa.org

Action Shooting International Rulebook

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Action Shooting International®, LLC

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Philosophy:

Action Shooting International® (ASI) events provide an opportunity to use firearms in a dynamic environment using a minimum of equipment. ASI is a sport first and always. Depending on the legal parameters of your area, you may add or subtract practical themes to suit your particular desires. Whether you're just shooting for fun, or wish to practice competition skills, our events make room for shooters with diverse purposes in mind.

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 and encourage accuracy over speed, while developing dynamic gun handling skills;
4. Emphasize recreational shooting to develop good gun handling skills;
5. Emphasize gun handling, not athleticism;
6. Provide thought-provoking shooting experiences, training opportunities, and demonstrations of interest to the ASI community;
7. Provide shooting clubs with a turn-key program.

Principles: Shooters at ASI matches shall...

1. Explore the skills of "gun handling" not tactics;
2. Treat caliber, magazine capacity and equipment as irrelevant;
3. Seek and use cover;
4. Accept that as a practical matter, certain limits must be placed on conduct, equipment, and scoring, for the purpose of safety and competitive equity.
5. Maintain an ASI membership and adhere to this ASI rulebook.

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 follow this shared tradition. Attending ASI matches will prepare shooters to participate in other action shooting disciplines. **Note:** Throughout the rulebook "SMALL CAPS" indicate terms found in the glossary.*



1. Safety

- 1.1.** Competitors and spectators must wear eye and ear protection while participating or viewing events.
- 1.2.** For Safety, ASI matches are based on a "COLD RANGE" principle. Loaded firearms must only be handled at the direction of the RANGE OFFICER (RO). Unloaded firearms shall only be handled in a designated SAFE AREA or under the direction of the RO. New shooters shall be given instructions by the MATCH DIRECTOR (MD) or other designated individual, to ensure they understand match requirements, including basic firearms handling for the match, 180 AND SAFE MUZZLE DIRECTION, COLD RANGE and use of SAFE AREAS.
- 1.3.** The safety of all competitors must be the RO's primary concern. Disqualified persons shall not shoot for the duration of the match and shall not receive a score for the match. Grounds for disqualification from a match shall include, but is not limited to:
 - 1.3.1.** UNSAFE GUN HANDLING by a competitor during a match.
 - 1.3.2.** Any discharge impacting the range floor within 10 feet (3 meters) of the shooter, while performing a firearm manipulation, when not on-target, or in a direction deemed unsafe by the RO.
 - 1.3.3.** Failure to follow the RO's instructions, repeated finger or muzzle warnings, or not waiting for the RO to give the "Load and make ready" command.
 - 1.3.4.** Any shooter who displays disruptive behavior, is abusive (verbal or otherwise) towards any other person, or appears to be under the influence of drugs or alcohol, shall be asked to leave the range.
- 1.4.** Dropped firearm rule:
 - 1.4.1.** Persons shall not attempt to "grab" or "catch" a dropped firearm.
 - 1.4.2.** Any competitor that drops a firearm to the ground shall not pick it up. The RO shall retrieve the firearm, confirm the firearm is not loaded, and in a safe manner return it to the shooter. See rule 1.2 and 6.15 for a loaded firearm.
 - 1.4.3.** If at any time during the COURSE OF FIRE (CoF) between the "Load and make ready" and "Range is clear" commands, the shooter drops their loaded or unloaded firearm, the shooter must be disqualified.

2. Equipment Rules

- 2.1.** Most handguns that use common pistol or revolver calibers, including 0.22lr and intended for holster or pocket carry are acceptable. Firearms must conform to the following:
 - 2.1.1.** Shall be serviceable and suitable for use at the local range.
 - 2.1.2.** Equipment such as red dots, lasers, flashlights and in-barrel porting may be used.



- 2.1.3. Equipment such as, end of barrel compensators, suppressors, Pistol Caliber Carbine (PCC), Raceguns, or specific firearms used in specialty matches (i.e. revolvers, barrel length, “iron sights”) are at the discretion of the MD.
- 2.1.4. Prohibited ammunition: Any cartridge that may damage range equipment such as bullet traps, backstops or is restricted by local range rules, shall not be used. For example, 500 S&W or 7.62X25, including any cartridge firing incendiary, tracer, or armor-piercing bullets.
- 2.2. When not holstered, unloaded firearms shall be brought to the start location “cased” in a range or pistol bag. Holster use and types are at the discretion of the RO or as provided for by local range rules.
 - 2.2.1. A holster must cover the firearm’s trigger guard and securely hold the firearm in place.
 - 2.2.2. Holsters shall allow the shooter to draw and holster the firearm WITHOUT pointing the barrel at any part of themselves or other people.
 - 2.2.3. Shoulder holsters, small-of-the-back holsters, and cross draw rigs are prohibited. Waist packs, and purse holsters may not be worn, but may be used to store a cased firearm.
- 2.3. Magazines and speed loaders may be carried in magazine holders, pouches, or stowed in pockets at the shooter’s discretion, unless otherwise specified by the CoF.
- 2.4. There is no ammunition capacity requirement. Shooters may load as much ammunition into their firearm as they desire, unless otherwise specified by the CoF.

