

Skirmish Rules for Small Arms Competition

American Civil War Shooting Association, Inc.

[DRAFT]

SECTION 1 – DEFINITIONS AND RELATED RULES

1.1 ACWSA: The American Civil War Shooting Association, Inc., a non-profit corporation organized under the laws of the State of Wisconsin, acting under its by-laws and through its board of directors, officers, or agents thereof. When appropriate in the context of these rules, “ACWSA” may include a region or district sub-organization established by the board of directors of the American Civil War Shooting Association, Inc. The ACWSA shall maintain records of team match finishing ranks and standings based on them, and award appropriate trophies, plaques, or similar awards, for such team and/or individual events as the ACWSA chooses at the start of each season, except that team season records and standings shall be kept every season for all ACWSA musket, carbine, and revolver teams.

1.2 SKIRMISH: An event approved by the ACWSA, and conducted under these rules, involving marksmanship competition between shooters using firearms and ammunition of the type used by military forces in the American Civil War and approved for skirmish use under these rules. Skirmish competitors must wear reasonably correct period-type military or civilian outer clothing while competing.

Skirmishes shall be open to members of the general public as spectators, without charge, subject to limits necessary for the safety of shooters and spectators, and subject to the available space and applicable rules of the facility where the skirmish is held.

A skirmish consists of matches divided into separate events. A match is a competition for a particular category or categories of weapons. An event is a subdivision of a match involving particular targeting and/or distance. When match conditions require it, events may be fired in multiple relays. A relay is a specified firing period, preceded and followed by time to change targets.

Skirmish competition shall be limited to ACWSA members and teams, except for events specified by the ACWSA as open to members and teams of other organizations, such as the North-South Skirmish Association. In addition, individual non-member shooters may participate as guest shooters at such times and under such conditions as specified by the skirmish director of the skirmish involved, consistent with these rules.

1.3 SKIRMISH DIRECTOR: A person appointed by the ACWSA to supervise and direct a skirmish. Each skirmish shall have one skirmish director. The skirmish director may appoint assistants to perform such tasks as the skirmish director considers necessary for the safe and efficient conduct of the skirmish. The duties of a skirmish director are many. Some are set forth throughout these rules. In addition to them, the skirmish director shall order what awards or prizes for what matches or events are issued to what finishing places in individual and team matches.

1.4 SKIRMISH TEAM: A group of ACWSA members which identifies itself to the skirmish director as a team before the start of the team match in which the group will compete.

No person may compete as a member of more than one skirmish team in a particular team match.

Each team shall consist of the number of shooters required by these rules for teams in the type of match involved, except as stated below.

The same team members shall fire all of the events in the match in which the team participates, except as stated below. Different members of the same ACWSA organization may fire on teams in different matches at the same skirmish. For example, the 56th Wis. carbine team may consist of different members than the 56th Wis. musket team, but, except as stated below, the carbine team must remain the same during the carbine match and the musket team must remain the same during the musket match.

In the discretion of the skirmish director, and with the consent of a majority of the commanders of the other organizations participating in the match, a team may compete in one or more events of a team match with one shooter more or less than the required number and with an appropriate pro-ration of targeting, or the team may use one extra shooter as a substitute for another shooter in one or more events of the team match, thereby maintaining the number of shooters designated by these rules in each

event of the match.

In the discretion of the skirmish director, one or more provisional, or “provo,” teams, consisting of members of two or more ACWSA organizations, may compete in a team match as an “A team,” but provo team scores will not be maintained beyond that particular skirmish, and will not be used in season records or standings.

If any team member is unable to complete a match because of illness, a disabled weapon, or other good cause, another ACWSA member not participating in the match as a member of another team, may be substituted for the person unable to complete the match, in the discretion of the skirmish director, and with the consent of a majority of the commanders of the other organizations participating in the match. No substitution may be made while an event in the match is in progress.

Each skirmish team shall provide the skirmish director with a team name to identify the team during the match and for scoring purposes.

Members of different ACWSA organizations may shoot on the same skirmish team in any team match, with the permission of the commanders of the ACWSA organizations of which they are members.

1.5 ACWSA ORGANIZATION: A group accepted by the ACWSA under its rules and bylaws as a member organization.

An ACWSA organization must maintain a roster of at least six ACWSA members. An ACWSA organization must identify itself to the ACWSA by the name or unit designation of a known military organization of the Union or Confederate forces in the American Civil War. The ACWSA may reject any team or organization name or designation, in its complete discretion, and no name or designation shall be accepted if it is currently in use by any other ACWSA organization or is so similar to one currently in such use as to cause confusion in managing and scoring matches.

An ACWSA organization may field any number of skirmish teams under these rules, from time to time, but the organization shall be considered a single unit for purposes of ACWSA governance, notices, etc.

1.6 ACWSA MEMBER: A person who has been accepted as a member by an ACWSA organization, has paid the dues required by the ACWSA, and has been identified by that organization as a member to the ACWSA, for each competition season.

An ACWSA member may be a member of only one ACWSA organization at a time. An ACWSA member may change ACWSA organization membership at any time, except during a single skirmish, and shall notify the ACWSA of the change as soon as practicable.

1.7 ORGANIZATION COMMANDER: The member designated by an ACWSA organization to represent that unit for purposes of notices, dissemination of information, voting on matters under these rules or ACWSA bylaws, and similar purposes [one commander per organization at a time].

When an organization fields more than one team for a match, the organization shall designate one team as its “A team,” and the scores of that A team shall be used for ACWSA season records and standings.

The commander of an ACWSA organization may designate the commander of each team fielded by that organization for a match. Only A team commanders shall attend team commanders meetings and vote on behalf of the organization on questions of the conduct of the match or skirmish, as provided in these rules.

Organization and team commanders are responsible for providing reasonable supervision of their units at all times during skirmishes. Commanders of A teams and provo teams shall attend commanders’ meetings for matches in which their teams will compete, and shall convey necessary information to the members of their units. Each team commander shall notify the timing officer when to stop his/her team’s time in target elimination events under these rules.

1.8 SKIRMISH RANGE OFFICER: A person designated by the skirmish director to supervise and control all use of the range during a skirmish, and to make necessary announcements,

including the beginning and end of each relay, the opening of the range for snapping caps or for commencing fire, the times when safety officers, timing officers, and shooters should come to the firing line, the confirmation that there are timing and safety officers on each position when required, the times when targets may be posted and removed, and similar matters.

The skirmish director may serve as skirmish range officer, in his/her discretion. The skirmish range officer may delegate announcer duties, but if that is done, the skirmish range officer shall retain the authority and responsibility to supervise and control all use of the range, and shall, when necessary, instruct the announcer in that regard.

The skirmish range officer shall supervise all skirmish safety officers and skirmish timing officers in the performance of their respective duties.

1.9 SAFETY OFFICER: A person designated by the skirmish director to oversee safety on the firing line, or on part of the firing line, during individual competition, or a person designated by a team commander to oversee safety on the firing line position assigned to that commander's team for timing and safety under these rules.

Each safety officer will observe and direct the shooters on whatever part of the firing line the safety officer is assigned, to be sure every shooter complies with the safety rules and procedures herein, and with general principles of gun safety.

The safety officer may order any shooter to cease any practice which the safety officer believes endangers the shooter or others, and may order any shooter who fails to comply with such order to cease firing, clear his/her weapon, and leave the firing line.

During individual competition, at the request of a competitor, the safety officer shall inspect and certify any target after the end of a relay in regard to multiple hits in the same hole, cross fire hits fired by someone other than the competitor, or similar matters, and shall note his/her findings on the face of the target. If the safety officer is not reasonably confident of the fact at issue, cannot decide the factual issue under these rules, or if the safety officer and the competitor disagree, the skirmish scoring officer shall be summoned to make a decision on the matter.

In team match events in which no skirmish timing officer is assigned to the firing position to which the safety officer is assigned, the safety officer will make any necessary rulings on hits and misses, and report the same to the skirmish scoring officer.

A safety officer may not serve as safety officer for any team having one or more shooters from the same ACWSA organization as the safety officer.

1.10 TIMING OFFICER: A person designated by the skirmish director or a team commander to time team competition on a team's firing line position. Generally, the skirmish range officer will serve as the timing officer for the entire firing line in individual competition, and in team competition events in which all teams fire for a specified amount of time, in which no timing officers need be designated for the separate firing positions.

In team match events, when assigned, the timing officer will rule on whether or not targets have been hit, and determine how many un-hit targets, if any, remain when time is called or runs out. The timing officer shall report to the skirmish scoring officer the team's time and how many un-hit targets, if any, remained when time was called or ran out. When no timing officer is assigned, any necessary rulings on hits and misses will be made by the assigned skirmish safety officer.

Timing officers may not serve as safety officers for the same team event.

Timing officers may not serve as timers for any team having one or more shooters from the ACWSA organization to which the timing officer belongs.

1.11 SKIRMISH SCORING OFFICER: A person designated by the skirmish director to score targets and record scores in individual competition and to record team competition times, and to act with the skirmish inspection officer and the skirmish director as the skirmish rules committee to resolve

appeals under these rules. The skirmish director shall designate one skirmish scoring officer, who may delegate scoring and record keeping responsibilities to assistants.

1.12 INSPECTION OFFICER: A person designated by the skirmish director to decide issues of compliance with these rules as to weapons and uniforms, and to act with the skirmish scoring officer and the skirmish director as the skirmish rules committee to resolve appeals under these rules, or a person appointed by the ACWSA to perform the same duties at more than one skirmish.

An inspection officer, in his/her discretion, or as ordered by the skirmish director, may inspect any shooter's weapon[s] or equipment for compliance with these rules, upon reasonable prior notice to the shooter, at any time which will not unreasonably interfere with the shooter's participation and will not compromise the safety or efficiency of the skirmish.

The skirmish inspection officer may bar from use any weapons or equipment not in substantial compliance with these rules, and, where appropriate, may disqualify any individual score or team time in an event in which such non-complying item[s] gave the individual or team a probable advantage over other competitors. An ACWSA inspection officer may impose the same sanctions for multiple skirmishes.

