

# INDIANA ACTION RIMFIRE -- RULEBOOK

IAR RULE BOOK REVISION: 12 AP 2024 V. 1.2

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## 1. SAFETY

- 1.1. All persons, competitors, and spectators must wear eye **AND** ear protection while participating or viewing events. Every new shooter must be cleared with the Match Director (MD) or other appointed individual as having a basic knowledge of firearms and firearm safety rules and must be able to use that knowledge to be a safe competitor.
- 1.2. IAR functions on a "Cold Range" basis for safety. Unloaded firearms may be handled in designated areas only. Firearms may only be loaded or unloaded at the direction of Range Officers (ROs). The penalty for violation is that the violators will be disqualified (DQ) from the match.
- 1.3. Any shooter whose RimFire breaks the 180 during the course of fire will be disqualified (DQ) from the match. The 180 is an imaginary line separating uprange from downrange. This line is perpendicular to the centerline of the shooting bay, goes through the shooter, and moves with the shooter throughout the course of fire. This line extends down to the ground and upwards to infinity. The Range Master (RM) retains the final authority on determining the 180 line.
- 1.4. Negligent discharges impacting within 10 feet (3 meters) of the shooter while reloading, between shooting areas, or in a direction deemed unsafe by the RO, will result in disqualification (DQ) from the match.
- 1.5. Any shooter who displays disruptive behavior or is abusive (verbally or otherwise) toward any other person at a match will be disqualified.
- 1.6. Any shooter who appears to be unable to safely handle a firearm or participate in the sport, due to any substance or circumstance, immediately before or during the match may be disqualified after a discussion with the RO and either the RM or MD.
- 1.7. Dropping a (loaded or unloaded) firearm anywhere on the range property results in a match disqualification. An RO must pick it up. The RO will confirm it is not loaded, and safely return it to the shooter's bag, case, or vehicle. Dropping a bagged, cased, or even holstered gun may be hard on the gun, but is not a DQ as long as the gun remains inside its container, and the trigger remains completely covered/safe.
- 1.8. All persons at the match must obey ROs with respect to the shooting competition and safety rules. Any shooter failing to do so will be disqualified (DQ) and removed from the shooting area.
- 1.9. Unsafe gun handling by a competitor during a match will result in disqualification (DQ) from the match. See 12.3.
- 1.10. Whenever Steel targets or Steel hard cover are used in a course of fire, precautions must be taken so that competitors, Match Officials, and spectators maintain a minimum distance of 7 yards from the steel targets while they are being shot. Steel targets must never be presented at an angle greater than 30 degrees to any position of possible engagement.

1.11. Unsportsmanlike Conduct. The penalty is IMMEDIATE MATCH DISQUALIFICATION. See Rule 12.17. for the Definition and examples.

## 2. RANGE COMMANDS

IAR has based its range commands on the assumption that the shooters will present themselves to the starting position with their firearm unloaded, holstered/bagged/cased, and prepared to shoot the course of fire. The course of fire will be explained to the shooters from the Written Stage Briefing (WSB) and by a walkthrough from the RO. It is the shooter's responsibility to understand the course of fire. The RO will invite the shooter to the starting box or area and give the following commands:

2.1. "Make ready." This command signifies the start of course of fire. The shooter may now take a sight picture if he so desires, prepare the RimFire in accordance with the written course of fire, and assume the starting position as defined in the WSB.

2.2. "Are you ready?" The RO asks (rhetorically) if the shooter is prepared to proceed. If the shooter is not ready to proceed, it is the shooter's responsibility to inform the RO that he is not prepared. When the shooter does not respond negatively to this question, the RO will assume the shooter is ready.

2.3. "Stand by." This is the verbal signal given by the RO to the shooter that the start signal will follow soon.

2.4. Start Command. The start command/signal will most often be an audible signal from an electronic timing device. Other options include visual, verbal, or other start signals that must remain the same for all shooters in the match.