3. Scoring, Penalties and Targets

- 3.1. ASI scoring is done by “time plus penalties.” The elapsed time from the start signal to the last shot is the shooter’s raw score. Adding applicable accuracy and procedural penalties shall be the shooters total score.
- 3.2. Typically, each scoring target must be shot twice, unless otherwise specified by the CoF. If the shooter fires more shots at the target than needed, the best scoring hit(s) shall be counted.
- 3.3. Scoring areas include the perforation around each scoring area.
- 3.4. For falling steel targets the RO may announce “Hit” or “Miss” if the round is unable to make the steel fall.
- 3.5. Each scored miss or scored hit in hard cover = +5 seconds (see rule 5.13).
- 3.6. Other penalties:
 - 3.6.1. Scored hit on a Penalty target (no-shoot): +5 seconds per target.
 - 3.6.2. Procedural: +5 seconds per occurrence for failure to perform an action required by the CoF. Types of procedurals are failure to: RELOAD, use STRONG HAND/WEAK HAND, take a KNEELING position, use a prop correctly, firing a shot while touching the ground outside of the FAULT LINE or firing too many shots during a “Shots Limited” CoF. Procedurals are limited to one (1) per type, with a maximum of two (2) in any single CoF (e.g. one fault line and one reload procedural per CoF).
 - 3.6.3. Disqualification (See rule 1.3)



- 3.7.** Scoring targets must allow scoring to be performed consistently and uniformly for all competitors throughout the match. For commonly available scoring targets, the following guidance is provided:
- 3.7.1.** Official IDPA (preferred): “-0” = no penalty, “-1” = +1 second, “-3” = +3 seconds. For 2018 targets with -0 and -1 in the upper panel, the entire area is “-0”.
- 3.7.2.** USPSA/IPSC “Metric” Target: “A” or “B” = no penalty, “C” = +1 second, “D” = +3 seconds.
- 3.7.3.** USPSA/IPSC “Classic” Target: “A” = no penalty, “C” = +1 second, “D” = +3 seconds.
- 3.8.** Examples of announcing target scores: When scoring, the RO will typically call out scores for each target as follows: “Down zero” (meaning no added time), “Down one” (meaning one second added time), or “Down three” and so on.

4. Range Commands

- 4.1.** When called by the SCOREKEEPER, the shooter presents themselves to the RO with their unloaded cased or holstered firearm, prepared to shoot the CoF. The RO invites the shooter to the start location and gives the following commands:
- 4.2.** *“Load and make ready” or “Make ready”*: This command signifies the start of the CoF. The shooter prepares their firearm and assumes the starting position as specified in the CoF. “Make ready” is used for starts with an unloaded firearm.
- 4.2.1.** Start positions with the firearm “in-hand” at the LOW READY, may have the safety off, with the finger outside the trigger guard.
- 4.2.2.** Start positions with the firearm placed on a table (out-of-hand) or holstered must have the safety engaged and/or decocked as provided for by the firearm’s design, typically standing naturally with hands at sides.
- 4.3.** *“Are you ready?”*: The shooter may indicate readiness by nodding or other positive indication, if no indication is given the RO assumes the shooter is ready. It is the shooter's responsibility to inform the RO if they are not ready.
- 4.4.** *“Stand By”*: This is the verbal command the start signal is imminent.
- 4.5.** Start Signal: One to three seconds after “Stand By” the start signal is given. Start signals are typically audible, but may be visual or a tap on the shoulder if the shooter has difficulty hearing the start signal.
- 4.6.** *“If finished, unload and show clear”*: If the shooter has finished the CoF, the shooter removes all ammunition, and holds the firearm in a position with the slide back or cylinder open that allows the RO to confirm the firearm is unloaded. It is the shooters responsibility to ensure the firearm is clear of ammunition. After “showing clear”, the competitor is prohibited from firing.
- 4.7.** *“If clear, slide forward, pull the trigger, and holster or case”*: While pointing the firearm safely downrange, the competitor shall perform a final safety check of the firearm 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 holster or case.