1.13 SKIRMISH RULES COMMITTEE: A committee consisting of the skirmish director, skirmish scoring officer, and skirmish inspection officer. In the event of an appeal or dispute under these rules about scoring, uniforms, procedures, or other matters involving these rules or their application. A majority vote of the skirmish rules committee will be the final resolution of the appeal or dispute for that skirmish. If the dispute involves a team or organization member of the same ACWSA organization as one or more members of the skirmish rules committee, the skirmish director shall appoint three team commanders, from other organizations, to act as the rules committee for that dispute.

1.14 SKIRMISH HOST ORGANIZATION: An ACWSA organization or combination of organizations responsible for conducting a skirmish.

The host organization shall be responsible for providing necessary personnel to supervise the conduct of the skirmish with reasonable safety and efficiency. Generally, the skirmish director, range officer, scoring officer, and inspection officer will be host organization members, but the ACWSA, with the consent of the host organization, may appoint people from other ACWSA organizations to fill one or more of these offices, or to provide other assistance.

The host organization's duties include arranging for range facilities, publicizing the skirmish, seeing to it that all ACWSA organizations eligible to participate have reasonable notice of the skirmish and the schedule of skirmish matches and events [including the targeting and distances which will be used in each], providing targeting and mounting materials as needed, setting up and removing target frames and backings, marking firing lines and positions, providing a range officer, announcer, and necessary personnel for supervising the firing line, scoring targets, and maintaining score records in individual competition, providing a range officer for the team matches, providing necessary personnel for maintaining time records in team competition, determining and presenting awards in the various matches, and cleaning up the range and target areas after the skirmish.

The host organization shall have the targeting available at the skirmish range at least 45 minutes before the start of the team match in which the targets will be used. Targeting shall include the targets, with necessary holes or other mounting points, necessary wires, plastic ties, or other supports, backing boards as needed, and water or other target filling material as needed.

All participating ACWSA organizations are expected to assist the host organization, as needed for the safe and efficient conduct of the skirmish, particularly in clean-up, but the host organization has primary responsibility for the skirmish.

1.15 FIRING LINE: A line running the width of the skirmish range from which all firing is done. Targeting distances are the distance between the targets and the firing line. The firing line may be in different locations for different matches, in the discretion of the skirmish director.

During a skirmish match, only shooters in the match event being fired, or to be fired, and skirmish officers, may be on, or within 20 feet of, the firing line, except as necessary for placing or removing targeting.

1.16 FIRING POSITION: A location on the firing line assigned to or occupied by an individual shooter or team from which to fire an event.

1.17 TARGET LINE: A line down range from the firing line on which the target frames or supports are placed for the event to be fired.

1.18 DOWN RANGE: The direction on the range extending from the firing line toward the target line; the direction in which fire is aimed when the range is in use as intended.

1.19 PREPARATION AREA: A space at the skirmish range designated by the host organization for participants to use to prepare for firing and to leave weapons and equipment when not in use on the firing line. The preparation area should provide shooters reasonable access to and from the firing line. Access to the preparation area should be limited to participants and guests of participants, and should not be open to the public or spectators.

1.20 FIREARMS DEFINITIONS.

The following general definitions are subject to any specific rules and definitions found elsewhere in these rules.

- a. Musket: a muzzle-loading percussion or flintlock shoulder arm, with a rifled or smooth-bore barrel measuring at least 32 inches from the internal face of the breech to the muzzle.
- b. Carbine: a breech-loading or muzzle-loading percussion or flintlock shoulder arm, with a rifled or smooth-bore barrel measuring at least 16.5 inches, and not more than 27 inches, from the internal face of the breech to the muzzle.
- c. Revolver: a percussion handgun with a revolving cylinder, loaded from the front of the cylinder chambers, with a barrel measuring not more than 10 inches from the muzzle to the point closest to the cylinder.
- d. Breech-loader: a breech-loading shoulder arm, whether percussion, flintlock, or firing an internally primed cartridge, with a barrel measuring at least 16.5 inches from the internal face of the breech to the muzzle. [A percussion or flintlock carbine loaded from the breech is both a carbine and a breech-loader.]
- e. Repeater: a breech-loading shoulder arm, with a barrel measuring at least 16.5 inches from the internal face of the breech to the muzzle, firing an internally primed cartridge and having a magazine holding cartridges cycled into the chamber by the weapon's mechanism.

1.21 MANUAL OF ARMS DEFINITIONS.

For purposes of skirmish ceremonies or similar occasions, skirmish participants may follow any recognized Civil War drill manual as to handling arms, provided that the members of each separate ACWSA organization will follow the same manual. During matches, the following definitions shall be used.

- a. Ready: with a shoulder arm, the hammer at half-cock, the stock held against the body, under the shooter's arm on the shooter's trigger hand side, trigger hand on the small of the stock, trigger finger outside the trigger guard, other hand supporting the barrel, the muzzle at about the level of the shooter's chin; with a revolver, hammer at half-cock, the weapon in the firing hand, pointed up, the shooter's finger outside the trigger guard, and the shooter's gun arm elbow against the shooter's body.
- b. Aim: weapon in firing position, hammer at full cock.

- c. Order arms: with a shoulder arm, the hammer at half-cock, butt of the weapon on the ground or on the shooter's foot, the barrel supported by at least one hand; with a revolver, with hammer at half-cock, the revolver in one hand, finger outside the trigger guard, gun arm extended at the shooter's side, with the barrel pointed at the ground.
- d. Ground arms: with the hammer at half-cock, the weapon placed on the ground, in front of the firing line, barrel pointed down range. When shooters are to take up their weapons from "ground arms," the command will be "raise arms," at which the shooters shall pick up their weapons and stand at "order arms" until further orders.

SECTION 2 – SKIRMISH COMPETITION MATCHES

2.1 MANDATORY MATCHES AND VARIATIONS IN SKIRMISHES.

MANDATORY MATCHES. All skirmishes shall, at a minimum, include a musket team match and a carbine team match, of at least 3 events each.

DISCRETIONARY MATCHES. Additional team and individual matches may be included in the skirmish, or not, in the discretion of the skirmish director. All matches, and events within matches, if conducted, shall be governed by these rules, unless variations from these rules are approved by the skirmish director and by a majority of the team commanders affected by the proposed variations.

FEES. Entry fees for team and individual matches shall be set in advance of the skirmish, by the skirmish director, subject to ACWSA approval. Entry fees may vary between skirmishes, having due regard for the number and nature of matches and events planned, and for any charges incurred for use of range facilities.

2.2 SHOULDER ARMS -TARGET DISTANCES.

Team and individual events with shoulder arms having rifled barrels shall be fired at 50 and 100 yards if range facilities permit. When range facilities do not permit 100 yard firing, special targeting at 50 yards may be used to simulate 100 yard firing, or 100 yard events may be eliminated, in the discretion of the skirmish director. Team and individual events with shoulder arms having smoothbore barrels shall be fired at 25 and 50 yards. No more than one team event at the longer range will be included in each team competition match.

2.3 REVOLVERS-TARGET DISTANCES.

Team and individual events with revolvers may be fired at 15, 25, or 50 yards, in the discretion of the skirmish director. No more than one team event at a range exceeding 15 yards will be included in revolver team matches.

2.4 TEAM MATCHES.

The skirmish director shall set the number and type of team matches in the skirmish and the number, type, and nature of the events and targets in each team match, subject to the other provisions of these rules.

The skirmish director may require that targets be broken in a particular order, and/or that members of each team fire in a particular order, in one of the events of each match. Otherwise, firing shall be at will after the signal to commence firing.

The final standings of the teams in each match shall be determined on the basis of the total elapsed time of each team for all of the target elimination events in the match, plus any penalty time added as required by these rules, and less any time credited under these rules for the number of hits made by the team in volley fire events or rapid fire events [events in which all teams fire for a specified amount of time].

A skirmish may include the following team matches, or others. When included, and unless otherwise stated in the skirmish schedule, matches shall have team sizes as stated below.

Musket, 6-person teams [mandatory].

Carbine, 4-person teams [mandatory].

Revolver, 3 or 4-person teams.

Smoothbore, 3 or 4-person teams.

Breech-loader repeater, 3 or 4-person teams.

Breech-loader single shot, 3 or 4-person teams

Mixed ordnance, teams of such numbers of persons and weapons as specified by the skirmish director. [For example, a match with 3-person teams, each made up of 1 Henry shooter, 1 Spencer shooter, and 1 single-shot breechloader or carbine shooter.]

Specific breech-loader matches, teams of such numbers of persons and weapons as specified by the skirmish director.. [For example, only for internally primed cartridge single shot, percussion breech-loader non-carbine, Henry repeater, Spencer repeater, etc.]

2.5 TEAM MATCH TARGETING.

Team match targeting shall be in the discretion of the skirmish director, within the limits of these rules.

All targeting shall be consistent and equal for all teams in each event. Targets may vary in size or nature in a single event, as long as all teams have the same variety of targets.

Team competition targets shall be of such size, shape and color that they are visible with normal, unaided vision, from the firing line.

Targets shall be of such material or so constructed that hits are usually evidenced by changes in the target or its orientation, visible from the firing line. This includes, but is not limited to, targets which, when hit, break, emit contents or particles of the target, fall over, or separate from the target hanger or support.

In any team match that includes targets mounted on cardboard or other backing board material, the first event of the match will be one with backing board mounted targets at 50 yards for rifled shoulder arms, 25 yards for smoothbore shoulder arms, and 15 yards for handguns.

2.6 TEAM MATCH FIRING POSITIONS.

Team match firing positions, target frames or supports, and target background, shall be reasonably consistent and equal for all teams, to the extent practicable. Team firing positions shall provide adequate space for each shooter, and shall be as level, unobstructed, and appropriate in target background, as the nature of the range facilities reasonably permits, recognizing that range conditions vary. Teams shall be assigned to firing position by lot, the method to be chosen by the skirmish director.