2.5. "STOP!" Any RO assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving, ensure the muzzle is pointed in a safe direction, and wait for further instructions from the RO. "STOP!" Any person in the bay may issue this command as well, if a breach of safety is extant or imminent. Examples include :: un-reset targets, possible squib rounds, a person pasting targets not noticed by the RO, wildlife in the bay, or any other unsafe or hazardous condition. Once the shooter has apparently finished shooting, the RO will issue the next three (3) commands:

2.6. "If you are finished, unload and show clear." If the shooter has finished the course of fire, he will then remove all ammunition from the RimFire and hold the RimFire in a position that allows the RO to confirm it is unloaded.

2.7. "If clear, make the RimFire safe, secure it." After the RO issues this command, the shooter is prohibited from firing a live round. While pointing the RimFire safely downrange, the shooter must perform a final safety check of the handgun by closing the empty action, pulling the trigger (if safe for the gun), then flagging and bagging, or holstering. Any shooter who fires a live round after this command is given will be disqualified (DQ).

2.8. "Range is clear." This command signifies the end of the course of fire. There will be NO forward movement on the range to perform range duties until the RO issues this command.

### **3. SPECIAL RECOGNITION CATEGORIES**

3.1. Special Recognition Categories (SRCs) are special categories approved by IAR to be used at matches to provide an extra means for a competitor to be recognized for his or her achievements. Recognizing SRCs is mandatory at the International Action RimFire Championship (IARC) and at IAR events for which IAR provides award money as will be described in the current IAR Policies and Procedures document (when written). Several Special Recognition Categories may apply to an individual competitor.

3.1.1. Junior Competitors: Must be under the age of 18 on the first day of the match.

3.1.2. Senior Competitors (S): Must be 55-64 years on the first day of the match.

3.1.3. Super Senior Competitors (SS): Must be 65-69 years on the first day of the match.

3.1.4. Grand Senior Competitors (GS): Must be 70+ years on the first day of the match.

3.1.5. Lady Competitors: Gender as listed on a government-issued ID.

3.1.6. Military Competitors: Active-duty military personnel and retired military personnel as indicated on the applicable Military ID Card, and members and retired members of the Reserve Forces and U.S. National Guard as shown on the applicable Military ID Card.

3.1.7. Law Enforcement and Emergency Response Provider Competitors (LEER).

(a) Law Enforcement Competitors: Active sworn law enforcement officers with arrest powers or retired law enforcement officers, as indicated on their officer credentials.

(b) Emergency Response Provider Competitors: The term "emergency response providers" includes Federal, State, and local governmental and nongovernmental emergency public safety, fire, law enforcement, emergency response, emergency medical, and related personnel, agencies, and authorities. (in the U.S., term also defined by 6 U.S.C. § 101)

3.1.8. International Competitors: Residents of a country outside the host country.

### **4. STAGES**

4.1. Stages must be set up in a safe manner without presenting a hazard to any shooter. Ricochets, ground hazards, visibility, local shooters' abilities, and any other item that may constitute a problem such as 180s, shoot-throughs, etc., must be taken into consideration. NOTE: The RM of each event is responsible for this.

4.2. Each stage must be presented to every shooter in the same way: shooting areas, target arrays, target types, props, range commands, etc. Every controllable aspect of the stage must be the same for every shooter at the match.

4.3. Stages and their descriptions must be clear and easy to understand. Shooting boxes and/or areas and fault lines must be easy to distinguish from the surrounding area. Props are up to the course designers and MDs.

4.4. Props must not subject the competitor to any danger. Any prop that is used that requires maneuvering completely over, around, through or under must have an alternative procedure available for those that may be physically unable to follow the directed course procedure. No penalty is to be assessed if the shooter gains no advantage.