4.8. "Range is clear" - Indicates the range is "cold" and signifies the end of the CoF. No person shall move downrange until the "Range is clear" command is given.

4.9. Other range commands may include:

4.9.1. "Finger": If the shooter's finger appears to be in the trigger guard when the shooter is not "on-target", the RO shall warn the shooter by saying "Finger". The shooter's trigger finger must be clearly outside the trigger guard when not engaging targets, including while making ready, clearing a malfunction, or while performing a RELOAD. Failure to correct or repeated finger warnings may be considered UNSAFE GUN HANDLING.

4.9.2. "Muzzle": When the shooter's muzzle approaches or exceeds the 180 AND SAFE MUZZLE DIRECTION. The RO shall warn the shooter by saying "Muzzle". Failure to correct or repeated muzzle warnings may be considered UNSAFE GUN HANDLING.

4.9.3. "Stop": The RO may issue this command at any time during the CoF. The competitor must immediately cease firing, stop moving, and wait for further instructions from the RO, usually "Unload and show clear".

5. Match Administration

5.1. Matches must use CoF's approved or authorized by ASI headquarters. New stage designs may be submitted to ASI headquarters for approval.

5.2. The CoF must be explained to all competitors by a complete written description and/or by a walk through from the RO. It is the competitor's responsibility to understand the start locations, shooting positions, required movement, RELOADS, engagement sequence, number of shots and firing styles.

5.3. Shooters who have unusual difficulty shooting from a certain position (e.g. kneeling or prone) may not be required to shoot in that position, an alternative shall be presented to them.

5.4. Stages must be set up in a safe manner, without presenting a hazard to any competitor. Setting up stages shall take into consideration impact areas such as berms, backstops, floor and ground hazards (e.g. ice, snow, mud), visibility, physical abilities or any other consideration that may constitute a problem. The MATCH DIRECTOR or designee is responsible for this determination.

5.5. Use of a prop must be defined, such as knocking over a popper or throwing a bucket past a FAULT LINE and shall require minimal strength or dexterity. Props must not create a hazard or be adversely difficult for any competitor.

5.6. Stages and their descriptions must be set up clearly. FAULT LINES and shooting boxes shall be clearly distinguishable from the surrounding area. They shall also allow the RO to readily see if a person is touching the ground "outside" of the shooting location.

5.7. The use of clear bags over targets to protect the targets from getting wet, may be fitted or removed at the ROs discretion.



- 5.8. A minimum distance of 23 feet (7 meters) must be maintained by competitors, RO and spectators from steel targets or steel hard cover while shooting is occurring.
- 5.9. Typically, a CoF allows the shooter to take as many shots and as much time as they wish, this is referred to as "Shots Unlimited". If the CoF designates a limited number of shots or time for the stage, this is called "Shots Limited."
- 5.10. Unless otherwise specified by the CoF, all shooting is FREE STYLE.
- 5.11. Penalty (no-shoot) targets must be indicated by a "X" across the target which is clearly visible from the shooting location. Penalty targets must not be placed behind a scoring target where a pass-through would cause a hit on both targets.
- 5.12. "Pass-through" rule: Except for hard cover and designated props, shots striking a target or prop shall "pass-through" the target and score on any targets located behind them. For scoring purposes, pass-through shot(s) must not create hits on multiple scoring targets.
- 5.13. "Hard cover" rule: Scoring targets with a painted black hard cover area or props with specifically designated hard cover must not allow a shot to pass through the hard cover to hit other targets. Pass-throughs on other targets shall be prevented by target arrangement or by the use of an actual impenetrable material (steel). A hit in hard cover is deemed to have missed (see rule 3.5).
- 5.14. "Soft cover" rule: Obscures part or all of a scoring target, for example camouflage netting or T-shirt. It may be placed in front of or attached to a target.
- 5.15. Reshoots (a "do-over"): If a shooter does not finish a stage, they may be offered the opportunity to reshoot the stage at the RO's discretion. If the RO determines a reshoot is not warranted, the stage shall be scored "as shot." Reshoots are allowed under the following circumstances:
 - 5.15.1. Range equipment failure or malfunction;
 - 5.15.2. When a complete and accurate score cannot be determined, such as with a timer malfunction or a target cannot be scored;
 - 5.15.3. The RO stops the shooter, such as when the shooter forgets to put on their hearing protection, a SQUIB round, a spectator wanders onto the range;
 - 5.15.4. The RO decides a special circumstance exists for granting a reshoot, such as with an unrecoverable firearm malfunction, RO interference, unintentional falls, or not understanding how to use a prop.
- 5.16. Each shooter is responsible for reviewing their scores for accuracy. The shooter must be allowed to accompany the RO and view targets when scoring.