2.7 INDIVIDUAL MATCHES.

The skirmish director shall set the number and type of individual matches in the skirmish, if any, and the type and nature of the events and targets in each individual match, subject to the other provisions of these rules. The skirmish director may authorize aggregate individual matches, in which scores from two or more individual matches or events are combined to determine standings.

2.8 INDIVIDUAL MATCH TARGETING.

The ACWSA shall issue standards for individual targeting from time to time, and, when available, ACWSA targets shall be used for individual competition with all arms. In the absence of specific standards or targets, all individual targets shall have circular black centers on white or cream paper with concentric scoring rings. The 100 yard rifled shoulder-arm targets shall have 8-inch diameter solid black center encompassing a 2-inch X ring, a 4-inch 10 ring, and an 8-inch 9 ring. Concentric black line scoring rings

for 8, 7, and 6 points shall be spaced equally from the black center in 2 inch increments. The 50 yard rifled shoulder arm targets shall be generally the same as the 100 yard targets, except with a 4-inch black center and proportionately smaller scoring rings. Smaller targets than standard 50 yard targets may be fired at 50 yards if a 100 yard range is not available, as discussed in § 2.2. These targets should generally have a 3 ½ inch black center, a 5/8 inch X ring, a 1 ¼ inch 10 ring, a 3 ½ inch 9 ring, and scoring rings for 8, 7, and 6 points spaced equally from the black center in 5/8 inch increments. . Smoothbore shoulder-arm targets shall be the same, but the 100 yard target shall be fired at 50 yards and the 50 yard target at 25 yards. Revolver targets shall be of the same general design as those for shoulder-arms. Revolver targets for 50 yards shall be the same as the 100 yard rifled shoulder-arm targets, and for 25 yards the same, except with a 5 ½ inch black center, a 1 5/8 inch X ring, a 3 3/8 inch 10 ring, and a 5 ½ inch 9 ring, a 9 inch 8 ring, a 10 inch 7 ring, and a 12 inch 6 ring.

2.9 INDIVIDUAL MATCH FIRING POSITIONS.

Individual match firing positions, target frames or supports, and target posting space, shall be reasonably consistent and equal for all shooters, to the extent practicable. Individual firing positions shall provide adequate space for each shooter and the shooter's spotting scope, if any, and shall be as level, unobstructed, and appropriate in relation to the shooter's posted target, as the nature of the range facilities reasonably permits, recognizing that range conditions vary. Individual match shooters may choose their own firing positions and target posting space, on a first-come-first-served basis for each relay of shooters. All individual match shooters shall exercise reasonable courtesy, sportsmanship, and common sense in this regard. Any disputes between individual match shooters about firing positions or target posting space shall be resolved by a decision of the skirmish safety officer supervising the area of the firing line involved.

2.10 OFFHAND FIRING.

Unless otherwise previously specified in the match program, all match firing shall be from the offhand position.

Shoulder arms may be fired with the shooter's hands and arms placed at the shooter's discretion.

Revolvers shall be held in one hand only, the right or left, at the shooter's discretion, and shall be supported only by that arm. The revolver shooter's other hand and arm shall not be used in any way to support or steady the gun hand or arm.

No artificial support, device, or sling shall be used to support or steady a shooter's weapon or any part of a shooter's body during match firing. A shooter may wear gloves which comply with general skirmish clothing rules. A shooter may wear a recoil-protective shoulder pad inside the shooter's outer clothing. A shooter may use a handkerchief, cloth, or anti-slip substances to protect his/her hands or to provide a more secure hold of the weapon while firing.

No shooting position, clothing, or equipment shall be used if it poses a danger to the shooter or to others, even if it does not otherwise violate this rule.

2.11 NOVICE OR SPECIALTY MATCHES.

The skirmish director may include in any skirmish schedule special individual or team matches or events for shooters who choose to take part in them, outside the regular individual or team matches. The events in these matches may involve shorter ranges and/or larger targeting than the regular matches, for shooters who consider themselves novices with the weapons involved, or they may involve novelty targeting or procedures for all shooters, with special entry fees, awards or prizes. All skirmish rules not inconsistent with the nature of the event apply to novelty and specialty events.

SECTION 3 – SCORING AND PROCEDURE - TEAM MATCHES

3.1 TARGET ELIMINATION EVENTS.

Target elimination events are events which require the competing teams to break, puncture, or knock down the assigned targets as rapidly as possible, with a set maximum time in which to fire, generally 5-minutes for muskets, carbines, single shot breechloaders, and smoothbores, and 2 or 3-minute events for revolvers and breechloader repeaters.

HANGING OF TARGETS. Targets in target elimination events shall be hung or otherwise mounted so that the targets are separated by at least the width of a single target, or, if the targets vary in size, by at least the width of the majority of the targets.

Unless an event is designed differently, and teams are given specific instructions for that event, targets hung by wires or other supports from the target frame shall be attached to the highest cross-member of the frame, in “high-low” fashion, at least 6 inches from the cross-member of the frame and 3 inches from the side-member of the frame, spaced at approximately equal distances from the other targets on the frame, and spaced so that the entire length of the cross-member is used. “High-low” means that every-other target is hung so that its bottom edge is above the top edge of the next target.

STARTING, STOPPING, AND TIMING FIRE; RELATED PENALTIES. A skirmish timing officer shall time each team firing a target elimination event, using a digital stop watch, starting when the signal to commence firing is given and ending when the team commander calls “time,” or when the event time ends.

The skirmish range officer or announcer shall signal the start and end of the time for firing the event. The signals to start and end firing shall be clearly audible on the firing line and shall be given by a single, distinct sound, such as a whistle, air horn, bell, or a single word, to facilitate correct timing by the timing officers and to minimize uncertainty about the start and end of the time for firing the event. The same method of signaling shall be used throughout a match, to the extent practicable.

No team shall fire before the signal to start firing, and no team shall fire after the signal to end firing, or after the team’s commander calls time, except to clear weapons as directed by a skirmish safety officer under these rules.

If a team fires before the signal to start firing in an event, the team shall be penalized the equivalent of one un-hit target in the event for each shot fired before the start signal or out of order.

If a team fires after the signal to end firing in an event, except to clear weapons as directed by a skirmish safety officer, or after the team commander calls time, or fires out of order in an event requiring team members to fire in a particular order, and if any target or target fragment is struck by such fire, the team shall be penalized the equivalent of one un-hit target in the event for each target or target fragment struck by such fire. If any target or target fragment is struck by firing to clear weapons, the team shall be penalized the equivalent of two un-hit targets in the event for each target or target fragment struck by such fire.

The timing officer shall stop the timing watch immediately when the team commander calls time, and shall notify the commander of the time on the watch, displaying the watch if requested.

UN-HIT TARGET PENALTIES. When the full time of an event runs out before a team has eliminated all of its assigned targets, the team shall be penalized by adding to the full time of the event an amount of time equal to the full time of the event, in seconds, divided by the total number of targets assigned to the team in the event, rounded down to the last full number, and multiplied by the number of un-hit targets. The penalty times for 300 second and 120 second events are set forth on Un-hit Target Penalty Charts attached to these rules.

CALLING TIME BEFORE ELIMINATING ALL TARGETS – PENALTIES. If the team commander calls time before the team has eliminated all of its assigned targets, the team shall be penalized by adding to the time on the timing officer's watch an amount of time equal to the full time of the event, in seconds, divided by the total number of targets assigned to the team in the event, rounded down to the last full number, and multiplied by the number of un-hit targets. The penalty times for 300 second and 120 second events are set forth on Un-hit Target Penalty Charts attached to these rules.

HITS DEFINED. A target shall be considered hit [that is, eliminated] in an elimination event only if:

1. The target is a breakable target [that is, a target which does not contains liquid or other filling material], and a bullet breaks, cracks, removes material from, or marks, the target, or causes the target to fall from its individual support.
2. The target is a knock-down target [that is a target which does not contain liquid or other filling material, and is intended to be knocked off a hanger or support, or tipped over, rather than being broken] and a bullet causes the target to separate completely from its hanger or support, or to tip over completely. No bullet contact counts as a hit if it does not cause the target to separate completely from its hanger or support, or to tip over completely.
3. The target is one containing liquid or other filling material, and a bullet causes the target to expel or leak that liquid or filling material, or otherwise ruptures the target at least enough to allow the target contents to escape.
4. A bullet hits the wire, clip, or other support of the individual target, or hits the backing on which the target is mounted, and that bullet hit causes the target to fall from its individual support.
5. A bullet hit causes another target to move, or produces debris from another target, from a target support, or from a target frame, and the moved target or the debris breaks or removes material from the target if the target is breakable, ruptures the target if the target contains liquid or other filling material, or causes the target to fall.

REPORTING RESULTS. The timing officer shall promptly report the teams time, expressed to the closest tenth of a second, and the number of un-hit targets, if any, and any shots warranting penalties, to the skirmish scoring officer or designate. The skirmish director may order that written confirmation of times, un-hit targets, and shots warranting penalties be signed by the team commander and the timing officer and delivered to the scoring officer.

3.2 VOLLEY AND RAPID FIRE EVENTS.

A volley fire event is one in which all members of each team fire one shot each almost simultaneously at a single target designated for that team, repeated for as many periods of firing as specified in the skirmish schedule, generally 5 periods. A volley fire target is made of material which will allow the bullet holes to be counted.

A rapid fire event is one in which all members of each team fire as many shots as possible in a set amount of time at a single target. A rapid fire target is made of material which will allow the bullet holes to be counted.

STARTING, STOPPING, AND TIMING FIRE; RELATED PENALTIES. Teams in a volley fire event are directed by the skirmish announcer to come to the position of "ready," then the position of "aim," and then signaled to fire. The signal to end firing is sounded after a firing period of a pre-announce length, generally 3 seconds.