4.5. The stage design or description may dictate reloads, engagement sequence, firing positions, and firing styles. Shooters who have a disability that prevents them from shooting a certain position may not be required to shoot in that position. An alternative must be presented for them. A procedural will be given for taking the alternative.

4.6. Rarely, the course may designate a specific or limited number of shots to be fired during the string or stage. This is called "Shots Limited". If no maximum number of shots are indicated by the Written Stage Briefing (WSB), the shooter may use the extra shots and time to better their score. This is referred to as "Shots Unlimited". Note that this is SHOTS FIRED, not rounds available. A competitor may have as many cartridges in the gun as their Division Capacity allows.

4.7. The classifying stages available in the IAR classifier collection (<http://IAR.org/place-holder>) used for the purpose of obtaining classification within the IAR organization must be set up exactly to the specified dimensions, as these stages are used worldwide to determine proper classes for IAR shooters.

4.8. Written Stage Briefings (WSBs) are required for all IAR stages. (For examples of good WSBs, refer to the classifier collection on the IAR website (TBD).) In addition to simply being available, the stage RO will read the WSB **verbatim** to the squad, who may then ask questions. The MD or RM should have predetermined the length of the stage walkthrough, and the RO on each stage must relay that time limit to the shooters. WSBs may be modified by the RM for clarity, consistency, or safety. **All WSBs will contain the following information:**

4.8.1. Start position, to include the ready condition and hand position.

4.8.2. Procedure.

4.8.3. Scoring method and indication of shots limited or shots unlimited.

4.8.4. Targets, including type and number of targets.

4.8.5. Shots fired. (NOT a number; but rather Limited vs. UN-Limited) UN-Limited, by default.

4.8.6. Start (audible/visual).

4.8.7. Stop (last shot).

4.8.8. Penalties (per current IAR Rule Book).

4.9. Steel poppers must be painted before each shooter.

4.10. The WSB trumps this Rule Book for all matters except SAFETY.

## 5. AMMUNITION

5.1.1. All competitors **must** use a RimFire and ammunition chambered in .22 Long Rifle (aka 22 LR).

5.1.2. Any competitor discovered using any CenterFire chambering/cartridge, or a RimFire chambered in .17 HMR, .22 WMR etc. will be disqualified from the match. (These chamberings will reduce the life expectancy of the steel targets used at the matches.)

### 5.2. Chronograph NOT Required. However...

5.2.1. At State level matches and higher, targets will be calibrated to fall/react when hit in the top 3/4 of the accessible area of the target; or for Texas stars, the 3/4 furthest from the hinge/release point.

5.2.2. The Official calibration ammo will be Aguila or CCI Standard Velocity 22 ammo. (40 grains, 1070 feet/second = 42.8 Power Factor, and 101.7 foot\*pounds of Muzzle Energy. Factory Specifications.)

5.2.3. The use of any 22 Long Rifle ammunition is UNREGULATED. However, the competitor must be cognizant of differing masses and velocities of the ammo chosen. As an example, CCI Quiet 22 likely will not activate reactive targets as well as CCI Mini-Mag SP 22.

5.2.4. As of this version of the Rule Book, ALL factory 22 LR ammo is approved. However, some will “function better” than others. Part of the game is for the competitor to discover which ammo and RimFire guns work best for them.

5.2.5. At Club-Level matches, steel reactive targets may not be calibrated. However, ROs, MDs, and RMs usually are competitors also; and want the match to be fun, not frustrating. Thus experience will facilitate the best combination of quick stage set-up and accurate “calibration”.

5.2.6. At ALL matches, steel reactive targets used as activators WILL be calibrated. (Poppers, usually.)

## 6. EQUIPMENT

6.1. All RimFires used in IAR matches must be chambered in .22 Long Rifle (aka 22 LR).

6.2. All RimFires and related equipment must be in a mechanically safe-to-operate condition. All safeties present in the RimFire must operate correctly. All RimFires are subject to inspection and approval by the RM or RO.