6. Glossary

- 6.1. 180 AND SAFE MUZZLE DIRECTION: 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 the CoF. At some ranges



exceeding a safe muzzle direction may also include any direction over a downrange berm (elevated muzzle), walls of indoor ranges or by other indicator such as cone or FAULT LINE.

- 6.2. COLD RANGE:** A range where all firearms must be kept unloaded, with the magazine removed. Unloaded firearms shall only be handled at the specific direction of the RO or in a designated SAFE AREA. Loaded firearms shall only be handled at the specific direction of the RO.
- 6.3. COURSE OF FIRE (CoF):** Describes the shooter's actions for the stage, including, but not limited to, start position, shooting locations, number of shots, and specified actions such as performing a RELOAD or prop manipulation. Matches must only use CoF's approved or authorized by ASI HQ.
- 6.4. FAULT LINE:** When specified by the CoF, a demarcation designating a shooting location or area that will incur a procedural if violated (such as with a shooting box, at a barricade, when limiting downrange movement or as a pass/fail line for a prop).
- 6.5. FREE STYLE:** The firearm is held in a manner of the shooter's choice, usually standing supporting the firearm with both hands.
- 6.6. KNEELING:** At least one knee must be on the ground when required the CoF, typically at the last shooting location.
- 6.7. LOW READY:** A start position with the firearm "in-hand" pointing downward at about a 45° angle or at a starting mark, with the finger outside the trigger guard.
- 6.8. MATCH DIRECTOR (MD):** The official responsible for the match as a whole, including selecting RO's, SCOREKEEPERS, and overseeing all administrative functions, such as stage setup, squads, providing safety orientation for new shooters and payment of match fees. The MD may be the club or range representative authorized to hold a match.
- 6.9. RANGE OFFICER (RO):** The primary official responsible for safely managing a shooter through the CoF. The RO operates the timer, gives range commands and scores targets. During the match a squad will typically have more than one person act as a RO, however the RO holding the timer is the primary authority in charge of the squad for the CoF. Specific ASI RO training is highly encouraged but is NOT mandatory, particularly for SCOREKEEPERS. For example, RO's with experience from USPSA (RO) or IDPA (SO) generally may serve as ASI RO's after self-study of the ASI rules.
- 6.10. RELOAD:** Any firearm manipulation that replaces the magazine or adds ammunition to a revolver. When required by the CoF, a reload is typically specified as "between the first and last shot". The shooter shall not be required to retain a magazine or unfired ammunition.
- 6.11. SAFE AREA:** An area designated by the club, range or RO for handling unloaded firearms. Ammunition, dummy rounds or magazines must not be handled in this area. Typically handling of ammunition and reloading of magazines may be performed anywhere else on the range.



- 6.12. SCOREKEEPER:** A secondary safety official, primarily involved with keeping score, managing shooters, and assisting the RO in maintaining safety. Typically, this person is a RO, although they may be anyone in the squad who is willing and able to keep score.
- 6.13. STRONG HAND:** In the case of a right-handed person this would mean their right hand only, unsupported by their opposite hand or arm. Performing a RELOAD, or clearing malfunctions may be done with the assistance of the WEAK HAND.
- 6.14. SQUIB:** Defective ammunition that may leave a bullet lodged in the barrel, usually the result of too little gunpowder in reloaded ammunition. The RO has wide discretion in prohibiting the use of ammunition that causes a squib.
- 6.15. UNSAFE GUN HANDLING:** An action that compromises safety for any competitor including the shooter. An action that must not be allowed shall include, but is not limited to, accidental/unintended discharges, pointing the firearm at any part of one's body (sweeping), correcting a malfunction or performing a RELOAD with one's finger in the trigger guard, shooting over berms or backstops, dropping a loaded firearm, breaking the 180 AND SAFE MUZZLE DIRECTION, or any other actions deemed unsafe by the match staff. Some holsters may be difficult to use without some incidental sweeping of the legs or fingers, shooters may be warned of this, but not disqualified. Pointing a firearm directly into one's torso in order to holster is another matter and may result in disqualification.
- 6.16. WEAK HAND:** In the case of a right-handed person this would mean their left hand only, unsupported by their opposite hand or arm. Firearm manipulations such as drawing, performing a RELOAD, clearing malfunctions, holstering or bagging may be done using the STRONG HAND.