Teams in a rapid fire event are directed by the skirmish announcer to come to the position of "ready," then the position of "aim," and then signaled to fire. The team continues firing until the signal to end firing is sounded after a firing period of a pre-announce length, generally 3 minutes.

No team shall fire before the signal to start firing, and no team shall fire after the signal to end firing, except to clear weapons as directed by a skirmish safety officer under these rules.

If a team fires before the signal to start firing, fires out of order in an event requiring team members to fire in a particular order, or fires after the signal to end firing, except to clear weapons as directed by a skirmish safety officer under these rules, whether or not a hit is evidenced, the team shall be penalized by the reduction of one hit from the team's count on the target in that event for each such shot. If the team target is hit by firing to clear weapons, the team shall be penalized by the reduction of two hits from the team's count on the target in that event for each such shot.

HITS. After the safety officer assigned to a team's firing position has cleared the team's weapons, he/she will count the hits on each team's target, in the presence of the team commander. Every bullet hole or bullet mark in a volley fire or rapid fire event target shall be counted as a hit, as long as the arc of the bullet at least cuts or marks the arc or plane of the outside edge of the target.

REPORTING RESULTS. The safety officer shall promptly report the number of hits by the team, and any shots warranting penalties, to the skirmish scoring officer or designate. The skirmish director may order that written confirmation of the number of hits and penalties be signed by the team commander and the timing officer and delivered to the scoring officer, or that the entire target be delivered.

CALCULATION OF SCORES – VOLLEY FIRE. A team's score [or time] in a volley fire event shall be determined by multiplying the number of hits by 5 seconds [or such other number as set by the skirmish director], subtracting the resulting number of seconds from 260 seconds [or such other number as set by the skirmish director], and entering the result as the team's time for the event. The conversion of volley fire event hits to times using 5 seconds and 260 seconds is set forth in the Volley Fire Conversion Chart attached to these rules.

CALCULATION OF SCORES – RAPID FIRE. A team's score [or time] in a rapid fire event shall be determined by multiplying the number of hits by 2 seconds [or such other number as set by the skirmish director], subtracting the resulting number of seconds from the number of seconds in the firing period, generally 120 seconds, and entering the result as the team's time for the event. The conversion of volley fire event hits to times using 2 seconds and 120 seconds is set forth in the Rapid Fire Conversion Chart attached to these rules.

3.3 TEAM MATCH RESULTS.

At the end of the team matches, the times in all events in the match shall be totaled for each team. The team with the shortest total elapsed time shall be declared the winner. Successively lower places will be determined by progressively longer total elapsed times. In the discretion of the skirmish director, separate scoring and awarded places may be calculated for different classes of teams in one or more matches, such as "A" and "B" teams.

3.4 TEAM MATCH TIES.

If two teams have the same total time for any team match, the higher finishing place shall be awarded to the team with the shortest time for the longest range event fired at breakable or knock-down targets. If no event meets that description, or if a tie still remains, the higher finishing place shall be awarded to the team with the shortest time for the pigeon board event, if one was fired. If a tie still remains, or if no pigeon board event was fired, the higher finishing place shall be awarded to the team with the shortest time for the first breakable target event of the match [after the pigeon board if one was fired], and, thereafter, the shortest time for the remaining events, taken in the chronological order in which they were fired, until the tie is broken.

3.5 TEAM DUTIES, PENALTIES, AND DISQUALIFICATION.

Each team is responsible for its members' compliance with these rules.

PROVIDING TIMING AND SAFETY OFFICERS. Each team is responsible for providing necessary skirmish safety officers and timing officers, in the relay following the one in which the team fires, for the firing position used by the team. From time to time, the range officer may require a team to provide necessary skirmish safety officers and timing officers for other positions during relays when the team is not

scheduled to fire, because of an uneven number of teams in a match. This extra duty will be rotated equitably among the teams. Any ACWSA member may replace team members for timing and safety duties, unless ineligible to do so under these rules.

HANGING TARGETS. Each team is responsible for attaching the team's targets to the necessary wires, supports, or backing boards before the start of a team match, and for hanging the team's targets on the target frames in compliance with these rules, and as directed by the skirmish announcer, promptly and in compliance with the skirmish schedule. Any ACWSA member may assist a team in this duty.

PROPER TARGETS. If a team hangs any improper target, or hangs a target or targets improperly, or hangs less than the proper number of targets, and any team commander protests to the announcer, or if the fact is called to the attention of the announcer by any other means, before the signal to begin firing is given, the announcer shall suspend the match until the range officer determines whether or not the targets are proper, and, if he/she determines the targets are not proper, the team shall promptly correct its targeting. Except for hanging less than the proper number of targets, if firing begins before the targeting impropriety is protested, the impropriety is waived, and the match shall proceed and be scored without regard to it.

PENALTY FOR FIRING WITH TOO-FEW TARGETS. If a team fires an event in which the team hung less than the proper number of targets, the team's time for that event shall be struck, and the team's score for that event shall be recorded as the full time of that event, plus any applicable penalty time for un-hit targets and/or early or late firing.

PENALTY FOR OTHER RULE VIOLATIONS. If any member of a team fires in an event with a weapon or equipment which violates these rules, if a team fires an event with any shooter[s] participating in violation of the rules regarding substitutions, multiple team participation, or participation eligibility, or if any member of a team refuses to comply with a proper order from a safety officer on a safety issue, the team's time for all events in which the rule violation[s] occurred shall be struck, and the team's score for each such event shall be recorded as 150% of the full time of that event, plus any applicable penalty time for un-hit targets and/or early or late firing. The team shall be disqualified from further participation in the match unless and until the violation is corrected.

PENALTY FOR INTENTIONAL DAMAGE TO FRAMES OR BACKING. If the safety officer supervising a team's firing position determines that the team, or any team member, intentionally caused damage to a target frame or backing to gain competitive advantage in an event, the team's score for the event shall be recorded as 200% of the full time of that event.

RE-FIRING AN EVENT. When a target frame or backing falls or collapses for any reason other than damage caused intentionally by a team member, and eliminates one or more targets, or, in the safety officer's judgment, otherwise prevents the team from fairly completing the event, the safety officer shall order the team to cease firing and clear the team to leave the line, and the team shall re-fire the event in a subsequent relay, without penalty.

3.6 STOPWATCH MALFUNCTION.

If a stopwatch malfunctions, or a timing officer commits an error in timing, such that a team's time in an event cannot be determined with complete accuracy, the timing officer shall promptly notify the safety officer of the malfunction or error. If the malfunction or error is discovered during the firing period, the safety officer shall immediately order the team to cease fire, stating the reason. The team shall re-fire the event, at such time as directed by the range officer, unless the team commander elects to take full time and applicable penalties for the event. No re-firing shall be ordered if time had run out before the safety officer ordered cease fire because of the timing problem.

SECTION 4 – SCORING AND PROCEDURE – INDIVIDUAL MATCHES

4.1 MANDATORY MATCHES; SHOOTER CLASS CATEGORIES.

Individual match competition, if included in a skirmish schedule, shall include at least a musket match and a carbine match, plus matches for whatever other weapons the skirmish director chooses, with prior notice to those teams whose shooters are eligible to attend the skirmish. For the musket and carbine matches, and for such other matches as the skirmish director may order, shooters may compete in one of two classes, Class I and Class II, if qualified under these rules.

If qualified under these rules, a shooter may register and fire in one class with some weapons and in the other class with other weapons.

A shooter who has never fired an ACWSA individual match score above 44, at any distance, with the category of weapon involved, or who has not fired in ACWSA individual competition with the category of weapon involved during the current or prior skirmish season, may register and fire in Class II for any individual match with that weapon. A shooter may register and fire in Class I regardless of prior scoring history. No shooter who has ever fired an ACWSA individual match score above 44, at any distance, with the category of weapon involved, may register and fire in Class II for that weapon category.

Match placement and awards for Classes I and II shall be determined by separate records for each class for all matches in the skirmish in which both classes are registered.

Shooters are responsible for registering in the correct class. The ACWSA may maintain score records for members for classification purposes and provide appropriate lists to host organizations, in the discretion of the governing officers and directors of the ACWSA.

4.2 TARGET ISSUANCE AND MARKING.

A target to be fired for score shall be issued to each shooter registered to fire a particular match by the scoring officer or assistant, and, at the shooter's request, an additional target for sighting or practice shall be issued for the same match. Targets will be marked with the type of weapon, the class in which the shooter is competing, a number assigned to the shooter for record keeping, and a clear indication whether the target is for score or not.

Additional targets for score for any match shall be issued at the shooter's request, and be similarly marked.

4.3 MATCH RELAYS.

Individual matches shall be fired in a series of consecutive relays on one or more days of the skirmish. Generally, individual matches will precede team matches, and they will always be completed before the musket team match begins.

Individual matches and events shall be conducted simultaneously. That is, a shooter may post and fire targets for any weapons for which the shooter has registered and been issued targets, and may fire them in any order.

Time for firing shall be set by the skirmish director and shall be uniform for all shooters, except when all shooters have completed firing before time runs out, in which case that relay may be ended by the announcer. Relays are generally 10-15 minutes. The time for firing shall be uniform throughout the skirmish and shall be announced at the start of each firing period. Time to change targets shall be set by the skirmish director, generally 5-10 minutes, but may be varied in the discretion of the range officer or announcer, and need not be uniform throughout the skirmish. Whenever practicable and not unfair to other shooters, periods for firing and for changing targets may be extended briefly to accommodate special circumstances of one or more shooters.

The skirmish range officer or announcer shall signal the start and end of the time for firing each relay in the same manner as for team match firing periods.

4.4 TARGET POSTING AND SUBMISSION FOR SCORING.

Each shooter is responsible for posting his/her targets for a match, for removing any targets posted at the end of the relay in which the target was fired, and for complying with the directions of the skirmish scoring officer as to where, when, and how targets are turned in for scoring.

Shooters should not submit targets for scoring with staples still attached to the target. However, no penalty shall be imposed for doing so. The scoring officer may notify the shooter and require that the shooter return to the target turn-in point and remove any attached staples before the target is scored.