6.3. Holsters are encouraged for ALL pistol Divisions, even if the Start Position is Low-Ready. If a holster is used, IAR requires a holster that will securely hold the RimFire. The holster must be securely attached to the gun belt. The heel of the butt of the RimFire is not allowed below the bottom of the belt. The RimFire must be secure in the holster, and the holster's trigger guard must cover 100% of the RimFire's trigger opening.

6.4. IAR requires a belt sufficiently strong enough to hold the holster and loaders in a safe manner. The belt is to be worn about the waist. Women may wear theirs at hipbone level.

6.5. IAR requires sufficient loaders and loader holders as necessary to complete the stage at hand. The holders must be attached to the gun belt. The shooter may do his initial loading from pockets for the "Make Ready" command. All reloads must come from the belt, unless otherwise directed by the WSB or at the direction of the RM or RO. During the course of fire, the shooter may safely retrieve any ammunition that has been dropped. (Note: Dump pouches are not considered to be loader holders for the purpose of this Rule Book.)

#### 6.6. COMPETITION DIVISIONS

6.6.1. Four (4) Competition Divisions will use 10-round (or less) MAGAZINES ::

6.6.1.1. PI (Pistol, Iron sights)

6.6.1.2. PO (Pistol, Optic sights)

6.6.1.3. RI (Rifle, Iron sights)

6.6.1.4. RO (Rifle, Optic sights)

6.6.2. Two (2) Competition Divisions will use 11-round (or greater) MAGAZINES ::

6.6.2.1. OP (Open Pistol, any sights) Starts from HOLSTER ONLY.

6.6.2.2. OR (Open Rifle, any sights)

6.6.3. One (1) Competition Division will use NO MAGAZINES ::

6.6.3.1. REV (Revolver, Any sights)

6.7.1. A RimFire **must** compete in the Open Divisions if it utilizes magazines which are capable of holding 11 or more rounds.

6.7.2. A RimFire **may** compete in the Open Divisions if it utilizes magazines which are NOT capable of holding 11 or more rounds.

6.7.3. A RimFire pistol **may** start from holster in Divisions other than OP.

6.8. A RimFire may only compete in a single Division that must be declared prior to the start of competition.

## 7. TARGETS / SCORING

7.1. The official targets of IAR are Reactive and Static Steel Targets, and the PCSL K-ZONE target.

7.1.1. K-ZONE targets are scored like Steel Targets, i.e. HIT or MISS. See Illustration 1 on page 18.

7.1.1.1. A SINGLE shot into the A or K zones constitutes a HIT.

7.1.1.2. TWO shots anywhere on the target constitutes a HIT.

7.1.1.3. A single shot OUTSIDE the K/A zone is a MISS. "Perfect Doubles" do NOT count.

7.1.2. Reactive Steel Targets must "react" to score as a HIT. Reaction is defined as the target moving 50% or more in the falling direction. If you believe you have hit a target that does not move 50% or more, AND it turns out to be equipment error, you get the HIT. If it turns out to NOT be equipment malfunction, you get the MISS.

7.1.2.1. ALL Steel Targets MUST be engaged from 7 yards or greater distance. (LESS than 7 yards is a Match DQ.)

7.1.6. Portions of the K-Zone targets may be painted black to represent impenetrable hard cover.

7.1.7. Portions of the scoring area may be painted or covered with an overlay to represent penetrable soft cover or a special scoring zone. Scoring area paint or overlays may be any clearly contrasting color except white.

7.1.8. Hardcover, soft cover, and special scoring zone marking shall not be used simultaneously on a single target.

7.1.9. Scoring zone perforations on the K-zone shall always be used to determine the bullet score regardless of paint or soft cover boundaries.

7.1.10. A target may also be painted white or taped with a large black X of 1 inch (2.5 cm) minimum width over the entire target to indicate a non-engageable, or "no-shoot", target. The back side of the PCSL K-zone targets usually are pre-printed white, as well.

