

Sanner's Carbine Classic Rules & Divisions

General Safety

- Eye and ear protection is mandatory and shall be worn by competitors, spectators, and staff.
 - The SO will stop a shooter that has started a Course of Fire (CoF) and is not wearing proper eye or ear protection, and a reshoot will be given to the shooter. If the shooter's eye or hearing protection becomes dislodged during a CoF, the same action applies. If the shooter discovers missing or dislodged eye or hearing protection before the SO and stops, the shooter will also be given a reshoot.
- Unsafe Firearm handling will result in immediate Disqualification from the match. Unsafe firearm handling includes but is not limited to:
 - Endangering any person, including oneself, via sweeping. Sweeping is defined as allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person.
 - Pointing the muzzle beyond designated "Muzzle Safe Points" if used, or beyond the 180-degree Muzzle Safe Plane if used. Refer to IDPA Rulebook section 2.9 for further information.
- Fingers must be obviously and visibly outside the trigger guard during loading, unloading, slinging, while moving (unless engaging targets), and during malfunction clearance.
 - First offense is a warning.
 - Second Offense is a DQ from the match.
- The Match Director is the final arbiter of all rules and safety concerns. The Range Officer, as responsible person on scene, may make rulings as needed to maintain safety for all parties. Any disputes regarding rulings by a Range Officer must be brought to the Match Director.
- Violations of any safety rules may be grounds for penalty up to and including disqualification.
- Use of a suppressor is encouraged but not required.

Range Commands

- Range Is Hot - Eyes & Ears
 - This is the first command given to each shooter starting the action of shooting a stage. This command signifies the start of the course of fire. The shooter will make sure that their eye and hearing protection is in place. It is also notification

to anyone in the shooting bay to check that their own eye and hearing protection is properly fitted.

- Load and Make Ready
 - The shooter will prepare the firearm and magazines to match the start position for the stage. The shooter will then assume the starting position necessary for the stage. If the shooter's firearm is not to be loaded for the start of a stage the command used will be "Make Ready."
- Are You Ready?
 - After "Load and Make Ready," the SO will ask the shooter "Are You Ready?" If ready, the shooter should respond verbally, or by obvious nodding of the head, but may also choose to stand ready. If there is no response from the shooter in approximately 3 seconds, the shooter is assumed to be ready. If the shooter is not ready when this question is asked the shooter must respond in the negative.
- Standby
 - This command is given after the shooter is ready. This command will be followed by the start signal within 1-4 seconds. The shooter may not move or change positions between the "Standby" command and the start signal, unless required to do so by the CoF.
- Finger
 - This command is given when the shooter's finger is not obviously and visibly outside the trigger guard when it should be, as noted above.
- Muzzle
 - This command is given when the muzzle of the shooter's firearm is pointed near a muzzle safe point. The shooter must correct the errant muzzle and continue with the stage. See muzzle safe points in the IDPA Rulebook.
- Stop
 - This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage is not correct. The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction. Failure to immediately stop and remove the trigger finger from within the trigger guard will result in Disqualification from the match.
- If Finished, Unload and Show Clear
 - This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition will be removed from the firearm and a clear chamber will be shown to the SO who will insert a chamber flag. If the shooter is not finished, the shooter should finish the stage and the command will be repeated.

- Range is Clear
 - This command is given upon insertion of the chamber flag and indicates to everyone within the stage boundaries that the range is clear. This command ends the CoF and begins the scoring and resetting of the stage.

Shooting Rules

- Unless otherwise specified in the stage description, targets in the open must be engaged near-to-far.
 - Targets are considered equidistant when the difference in the target distances to the shooter is less than 2 yards.
- If targets are hidden by cover, the targets are engaged as they become visible around the edge of cover (slicing the pie).
- A target is considered “Engaged” when the required number of shots for that target has been fired at the target.
 - A reactive target is deemed to have been engaged when a minimum of 1 round is fired at the target, regardless of whether the target reacts. All penalties apply if the shooter does not re-engage the target until the target reacts or if the shooter unsuccessfully challenges the reactive target calibration.
- Body and head shots may be required on an individual visible cardboard target and must be shot in the order and quantity stipulated in the CoF.
 - Failure to shoot one or more targets in the required body then head order earns the shooter a single PE.
- When an activator reveals a target closer to the shooter, the shooter may interrupt the engagement order to address the new target.
- Target engagement penalties shall not apply when:
 - The required number of rounds has not been fired at a disappearing target.
 - When engaging an array of equal distance the shooter may not be penalized for the order in which they are engaged, unless stipulated in the CoF.
 - Targets may be re-engaged from other shooting positions provided the shooter does not break the defined Muzzle Safe Points
- Reloads may be executed at any time during the stage, there is no penalty for not retaining a partially loaded magazine unless stipulated in the CoF.
- Walkthroughs
 - Prior to shooting a stage, a group walkthrough will be given by the SO. During the group walkthrough, the SO will verbally indicate to all shooters the vision barriers, points of cover, and fault lines. During the group walkthrough, the SO will also indicate to shooters all special conditions for the stage. Each shooter

will be allowed to view each target from every shooting position. This includes taking a knee or going prone.