Shooters may post and fire one or two targets for score, plus one sighter target, with the same weapon, in the same relay, if the shooter fires both targets from the same location on the firing line.

Shooters may post and fire targets for two categories of weapons in the same relay, so long as the caliber of the weapons or the location of the targets are sufficiently different to remove any doubt that each target was fired with the category of weapon for which the target was marked. Shooters engaging in this practice shall have only one weapon on the firing line at a time, and shall have that weapon cleared by the safety officer before leaving the line with it and returning with the other weapon.

If a shooter has not fired 5 shots for score in a target when firing time runs out in a relay, the shooter must either submit the target for score with however many shots are on the target when time runs out, or the shooter must start over with a new target for score in the next relay, except as follows.

If the target is not in place when time runs out, because the target has come off the backing on which it was posted, or because the target frame or backing has fallen or collapsed, the shooter may re-post the same target and complete firing the target in the next relay, if another relay is fired.

If a shooter's weapon becomes disabled during an individual event, the shooter shall promptly notify the safety officer of the problem. If the safety officer confirms that the weapon is disabled, the shooter then has the option of correcting the problem on the firing line and continuing the event, or leaving the firing line [after the weapon is properly cleared to do so], and firing the remaining shots on the target in the next relay, if another relay is fired.

4.5 TARGET SCORING.

All individual matches will be 5 shots for record, or a combination of the results of two or more 5-shot matches combined for aggregate matches.

Shooters' placement and awards in a match shall be determined by numerical scores on the targets fired for score, highest to lowest. Each shot on a target will be scored using the value of the scoring ring in which the shot strikes. If any part of the line dividing scoring rings is cut or penetrated by the bullet, the shot will be scored as being in the higher of the two rings.

If a target submitted for score has more than 5 hits on it, and no cross-firing or other cause beyond the shooter's control is determined by the scoring officer to be the cause of the additional hits, the hit or hits of the highest score value[s] shall be disqualified until only 5 hits remain, and the target shall be scored using those remaining 5 hits.

If a target submitted for score has 3 or more hits grouped so that the scoring officer cannot definitely determine whether any other shots went through the resulting hole, and the shooter contends that one or more additional shots did so, the scoring officer, in the absence of contrary evidence, shall score the target in compliance with the shooter's contention.

4.6 INDIVIDUAL MATCH TIES

1. Before adding scores for aggregate match purposes, tie-breaking rules shall be applied in the following order until the tie is broken. Targets with the same numerical score shall be ranked in the following order:

- a. The higher finishing place shall go to the target with the most hits in the "X" ring.
 - b. The lower finishing place shall go to the target with the most lower hit values, that is, the most 6's, then most 7's, then most 8's, etc.
 - c. The higher finishing place shall go to the target with the shortest "string." The "string" is the sum of the distances from the center of the target to the center of the hole made by each hit on the target.
2. In aggregate matches for weapons in the same category, the scores of the targets given the higher finishing place under the foregoing rules shall be used, and when the sum of those scores are the same, the higher finishing place shall go to the aggregate with the highest score in the longest range event.
 3. In aggregate matches for weapons in different categories, equal aggregate scores of targets given the higher finishing place under the foregoing rules shall be ranked as follows:
 - a. Except as stated below, in musket-carbine aggregate matches, the higher finishing place shall go to the aggregate with the highest score for the longest range carbine match, and if those are equal, to the highest score in the longest range musket event.
 - b. In any aggregate match which includes revolver scores, including those which use a musket and/or carbine aggregate, the higher finishing place shall go to the aggregate with highest score for the longest range revolver event.

4.7 INDIVIDUAL PENALTIES AND DISQUALIFICATION.

If a shooter fires in an event with a weapon or equipment which violates these rules, or fires an event in violation of these rules regarding assistance or participation eligibility, the shooter's score for that event shall be struck. The shooter shall be disqualified from further participation in the match unless and until the violation is corrected. If the violation is corrected, the shooter may continue in the match, and may re-fire any event for which his/her score was struck, time permitting.

Targets fired in violation of any other rule shall not be included for score in any event or match.

SECTION 5 – GENERAL RULES.

5.1 PARTICIPANTS' BASIC DUTIES.

Every participant in a skirmish must be a member of an ACWSA organization or be a guest shooter whose participation has been approved by the skirmish director. Participants under 18 years of age must have completed a state-approved hunter safety course or the equivalent.

Every participant shall practice basic principles of firearm safety at all times during a skirmish. No participant shall use a weapon during a skirmish without first learning the safe and proper operation of that weapon.

Every participant shall comply with the directions of skirmish officers, and with these rules, in good faith and good sportsmanship. Every participant shall promptly call to the attention of the appropriate skirmish officer any violation of these rules which would tend to prevent a safe, fair, and efficient skirmish.

5.5 CONDUCT.

No skirmish participant shall engage in disorderly conduct or other illegal activity during a skirmish. No skirmish participant shall take part in any skirmish activity if functionally impaired by drugs, medication, or alcohol. The range officer or skirmish director may order any participant violating this rule, in the judgment of the range officer or skirmish director, to leave the skirmish or limit his/her presence to areas where other people will not be disturbed or endangered.

5.6 PARTICIPANT CLOTHING.

Skirmish participants shall wear reasonably correct period-type military or civilian outer clothing, headwear, and equipment while competing in all events. Footwear need not be period-type, if it is black or brown, and not obviously of modern style or design, such as athletic-type or combat-boot type.

5.6 EYE AND HEARING PROTECTION.

When on the firing line during an event, all shooters and skirmish officers shall wear protective glasses and ear plugs or other hearing protection devices.

5.7 SMOKING AND OPEN FLAMES.

No skirmish participant shall smoke or possess any open flame when in front of the safety line of the range or in the preparation area.

5.8 ASSISTANCE AND COACHING.

A shooter on the firing line may receive assistance with a weapon or equipment problem during an individual event from any other skirmish participant, and during a team event from any member of the shooter's team firing in the same event. Assistance shall not be conducted in any manner which compromises safety, disrupts the event, or unreasonably interferes with the performance of any other shooter in an individual event, or with any other team in a team event.

Each shooter shall personally load and fire the weapon he/she brings to the firing line for an event, and no other, during that event. No shooter may load or fire for any other shooter, or intentionally fire at any target of another shooter or of another team.

Coaching or spotting for shooters is not permitted during an event, except as follows. A shooter in an individual event may have one coach/spotter on the firing line. Shooters in a team event may coach and spot for other members of the team. No coaching or spotting shall be done in any manner which will compromise safety, disrupt the event, or unreasonably interfere with the performance of any other shooter in an individual event, or with any other team in a team event.

The safety officer supervising the part of the firing line involved may deny permission for, or order the termination of, any assistance, coaching, or other practice, which, in the officer's judgment, violates this rule.

The timing officer for a team may communicate the time remaining in the relay in response to the request of any team member. No skirmish officer shall provide any other information which might assist a team in the competition.

5.9 SPOTTING WITH SCOPES AND BINOCULARS.

A shooter in an individual event, or the shooter's coach, may use a spotting scope or binocular on the firing line. Except when the shooter intends to fire in the next relay from the same location on the firing line, the shooter shall remove his/her spotting scope when leaving the firing line after firing an event.

No shooter in a team event may use a spotting scope, binocular, or similar device, except that one shooter on each team may use a hand-held scope or binocular for spotting purposes.

5.10 ALTERATION OF TARGETS.

Alteration of targets in any way which might give a competitive advantage is prohibited, in both individual and team events. This includes, but is not limited to, placing spotting marks or aiming points on a target, changing the color or shape of a target, or mounting a team event target by means other than the wire or other support provided, or changing the target mounting hole or attachment point.

Except as otherwise ordered by the range officer or the skirmish director, non-scoring areas of individual event targets may be folded, individual event targets may be posted at any angle which does not unreasonably interfere with the posting of other targets, and team match targets may be hung at any

orientation to the firing line, so long as only the issued support material and mounting hole or attachment point of the target is used.

5.11 HOLSTERS AND GUN CASES.

No participant shall carry any weapon on the firing line, or between the preparation area and the firing line, in any type of case or holster.

5.12 CARTRIDGE AND CAP BOXES.

Shooters shall keep cap containers and cartridge boxes covered on the firing line, except when removing a cap or cartridge, or when checking contents.

SECTION 6 – FIRING LINE PRACTICE AND PROCEDURE.

6.1 LOCAL RANGE RULES.

All participants shall abide by the applicable local rules of the range where the skirmish is held.

6.2 ANNOUNCER, SAFETY OFFICERS, AND TIMING OFFICERS.

No match shall be fired without an announcer on duty who can observe all shooters and skirmish officers on the firing line, and whose announcements and commands can be heard by all shooters and skirmish officers. Generally, the announcer will be on an elevated platform and will use an electronic public address system.

No firing period shall be started without the skirmish officers required by these rules on the firing line.

No shooters shall be allowed on the firing line until safety officers are on the firing line as required by these rules, unless the range officer or announcer determines that shooters and skirmish officers can be summoned to the line at the same time without compromising safety. In either circumstance, safety officers shall move to the line promptly when summoned by the announcer, in order to supervise shooters as they take their places on the line.

Timing officers shall move to the line promptly when summoned by the announcer, in order to expedite the progress of the match.

The announcer shall confirm the presence of the necessary skirmish officers on the firing line before authorizing participants to snap caps in team events or to commence firing in individual events.

In team events, the announcer shall allow a reasonable time for all shooters to reach the firing line, but shall not unreasonably delay the match to accommodate tardy shooters.

6.3 SAFETY OFFICER FLAGS.

Safety officers should be provided with red flags and green flags, or a shaft with a red flag on one end and a green flag on the other, for signaling the announcer. A safety officer should display the green flag, or keep the red flag down and the green flag up, as long as there is no need to stop the normal proceedings of the event. If a safety officer becomes aware of circumstances which require that firing cease, or not be commenced, or that the match should not proceed, the safety officer shall raise the red flag, and use any other necessary means, to communicate to the announcer and shooters that firing should cease, or not be commenced, or that the match should not proceed.