7.1.11. Whichever types of targets are used in a course of fire must remain the same throughout the entire match for every competitor.

7.1.13. The RM or MD should place targets/plates as they prefer while in keeping with the safety requirements already described in Rule 4.1. For Classifiers, targets and plates still must be dimensionally placed as described in the Classifier Stage Set-Ups.

7.2. Hard cover is defined for scoring purposes as an actual impenetrable barrier (steel plate, e.g.) placed closely to, and partially in front of, a shoot target; **or** a target with "impenetrable" portions painted black.

7.2.1. Any rounds passing with full diameter through (painted or taped) hard cover, then into the shoot target will be scored as a **miss**.

7.2.2. Any round passing only partially through a (painted or taped) hard cover edge, and then through the shoot target will be considered as a **hit**.

7.2.3. Both shoot targets and no-shoot targets are considered **impenetrable**. A full diameter hole in either, made by any shot subsequently striking a shoot or no-shoot target downrange will be scored as a miss on the down range target. If the down range target is a no-shoot target, no penalty is incurred. (Note: If the RO cannot determine which hits on a down range target are the results of shoot-throughs, resulting in extra hits on the down range target, the shooter is given the better score.)

7.2.4. Soft cover may be placed in front of the scoring target or attached to the scoring target as an overlay or painted area. Soft cover is considered **penetrable**, representing clothing or curtains, e.g.

7.3. A no-shoot is a target that is indicated as a non-engageable target. Only full bullet diameter hits will count as a penalty.

7.4. Scoring is done on a "total time" basis. The accumulated time of all runs, plus penalties equals total time. That will be the score. (Time Plus, in PractiScore.)

7.4.1. If a hit touches the perforation of the A/K-zone, the shooter is given the better score.

7.4.2. Targets that disappear completely during the course of fire are only susceptible to Miss penalties and will not incur penalties for failure to engage (FTE).

7.4.3. Moving targets that have some portion of the scoring area remaining visible are susceptible to both Miss and failure to engage (FTE) penalties.

7.4.4. Stationary Steel targets are scored as a simple hit or miss.

7.4.5. Knockdown targets must be knocked down to score as a hit.

7.5. The following penalties may be assessed during scoring:

7.5.1. Miss -- 5 seconds.

7.5.2. Hitting a No Shoot -- 5 seconds per hit if the hole is a full bullet diameter inside the edge of No-Shoot.

7.5.3. Premature Start -- 5 seconds.

7.5.4. Foot Fault -- 5 Seconds.

7.5.5. Failure to Engage (FTE) -- 5 seconds per required target engagement that was omitted. (Also, plus 5 seconds for the resulting Miss.)

7.5.5.1. FTE shall not apply for any steel target not engaged due to hitting Stop Plate out of order on a standing steel-only stage.

7.5.5.2. FTE shall not apply for any target not engaged due to Par Time expiration.

7.5.6. Procedural -- 5 seconds. If significant advantage is gained, the competitor will be assessed one procedural penalty per shot fired. Significant advantage is defined as purposefully taking the penalty to achieve a better net time.

7.5.7. Extra Hit -- 5 seconds (Shots Limited).

7.5.8. Extra Shot -- 5 seconds (Shots Limited).

7.5.9. Overtime Shot -- 5 seconds for each shot that is 0.31 second or greater than the fixed time will be scored as an overtime penalty. If Bonus scoring is used, then one Bonus point will be lost in addition to the overtime penalty for each overtime shot.

7.5.10. Failure to Hit a Stop Plate -- 30 Seconds.

7.6. It is the RO's responsibility to ensure that scoring for his stage is done properly.

7.6.1. Electronic scoring is encouraged at IAR events.

7.6.2. Each shooter is responsible for approving his scoring after reviewing it for accuracy. This may include a signature or initials on paper, selection of an electronic equivalent, or another method.