- Air gunning is not permitted. Air gunning is the act of going through the motions of firing all or portions of the stage with a hand or pointed finger while within the stage boundaries.
- A single sight picture is permitted before the competitor loads their firearm so that they may ensure their optic is at the proper setting. The competitor may not point their firearm at any targets downrange.
- Fault lines will be used per IDPA Rulebook section 3.6.
- Rifle will be loaded to capacity as stipulated in the course of fire and started from the low ready (head up, rifle shouldered, pointed downward at 45 degrees or at the base of a target) unless otherwise stated in the stage description.
- “Weak side” is defined as the opposite shoulder of the competitor’s normal shooting shoulder.

Firearms

- Rifle will be unbagged in the safe area and a chamber flag inserted prior to the match.
- Sanner’s Lake is a cold range, all firearms must be unloaded unless under command of a SO.
- A rifle is considered safe when the chamber flag is inserted.
- Riding the bolt home on the chamber flag is required to prevent inadvertent flag loss.
- A chamber flag shall only be removed in the safe area or under RO command.
- No competitor may load a firearm except under direction of a Range Officer.
- Firearms used in competition will be serviceable and safe. The responsibility for safe and serviceable equipment falls completely on the shooter. The Match Director will require a shooter to withdraw any firearm or ammunition observed to be unsafe. In the event that a firearm cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the SO, who will take such action as he/she thinks safest.
 - Competitors must use the same firearm throughout the event (this does not apply to any stage-required “pickup” gun). A competitor may switch to a backup gun if and only if their primary gun becomes unserviceable at match director discretion.
- Service, repair, or handling of a firearm other than that required to execute the match shall be conducted at a designated Safe Area
- No competitor shall possess ammunition in a safe area unless that ammunition is stowed on the competitor’s person. No competitor may load or appear to load a firearm (such as with snap caps or dummy rounds) at a Safe Area.

- Any firearm dropped while loaded, regardless of whether or not a live round is chambered, will result in immediate disqualification and the firearm may not be retrieved by anyone other than a Range Officer or Match Director.
- Negligent or accidental discharges are grounds for immediate disqualification. Some examples include:
 - Rounds fired at the ground within 2 yards of the competitor (unless within the course of fire)
 - Any round fired during loading, reloading, unloading, or while executing remedial action (e.g. to correct a malfunction).
 - Any round fired inadvertently while the competitor is moving, or while changing positions or switching shooting side.
- Any rifle abandoned in accordance with a specified stage description will be abandoned with the safety on, as applicable.
- All SLSC rules and restrictions apply.

Ammunition

- Ammunition must be an intermediate cartridge or below.
 - For the purposes of this match, “intermediate cartridge” is defined by muzzle energy up to and including 1,875 ft·lbf.
- No tracer, armor piercing, or incendiary ammunition may be used (M855 or bimetallic ammunition is allowed).

Divisions

- Every competitor will declare a division prior to the beginning of the match.
- No competitor may change divisions during the match without Match Director approval.
- If a competitor’s equipment does not meet the requirements of their selected division, they will be placed into a division in which they fit, or compete for no score at the match director’s discretion.
- Ironman: Only iron sights allowed on the rifle. Sights can be of any configuration or design provided they are metallic or equivalent and provide no visible illumination, magnification, or other optical enhancements. No more than one set of sights.
- Dot: One illuminated sight is permitted. Illuminated sights originally designed to be capable of magnification (whether used or not) are prohibited.
- Scope: One optical or electronic sight capable of magnification is permitted.
- Pistol Caliber Carbine: Any firearm chambered in a pistol caliber including but not limited to 9mm, 10mm, or .45 ACP.
- Prepper: No gear requirements or restrictions except that everything used must be carried on the competitor's person throughout every stage and during the whole day

(beginning of the safety brief to the last round fired). Anything dropped or not carried is "out of play", this includes water, food, rifles, spare parts, etc., however magazines dropped during a stage may be reused. Backpacks and gear may be removed briefly between stages to retrieve necessary equipment (food, ammo, etc) provided everything stays within arm's reach of the competitor. Asking other competitors to retrieve equipment for you from your gear is allowed.

Penalties and Scoring

- All Scoring will follow IDPA Rulebook section 4, excluding section 4.13.
- All penalties will follow IDPA Rulebook section 5.
- Except for magazines or other items as described in the stage description, equipment must be retained upon the competitor's person. Any equipment that falls from a competitor must be retrieved before the next round is fired or a procedural penalty will be assessed for each piece not retrieved.

Disabled Shooter Rules

- A disabled shooter who chooses not to, or are unable to perform an action required by the CoF (kneeling, prone, etc.) will receive 1 PE penalty per action not performed. If the targets cannot be acquired from their position of ability, points down will be assessed but no PEs for engagement will be assessed.
- A shooter who only has the use of one-arm/one-hand will not be penalized on a stage that requires shooting either weak side or strong side.
- The shooter may perform one-handed reloads in a manner that is deemed safe by the MD prior to the start of the match.
- Shooters who are confined to a wheelchair may use whatever means they choose to navigate the CoF in their wheelchair, including a pushing assistant. However, the requirement(s) chosen must be used for every CoF in the match.
- Wheelchair mounted ammunition carriers are permitted.
- One-handed firearm control throughout a CoF is permitted provided the shooter uses a stabilizing brace.
- Disabled status is based on the Honor System, those who misrepresent their status will be DQ'd.