6.4 GENERAL LOADING AND FIRING RULES.

No participant shall load, prime, or cap any weapon at a skirmish except on the firing line, at the direction of the skirmish announcer, and under the supervision of the assigned safety officer, except that revolvers

may be loaded, with powder and bullets only, in the designated shooter preparation area, and then be carried, uncapped, directly to the firing line, and only then be capped, on the firing line, at the direction of the skirmish announcer, and under the supervision of the assigned safety officer. In this rule, "load" includes placing a cartridge in the magazine of a repeater or in the chamber of any breech-loader, whether or not the action is open.

Regardless of any directions from the skirmish announcer or any safety officer, no participant shall load, prime, cap, or fire any weapon unless he/she can do so safely.

No participant shall carry any ammunition, powder, or bullet to the firing line except as pre-loaded cartridges carried in a military cartridge box approved for skirmish use, or carry any percussion caps to the firing line except in a cap box approved for skirmish use, or, in the case of revolver caps, except in a capping device or a metal or plastic container in which the caps were sold. Self-contained, internally primed, breech-loader cartridges may be carried in a participant's pockets or haversack.

No participant shall load or cap any weapon on the firing line except by taking cartridges or caps directly from the accoutrement box or container required by these rules, except that internally primed breech-loader cartridges may be taken from a participant's pockets or haversack.

No participant shall discharge any weapon, whether with live ammunition, blank loads, caps, or priming powder at a skirmish, except on the firing line, at the direction of the skirmish announcer, and under the supervision of the assigned safety officer.

No participant shall transport any weapon which is loaded, charged with powder, capped, or primed, anywhere on the skirmish premises, except revolvers as stated above.

6.5 SNAPPING CAPS-SHOULDER ARMS.

In all matches for shoulder arms primed with percussion caps or flintlock priming powder, in each relay, every participant shall "snap caps," that is, fire the weapon with a cap or priming powder only, at least twice before loading powder.

Generally, no separate time to snap caps will be designated in individual matches. Snapping caps will be included in the length of the firing period.

In team matches, the announcer shall direct participants when to snap caps, and state how long they have in which to do so. Generally, the announcer will allow a 1-minute period.

In both individual and team matches, the first firing of a percussion cap or a flintlock priming charge must be done with the weapon in the offhand position and pointed down range, and the last must be done with the weapon pointed at the ground and demonstrating air being expelled from the muzzle by the ignition of the cap or priming powder. Otherwise, the number of repetitions and the manner of snapping caps is in a shooter's discretion.

6.6 SNAPPING CAPS-REVOLVERS.

Snapping caps before loading revolvers is optional with the shooter. In individual matches, a shooter wishing to snap caps may do so at the firing line at any time the range is open for firing individual targets. In team matches, unless waived by all shooters, a reasonable period shall be allowed before the first relay for snapping caps at the firing line, at the direction of the announcer and under the supervision of a safety officer.

A shooter snapping caps in either individual or team matches must have his/her revolver cleared by a safety officer before leaving the firing line.

6.7 LOADING MUZZLE-LOADING WEAPONS.

The manner of loading a muzzle-loading weapon during a skirmish event is in the discretion of the shooter, except as specifically provided in these rules, as long as the shooter does not endanger anyone

while loading, or point the weapon anywhere except down range or toward the ground or sky during the loading process. Every muzzle-loader shooter must comply with the following rules:

- a. No powder or bullet shall be loaded unless the butt of the weapon is on the ground or on the shooter's foot.
- b. No powder or bullet shall be loaded unless the muzzle of the weapon is pointed away from any part of the body of the shooter or any other person.
- c. No powder or bullet shall be loaded unless the hammer is down on the nipple of a percussion weapon [preferably on a fired cap], or the frizzen of a flintlock is covering the un-primed pan and a leather frizzen cover is in place covering the frizzen.
- d. The shooter shall handle the powder, cartridge, bullet, and rammer so as to minimize exposure of the shooter's hand and fingers to the path of an accidental discharge from the muzzle during loading and ramming.
- e. Bullets shall be held between forefinger and thumb and placed in the muzzle so that the hand does not enter the line of fire. Neither the palm of the hand nor the thumb shall be used to start the bullet into the bore. The palm of the hand shall not be placed over the end of the rammer while ramming.
- f. If the shooter returns the rammer is returned to the piece, the rammer should be pulled down by the little finger, keeping the hand out of the line of fire.
- g. If the shooter does not return the rammer to the piece, the shooter may hold the rammer in either hand, lean it against the shooter's body, lean it against a bayonet or edged weapon of the period shoved into the ground, or lean it against a scope tripod during individual matches, or the shooter may stick the rammer into the ground. No other rammer supports are permitted. The shooter shall never place the rammer in a way that results in the shooter pointing the muzzle of the weapon at any part of the shooter's body, or at anyone else, when the shooter reaches for the rammer.
- h. Placing the cap or priming the pan shall be done only with the buttstock of the weapon placed between the shooter's arm and body on the side from which the shooter fires and the muzzle pointed down range or toward the ground.

6.8 LOADING BREECH-LOADING WEAPONS.

The manner of loading a breech-loading weapon during a skirmish event is in the discretion of the shooter, except as specifically provided in these rules, as long as the shooter does not endanger anyone while loading, or point the weapon anywhere except down range or toward the ground or sky during the loading process.

Every shooter firing a repeater must comply with the following rules:

- a. The shooter shall only single-load during individual matches.
- b. In team matches, the shooter shall exercise extreme care loading any tubular magazine, keeping the magazine as close to horizontal as possible while loading. The shooter shall never allow a magazine follower to snap against the loaded cartridges under power of the follower spring, and shall control the follower with his/her hand when closing the magazine.
- c. The shooter shall use reasonable means to make certain that the barrel is un-obstructed before placing a cartridge in the chamber.

6.9 LOADING REVOLVERS.

Shooters may load revolvers in the preparation area, as stated above, with powder and bullets only. The powder may be loaded into the chambers from a cut-off type powder measure flask or from sealed containers, each holding one pre-measured charge. Shooters may not use any type of powder measures which require pouring or dipping loose powder.

6.10 UNLOADING WEAPONS.

If a shooter's weapon is loaded when the command to cease fire is given, either by the signal of the skirmish announcer when the time of a firing period runs out, in an individual or team event, or when a shooter's team commander calls time in a team event, the shooter shall notify the safety officer supervising the shooter's firing position of that fact. At the direction of the safety officer, and under the safety officer's observation, the shooter shall promptly discharge or unload the weapon, as follows.

- a. A shooter with a muzzle-loader, revolver, or a breech-loader which cannot be unloaded safely except by firing, shall discharge the weapon, from the regular shooting position, into the backstop behind the target line, by firing to the right or left of the target frame on which the shooter had been firing, until the weapon is empty.
- b. A shooter with a breech-loader which can be safely unloaded without firing shall unload by removing the cap, if any, and then opening the action and removing the cartridge from the chamber or action.
- c. A shooter with a Henry or Spencer repeater with cartridges in the magazine shall remove all cartridges by cycling them through the action, leaving the action open after all cartridges have been removed.

No shooter shall fire to unload a weapon except under the observation of the appropriate safety officer, so that the officer has an opportunity to observe that the shooter does not fire on any target or target fragment.

6.11 DISABLED WEAPONS.

If a shooter has a loaded weapon which becomes disabled and cannot be discharged or unloaded, the shooter shall promptly notify the appropriate safety officer of that fact. After the firing time has ended for the event, the safety officer shall take charge of the weapon, go with the shooter and the weapon to a part of the firing line designated by the range officer, and arrange for the safe unloading of the weapon, after which the weapon shall be cleared by the shooter and the safety officer for removal from the firing line.

6.12 CLEARING WEAPONS.

When a shooter in an individual or team event has emptied his/her weapon, either during the firing period or under these rules after the firing period has ended, the shooter shall cooperate with the appropriate safety officer in clearing that weapon for removal from the firing line.

No shooter shall leave the firing line with a weapon until the weapon has been cleared by the appropriate safety officer.

CLEARING PROCEDURE. Clearing shall be accomplished as follows.

- a. A shooter with a muzzle-loader shall, when directed by the safety officer, fire one cap from the shoulder, while the weapon is pointed down range, and a second cap while the weapon is pointed at a safety flag or at grass or dirt near the muzzle but down range from the firing of the line. The safety officer shall observe that the first cap does not set off any powder, and that the second cap causes movement of the flag, grass, or dirt, indicating that the barrel is empty and not obstructed. If the safety officer observes any evidence of any powder being present when the first cap is fired, the officer shall have additional caps fired from the shoulder, and not proceed to the second stage until satisfied that the weapon is empty. If the second stage cap or caps fail to cause movement of the flag, grass, or dirt, the shooter may be required to demonstrate that the weapon is unloaded by inserting a ramrod as far as it will go in the barrel, noting how much of the rod remains outside the barrel, and then withdrawing the rod and placing it along side the barrel to show that there is no room for a charge in the barrel. If a safety officer is not satisfied by these tests that a weapon is empty, he/she shall proceed as with a weapon which cannot be discharged.
- b. A shooter with a flintlock shall, when directed by the safety officer, demonstrate that the weapon is unloaded by inserting a ramrod as far as it will go in the barrel, noting how much of the rod remains outside the barrel, and then withdrawing the rod and placing it along side the barrel to show that there is no room for a charge in the barrel. If a safety officer is not satisfied by these tests that a weapon is empty, he/she shall proceed as with a weapon which cannot be discharged.