7.6.3. Once a shooter's score has left the control of the original scorekeeper and RO, only the RM can approve changes to the score. Other ROs or staff may not make any changes without first receiving RM approval. (State and higher level Matches ONLY.)

7.6.4. If electronic scoring is used, a different (paper) backup record must be kept and approved by the scorekeeper and shooter. The backup record will be the official stage score of the shooter and must be available to the shooter to photograph as his personal copy of the original. (State Level Matches ONLY.)

7.6.5. If an original score is lost or missing, the shooter's copy, if acceptable by the RM, will be used. If the competitor's copy is unavailable, the competitor will be required to reshoot the stage. If the RM finds that a reshoot is not possible, the shooter will be assessed all penalties for misses, failure to engage, and any other procedural penalties appropriate for the stage.

7.6.6. Scores for all matches above local level (including State, Regional, etc.) should be published as soon as possible after the match. Once the scores are published, a protest period of one (1) hour minimum will begin (unless waived by shooters present).

7.7. No shooter or spectator may touch any target until it is scored. Any competitor doing so may be disqualified from the match.

7.8. If at any time a competitor is unable to finish a stage or string because of the competitor's equipment failure (i.e., barrel blockage, part(s) breakage, etc.), the competitor will be scored his time and hits for the course of fire until the breakage. The competitor also will be assessed all penalties for misses, failures to engage, and any other procedural penalties appropriate to the stage or string.

7.8.1. If a competitor discovers that his RimFire is incapable of safely firing after the **Make ready** command but before the **Start Signal** command, the competitor will be allowed 30 minutes to repair or replace the RimFire. (Reference Rule 7.10. below). When the RO is made aware of the equipment failure, he will issue the "Unload and show clear" and "If clear, holster" and "Range is clear" commands. The RO will note the time and advise the competitor of the 30-minute rule. If the competitor is unable to repair or replace the RimFire within the allotted time, he will be assessed zero (0) time but all penalties for the stage as described in Rule 7.5.

7.8.2. NOTE: Some scoring devices may require 0.01 second to be used as opposed to zero (0) time.

7.9. If a competitor is unable to finish a course of fire containing multiple strings because of the competitor's equipment failure (e.g., barrel blockage, RimFire breakage, etc.), the competitor will be assessed penalties as described in Rule 7.5 for that string. If additional strings are required to complete the course of fire, the competitor may finish the required strings if repairs or replacement can be made within 30 minutes. If the competitor cannot make repairs or replacement within 30 minutes, penalties are assessed as described in Rule 7.5 for each remaining uncompleted string.

7.10. In the event of breakage at any time, a competitor may complete the match with an "equivalent" RimFire after receiving express permission from the RM to make the substitution. If a competitor uses an equivalent RimFire **without** RM permission, it is a match disqualification.

7.10.1. Any change in ammunition may be checked to assure it meets Rule 5.1.1.

7.11. Calibration of Poppers

7.11.1. Prior to the start of the match, the RM must designate a specific supply of ammunition and a specific gun(s) to be used as official calibration tools.

7.11.2. It is the responsibility of the RM to ensure the designated calibration gun(s) and ammunition do not exceed a PF of 40.

7.11.2.1. The power factor should be determined from an average of three (3) cartridges fired and measured by a chronograph, using bullet mass stated on the packaging of the 22LR rounds. (Aguila or CCI Std. Vel. 22 from a 6" or 7" barrel  $\approx$  900 fps, which yields a PF of 36.)

7.11.3. Once the designated gun(s) and ammunition have been approved by the RM for use by himself or ROs, they are not subject to challenge by competitors.

7.11.4. Prior to commencement of a match, all steel poppers should be calibrated to fall when hit within the calibration zone. The calibration zone is the continuation of the radius determined by the widest circular portion of the popper. (See Illustration 2, Popper Calibration Zone.)

7.11.4.1. The shot should be fired from the shooting location farthest from the popper being calibrated.

7.11.4.2. The popper must not be engaged at an angle greater than 30 degrees.

7.11.5. Calibration Challenges. If a popper does not fall when hit within the calibration zone, a competitor has three (3) alternatives as described in 7.11.5.1, 7.11.5.2, and 7.11.5.3.

7.11.5.1. The popper is shot again (by the competitor, during the stage) until it falls. No further action is required and the stage is scored as shot.

7.11.5.2. The popper is left standing but the competitor does not challenge the calibration. No further action is required and the stage is scored as shot, with the subject popper scored as a miss.

7.11.5.3. The popper is left standing and the competitor challenges the calibration.

7.11.5.3.1. The popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule, the competitor must reshoot the stage. If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the stage will be scored as shot. If the popper falls for any non-interference reason (e.g., wind action), before it can be calibrated, a reshoot must be ordered and is mandatory.

7.11.5.4. In the absence of any interference or problem with a target mechanism, the calibration test of the subject popper should be done from as near as possible to the point from where the competitor shot the popper.

7.11.5.5. The following five (5) situations will apply:

7.11.5.5.1. If the first shot by the calibration officer hits in or below the calibration zone and the popper falls, the popper is deemed to be properly calibrated, and it will be scored as a miss.

7.11.5.5.2. If the first shot fired by the calibration officer hits the popper anywhere on its frontal surface and the popper does not fall, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the course of fire, once the popper has been recalibrated.

7.11.5.5.3. If the first shot fired by the calibration officer hits above the calibration zone, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the stage once the popper has been recalibrated.

7.11.5.5.4. If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until one of the above occurs.

7.11.5.5.5. The calibration shot must be a full diameter hit.

7.11.6. Unlike poppers, hinged metal “flipper” plates are not subject to calibration or calibration challenges. If a scoring metal plate has been hit in the top 3/4 of its area but fails to fall or overturn, the RO shall declare range equipment failure and order the competitor to reshoot the stage after the faulty plate has been rectified.

7.11.6.1. A plate that has been hit multiple times and falls or overturns before an RO can stop the competitor, will be scored as hit and there will be no reshoot issued. Note that there is a difference between genuine range equipment failure, and a very low hit on a flipper. Targets hit near the hinge that do not flip the flipper are incumbent upon the shooter to re-engage.

7.11.6.1.1. Metal scoring targets may be painted after each competitor. An inadvertent failure to paint one or more targets prior to a competitor’s attempt at the stage shall not be grounds for a reshoot.

## **8. PROTESTS**

8.1. Competitor protests regarding scoring and/or RO decisions must be made verbally, first to the RO in charge of the stage, then to the RM (or the MD if there is no RM).

8.1.1. If no consensus can be reached, a written protest along with a protest fee of double the normal match fee or \$100, whichever is less, must be submitted to the MD within one hour of the verbal protest.

8.1.2. The MD will choose an Arbitration Committee. It will consist of one (1) Match Official and two (2) competitors. The competitors chosen for the Arbitration Committee must be of the same or lower classification than the protester.

8.1.2.1. The MD, RM, and the involved RO must not be on the Arbitration Committee.

8.1.2.2. The Committee's decision must be made before final match scores are posted.

8.1.2.3. The Committee's decision must be in writing and is final.

8.1.2.4. If the protester prevails, the fee is refunded; if not, the MD keeps the fee.

8.1.2.4.1. All written protests and written decisions, whether won or lost, should be sent to the Rules Director within 60 (sixty) days.

8.2. If a shooter has a protest, then the shooter should not sign the score sheet.

## **9. RESHOOTS**

9.1. Reshoots are mandatory under the following circumstances:

9.1.1. Range equipment malfunction.

9.1.2. If the RO mistakenly stops a shooter for a suspected safety problem and the problem was not real. Safety concerns that are not of the shooter's doing also will be grounds for a reshoot.