- c. A shooter with a single shot breech-loader, when directed by the safety officer, shall open the action and allow the safety officer to look through the barrel, or, if the nature of the weapon prevents that, by allowing the safety officer observe a rod, provided by the shooter, inserted from the muzzle and extending beyond the chamber opening.
- d. A shooter with a Henry repeater, when directed by the safety officer, shall cycle the action at least twice, and then allow the safety officer to observe the chamber opening, the magazine follower in the open action, and the slot of the magazine, to determine that no cartridges are in the chamber or magazine.
- e. A shooter with a Spencer repeater, when directed by the safety officer, shall remove the magazine feeder tube, cycle the action at least twice, and then allow the safety officer to observe the chamber opening and look through the magazine tunnel in the stock, to determine that no cartridges are in the chamber or magazine.
- f. A shooter with a revolver, when directed by the safety officer, shall place the hammer on half-cock, and, with the muzzle pointed in a safe direction, rotate the cylinder to allow the safety officer to observe that all chambers are empty and no live caps are in place.

LEAVING THE FIRING LINE WITH A CLEARED WEAPON. When a shooter's weapon has been cleared, the shooter may leave the firing line, except that in team events, no shooter on a team may leave the firing line until all shooters on that team are authorized to do so.

6.13 LEAVING THE FIRING LINE DURING EVENTS.

If a shooter has reached the firing line with a weapon, the shooter may not leave the line without the permission of the appropriate safety officer.

The safety officer may grant permission to leave the firing line with the weapon, without going through the clearing process, only if the safety officer knows that the shooter has not yet used the weapon in the current relay, that is, that the shooter has not snapped a cap on a percussion weapon, primed a flintlock, or chambered a breech-loader round, in a shoulder-arms event, or has not capped in a revolver event. Otherwise, the shooter may be granted permission to leave the line without clearing the weapon only if the shooter leaves his/her weapon grounded on the line. Permission shall be in the discretion of the safety officer, who shall give due consideration to the safety and efficiency of the skirmish, as well as the concerns of the requesting shooter.

No shooter shall leave the firing line after the snapping of caps in a team event until the team has been cleared, or when the team has grounded arms during a halt of the event, except in case of injury, illness, or personal emergency, under such conditions as the safety officer orders.

If a shooter's leaving the line, at any time, compromises safety or unfairly disrupts any event, the announcer or range officer shall suspend firing and take such other action as the circumstances require.

A shooter who violates this rule may, in the discretion of the range officer, be disqualified from further participation in the match or event in which the violation occurs.

6.14 TEMPORARY HALTING OF AN EVENT.

The announcer or range officer may temporarily halt any event, in his/her discretion, for the safe and efficient conduct of the skirmish.

SIGNALING A HALT. To halt an event, the announcer shall sound the signal for firing to stop, followed by an appropriate announcement to advise all shooters and officers of the situation. If timing is under way, timing officers shall immediately stop their watches at the signal and safety officers shall display red flags. All shooters shall bring their weapons to the ready position.

ORDER ARMS COMMAND. If the halt involves a possible hazardous situation down range, the announcer shall give the command, "order arms." At that command, all shooters on the firing line shall place their weapons at half-cock. Each shooter with a shoulder-arm shall place the butt of the weapon on the ground or on the shooter's foot, and securely support the barrel with at least one hand. A shooter with

a revolver, after placing the revolver at half-cock, shall hold the revolver in one hand, finger outside the trigger guard, gun arm extended at the shooter's side, with the barrel pointed at the ground. Safety officers shall make sure that no muzzles are pointed in an unsafe direction during such halts.

GROUND ARMS COMMAND. If the reason for halt will cause a substantial delay of the event, in the range officer's judgment, after all shooters have complied with the command "order arms," he/she may have the announcer order, "ground arms," at which time all shooters shall place their weapons on the ground, in front of the firing line, barrels pointed down range. Shooters may then leave the line until summoned back to the line and ordered to "raise arms" to continue the event, or to clear arms, if the event is cancelled.

When "ground arms" is ordered, any shooter, at his/her option, may remain on the line at "order arms," as described above. When "order arms" is ordered, any shooter, at his/her option, may ground arms, but shall remain on the firing position until further orders.

RE-STARTING, RE-FIRING, OR CANCELING AN EVENT AFTER A HALT. After the halting of an individual match event, the relay may be completed or cancelled. If cancelled, shooters shall be allowed to finish any targets during the next relay, if one is held. If the relay is re-started, the announcer shall announce the time remaining in the relay at the beginning of the re-start.

If a team event is halted after target firing begins, the affected relay may be re-fired in full, with new targeting, or re-started to complete firing with the targets and time remaining when the halt was ordered, whichever is most fair and practicable, in the judgment of the skirmish director. If either re-firing or re-starting would not be practicable, or would not be fair to all teams in the match, in the skirmish director's judgment, the skirmish director may order the event eliminated from the skirmish for all teams.

When the halt has ended, the announcer shall announce that fact and instruct shooters to "raise arms," at which point each shooter will return his/her weapon to the "order arms" position and follow the further instructions of the announcer. If the halt came before the announcer's command to load, snapping caps shall be repeated.

SECTION 7 - FIREARMS, EQUIPMENT AND AMMUNITION

NOTE: FIRING BLACK POWDER ARMS IS INHERENTLY DANGEROUS. SKIRMISH WEAPONS, WHETHER ORIGINAL OR REPRODUCTION, VARY GREATLY IN CONDITION, QUALITY, AND SAFETY. BY APPROVING ANY FIREARMS, EQUIPMENT, OR AMMUNITION FOR ACWSA SKIRMISH USE, THE ACWSA DOES NOT SUGGEST THAT THOSE THINGS ARE LESS DANGEROUS THAN ANY OTHER FIREARMS, EQUIPMENT, OR AMMUNITION, OR ARE SAFE FOR ANY USER OR ANY PURPOSE.

7.1 APPROVED WEAPONS AND EQUIPMENT.

These rules apply equally whether the weapons referred to are originals, reproductions of originals, weapons combining original and reproduction parts, or weapons with modifications or repairs for skirmish use, such as re-lined barrels or re-worked locks and triggers. Reference to a weapon in these rules includes any weapon of the same type, make, or model.

Any weapon approved for skirmish use by the North-South Skirmish Association [N-SSA] may be used in ACWSA skirmish matches.

Whether or not approved by N-SSA, a weapon shall be approved for ACWSA skirmish use if it complies with the definition of the applicable category of weapon in these rules, and if credible historical evidence supports the conclusion that the weapon was probably used in significant numbers by belligerents of either side during any part of the American Civil War for general military purposes. [The American Civil

War, "the war," will be considered as extending from April 1, 1861 to May 31, 1865.] This includes weapons, in military or civilian models, which were privately purchased by or for individual belligerents, if they were used for military purposes by more than just a few such individuals.

However, this does not include weapons designed or equipped primarily for long-range, precision target shooting or "sharpshooting" [called "sniper" firing in later wars], rather than general military use, nor does it include personal civilian sporting arms used by militia, home guards, or early volunteers while awaiting issuance of their service weapons. Such long-range or personal sporting arms may be used only if and when special matches for them are added to a skirmish.

Any questions at a skirmish about whether weapons or equipment comply with these rules shall be decided by the skirmish rules committee for that skirmish. The ACWSA may issue rules or rulings from time to time regarding approved weapons and equipment, which, if issued, shall apply to all subsequent ACWSA skirmishes.

7.2 APPROVED BARRELS AND CHAMBERING.

All weapons shall be of the same nominal bore size as those of the same make and model used during the war, unless otherwise provided in these rules, but need not exactly duplicate or comply with any dimension within that size. For example, an 1861 Springfield with an original nominal bore size of .58 would be approved with a bore of .574 or .585, but not .540, .620; an 1851 Colt Navy with an original nominal bore size of .36 would be approved with a bore of .355 or .375, but not .451. Weapons used during the war in different nominal bore sizes would be approved with any of them. For example, a Lorenz musket would be approved with a nominal bore of .54 or .58.

Rifling in rifled shoulder-arms and revolvers may be of any configuration, although rifling duplicating that of the originals is encouraged. Smoothbore weapons shall have unrifled bores of generally uniform size their entire length.

Weapons which originally fired rim fire cartridge may be used in center fire, either after conversion or when chambered for a roughly equivalent modern cartridge.

7.3 SPECIALLY APPROVED WEAPONS.

Specific weapons may be approved from time to time by the ACWSA by specific rule, despite any inconsistency with the above rules. Currently, these weapons are: Sharps military rifle with set trigger, as issued to the 1st or 2nd USSS; Henry repeater in .44-40 or .45 Colt; and Spencer repeater in .56-50, .44 Russian, or .44-40.

7.4 APPROVED SIGHTS.

Any type of sight originally provided on a weapon which complies with these rules shall be allowed for that weapon.

A sight may be changed in any way feasible for a Civil War soldier skilled in the use of, and having access to, period hand tools and related technology, but the original location and general appearance of the sight shall not be changed, and the rules set forth below shall be followed.

A sight approved for one type of weapon may not be installed on another type of weapon, unless historical evidence supports the conclusion that such substitution was made during the war.

Sights may be colored or dulled with paint, carbide, or other material, at the shooter's discretion.

Telescopic sights are not allowed.

FRONT SIGHTS. Any solid metal blade is allowed. A replacement front sight may be attached to the barrel by any means consistent with the original, or by a dovetail base, even if the original was not dovetailed. A dovetail base shall not extend beyond the contour of the barrel, unless the original sight was dovetailed and did so. A dovetail base shall not significantly change the appearance of the weapon. A dovetail base may be secured in place by any unobtrusive means which does not change the contour of

the sight base or the barrel. No apertures, sight hoods, leveling indicators, or adjusting devices, other than a dovetail base, are allowed.

REAR SIGHTS. A rear sight may not be added to a weapon which, as issued during the war, did not have a rear sight. If such a weapon has a sighting notch, groove, or similar part to assist aiming, that may be filed or filled in, as long as the general appearance of the weapon is not significantly changed. On a weapon originally provided with a rear sight, a shooter may drill, file down, or build up the sight, and/or add any metal blade or leaf, with any kind of notch or aperture, as long as the original type of sight base, and the original configuration of any ladder or other original means of adjustment, are retained. Existing elevation steps may be filed down or built up, and spacers or shims may be added to sight ladders, as long as the general configuration of the original sight is retained. Dovetail bases are not allowed, unless the original sight had a dovetail base. No sight shades, leveling indicators, or adjusting devices not on the original sight or base, are allowed.

7.5 TRIGGER PULLS AND MECHANICAL ALTERATIONS.

Locks, triggers, springs, and other parts may be replaced, fitted, or polished to improve trigger pull or other functioning of a weapon, provided that a safe half-cock shall be retained, that the original external appearance of the weapon is not changed, and that the safe functioning of the weapon is not compromised.

Trigger pull on a shoulder-arm shall not be less than three pounds. Trigger pull on a revolver shall not be less than two pounds.

7.6 STOCKS AND GRIPS.

The original external shape of shoulder-arm stocks and revolver grips shall not be altered. Shoulder-arm stocks and wood revolver grips may be finished with any stain, oil, shellac, varnish, or similar material which is not inconsistent with the appearance of similar arms used during the war. Checkering, finger grooves, and similar gripping aids, are not allowed, unless present on the original weapon. Revolver grips may be of material other than wood, if the material is similar in appearance to material used for revolver grips during the war. Cheek rests, recoil pads, hand guards, grip adapters, and similar attachments, are not allowed. Reasonable exceptions to these rules may be approved by the ACWSA in special cases involving shooters with physical disabilities.

7.7 RAMMERS.

No shooter in a skirmish match for muzzle-loading weapons may use a rammer [ramrod] which exceeds the barrel length of the shooter's weapon, breech face to muzzle, by more than three inches. A rammer shall have the same general appearance and configuration as the rammer issued with the weapon involved, except that it may be made partly or wholly of brass. The shaft of the rammer shall be smooth, except for the last inch of the small end, which may be threaded. A metal tip not over one inch long and not exceeding the bore of the weapon in diameter may be threaded onto the small end of the rammer shaft. Rammer guides or barrel protectors are not allowed.

7.8 EQUIPMENT AND ACCOUTREMENTS.

All accoutrements shall be reasonably similar to those worn by the Civil War military of the side and branch of service which the shooter using them is portraying.

All shooters shall keep their ammunition supplies, cleaning equipment, equipment boxes, tables, weapons and scopes not in use, extra gear, etc., in the preparation area. A shooter in an individual or team event shall carry all ammunition and equipment for that event by hand or in or suspended from the shooter's cartridge box, cap box, waist belt, scabbard, haversack, or pockets.

Open powder containers are prohibited on the firing line. A participant may bring one metal powder flask, holding one pound or less of powder, and fitted with a measure and cut-off for no more than 100 grains of

powder at a time, into the preparation area for use in loading cartridges or revolver chambers. Any other powder containers, except cartridges which comply with these rules, are prohibited.

Powder measures which require pouring or dipping loose powder to fill the measure are prohibited.

Tables, stools, benches, chairs or similar items are prohibited on the firing line.

Each shooter may use a small ground cloth or mat on the firing line on which to load, ground arms or to catch fired cartridges, if the use of it does not interfere with other shooters or disrupt the skirmish.

7.9 POWDER, PROJECTILES, AND CARTRIDGES.

Any propellant other than black powder is prohibited for all weapons.

Any projectile material except lead or lead alloy is prohibited for all weapons.

Projectiles may be lubricated by coating or by placing lubricant in grooves or hollow bases.

Each projectile and a pre-measured charge of black powder shall be contained in a cartridge of paper, cardboard, metal or plastic, plus a primer in the case of a self-contained breech-loader cartridge.

Priming powder for flintlock weapons must be contained in a vial or cartridge separate from the cartridge containing the main charge and projectile[s]. Vials with priming powder shall be carried in the shooter's cap box.

Only loading tubes of cardboard or plastic may be used for muzzle-loader cartridges, except that in smoothbore events, cartridges incorporating aluminum foil are permitted.

Multiple, separating, tracer, incendiary, or explosive projectiles are prohibited, except in smoothbore buck and ball events.

The projectile for a smoothbore weapon shall be a single round ball only, except in smoothbore buck and ball events. In those events, multiple round balls, not to exceed three buckshot and one full-size ball per loading are permitted.

For all muzzle-loading weapons, nothing except powder and a lubricated projectile may be loaded into the barrel. Loading any type of patch, wad, or combustible cartridge in a muzzle-loader is prohibited.

Any bullet in a repeater cartridge must have a flat nose larger in diameter than the cartridge's primer.

Primers in repeater cartridges must be seated flush with or below the level of the external base of the cartridge.

7.10 FLINTLOCK SAFETY FEATURES

Flintlock arms must be equipped with a metal flash guard to direct the flash from the touch hole upwards, sufficient to reasonably protect the other competitors on the firing line, and with a leather frizzen cover which shall be kept in place on the frizzen while loading.

SECTION 8 – CHALLENGES AND PROTESTS

8.1 CHALLENGES IN INDIVIDUAL MATCHES.

Any shooter in an individual match may challenge the scoring of any target which he considers has been evaluated improperly, by notifying the skirmish scoring officer at any time after learning of the challenged score, and not later than the time for challenging scores, which shall be set and announced by the skirmish director. If the shooter and the scoring officer disagree, the dispute shall be resolved by the skirmish rules committee, as provided above.

8.2 PROTESTS IN INDIVIDUAL MATCHES.

Any shooter in an individual match may formally protest to the skirmish director any injustice to the shooter which the shooter perceives, except in the scoring of a target, which the shooter may challenge as prescribed above. A protest may include the conditions under which another competitor has been permitted to fire or the equipment which another competitor has been permitted to use. If the protest involves compliance with rules governing weapons, ammunition, equipment, or uniforms, the skirmish director may refer the matter to the skirmish inspection officer. If the skirmish director agrees with the protest, the skirmish director shall order such equitable relief as the skirmish director deems appropriate. If the skirmish director disagrees with the protest, or if the shooter disagrees with the relief granted by the skirmish director, the shooter may appeal the matter to the rules committee, whose decision in the matter is final. Any protest not made in time for an equitable remedy to be implemented, or for the protested condition to be corrected, is waived.

8.3 CHALLENGES AND PROTESTS IN TEAM MATCHES

Any team commander may, on behalf of his/her team, challenge any determination regarding timing, un-hit targets, or assessed penalties and may protest any perceived injustice to his/her team, or the perceived non-compliance with these rules by any other team, team member, or skirmish officer, under the same procedure as set forth above for individual competitors, or under the team match rules set forth above.

SECTION 9 - INSPECTIONS

9.1 WHEN INSPECTIONS ARE CONDUCTED.

An inspector designated by the ACWSA or the skirmish inspection officer may examine any participating team or person's weapon[s], ammunition, equipment, or clothing to determine if any of it violates these rules. Inspections shall be in the discretion of the inspector, but shall not unfairly concentrate on any one individual or team. Except in response to a particular complaint or protest, inspections should cover as many people as possible and be conducted as randomly as possible. Where practicable, the subjects for inspection shall be selected by a random drawing of individual or team names.

Arms, ammunition, accoutrements and uniforms which, upon inspection, are determined not to be in compliance with these Skirmish Rules, shall be removed from competition in that skirmish unless they can be brought into compliance with these rules. Penalties for use of the non-complying items, if any, shall be as provided elsewhere in these rules.

9.2 TRIGGER PULL

Trigger pull shall be weighed in any fair manner ordered by the ACWSA or the skirmish director, but the method must be at least as accurate as, and not inconsistent with, weighing with an Official NRA Trigger Test Weight. Failure of a trigger to meet the trigger pull requirements shall result in penalties and disqualifications as provided in the rules governing individual and team penalties.

If the trigger pull is tested by lifting a test weight, the procedure shall be as follows. The firearm shall be held muzzle up with the barrel perpendicular to the horizontal surface on which the test weight is supported. The rod, or hook, of the test weight shall rest on the lowest point of the curve in curved triggers, or on a point approximately one-quarter of an inch from the lower end of straight triggers. To pass the weight test the weight shall be lifted by the firearm while in the cocked position and while all safety devices are in firing position, from the horizontal surface on which it is resting. If the slope or angle of the trigger is such that the hook of the weight shall not catch on the trigger with the barrel perpendicular to the horizontal surface, the barrel shall be inclined off the perpendicular just enough to allow the weight hook to catch on the trigger. When it becomes necessary to employ the modification stated above, the

resting point for the hook should be considered to be the same as stated for straight triggers, i.e., approximately one-quarter of an inch from the lower end of the trigger.

If a testing device other than a weight is used, the barrel of the weapon may be in any position, but the hook of the testing device shall be placed on the trigger as described for a weight.

A weapon shall be allowed no more than three attempts to pass the trigger pull inspection. If it fails the first two tries by the inspector, the shooter may make the third and final try. If a weapon passes either of the first two tests, no further testing shall be conducted.

9.3 HALF-COCK.

Half-cock of shoulder-arms shall be checked by putting the firearm in half-cock and suspending it by the trigger from the inspector's finger. If the hammer does not fall while the arm is suspended, the half-cock shall be considered functional.

Half-cock of revolvers shall be inspected by putting the arm in half-cock and suspending it in the same manner as for shoulder-arms but with a 3-pound weight suspended from the trigger guard so as to add its weight to the weight of the revolver.

9.4 REPEAT INSPECTIONS.

Any shooter or team that has failed any inspection may apply to the inspecting officer who conducted the failed inspection for a re-inspection if the requester has a reasonable belief that the defect has been corrected. A re-inspection shall be granted as soon as practicable. No more than one re-inspection need be granted at any one skirmish.

9.5 CHALLENGING INSPECTION RESULTS.

If a shooter or team commander believes that a failed inspection resulted from a failure to follow proper procedures or from any other error by the inspecting officer, he/she may challenge the inspection to the skirmish director and the rules committee, in the same manner as other protests and challenges.