9.1.3. When the Stage has been finished and the score sheet that is given to the competitor is not completely or correctly scored.

9.1.4. When the RO and the RM concur on special circumstances for granting a reshoot, if the reason is not otherwise covered elsewhere in the rules.

9.1.5. When a competitor is ordered to reshoot a stage based on the decision of a popper calibration challenge (Rule 7.11.5).

9.1.6. When all targets are not taped, restored, and reset prior to the competitor starting the stage. However, if one or more targets have not been taped, or if previously applied pasters have fallen off the target for the competitor being scored, the RO must judge if an accurate score can be determined. If so, then a reshoot will not be ordered.

9.1.7. If an original score is lost or missing and the shooter's copy is unavailable, then the shooter will be required to reshoot the stage (See Rule 7.6.5).

## 10. CLASSIFICATIONS

10.0. For the purposes of IAR classification, the following scale will be used for all Divisions:

95% to 100% = GM (Grand Master)

85% to 94.999% = M (Master)

75% to 84.999% = A

60% to 74.999% = B

45% to 59.999% = C

0% to 44.999% = D.

10.1. Percent calculations are rounded mathematically to three (3) decimals.

10.2. IAR classification will be determined from your best score on the Classifier. To become IAR classified in any Division, compare your time to the chart of scores for the Classifier. You are responsible for honestly determining and reporting your own Classification until such time as IAR becomes **International** Action RimFire, and dues are collected.

10.3. Classifications (eventually) will be reviewed on an annual basis. The competitor's classification will depend on his membership being current.

10.4. If appropriate classifiers are shot, an IAR member may maintain distinct classification(s) for each Division.

10.5. A member retains the highest classification the member has earned.

10.5.1. Anyone can request a move up or down in the classification system. The request should be submitted to the IAR Statistician with a supporting letter from a club officer or range officer. It will be considered based on the scores over the past twelve (12) months.

10.5.2. Only one requested move will be evaluated per year.

10.5.3. An IAR member may also request a review of someone else's classification.

10.6. A member's IAR classification may reflect finishes in IAR sanctioned larger matches.

10.7. At the MD's discretion, the Lewis Scoring System may be used at all IAR-sanctioned events, particularly at IAR regional matches. IAR's version of the Lewis System assigns a class to each shooter in a match after the match is completed and all final scores are tallied. The 100% performance mark will be the top (fastest) shooter's time for the match. Shooters who shoot between 95% and 100% of the 100% performance mark are assigned to Grand Master class. Shooters who shoot between 85% and 94.999% of the 100% performance mark are assigned to Master class. Shooters who shoot between 75% and 84.999% of the 100% performance mark are assigned to "A" class, and so on through the remaining classes. If the Lewis System is not used, a separate class for unclassified shooters must be used and all shooters in this class will shoot "heads up". (Note: IAR intends that the Lewis System only be used at a match where there are a high percentage of **unclassified** shooters.)

10.8. Current IAR membership is required to participate in the Regional Championships and the International RimFire Championship (IRC), for which the IAR treasury provides award money. Current IAR membership may or may not be required to participate in any other type of IAR matches at the discretion of the Board. For any level of IAR match, only current members are permitted to receive award money that comes from the IAR Board/treasury.

## **11. PROVISIONAL DIVISION (Place Holder)**

11.1. IAR PROVISIONAL DIVISION matches can be run separately or in concurrence with standard IAR matches.

11.2. IAR Rimfire matches conducted in concurrence with a standard IAR match will have scores easily distinguishable from the standard IAR match scores.

11.3. IAR PROVISIONAL DIVISION matches conducted in concurrence with a standard IAR match can have unique start positions and stage descriptions. These unique stage descriptions will specify any special scoring considerations for the stage, e.g., falling steel and movers.

11.4. All existing IAR Rules will apply with the following exceptions:

11.4.1. (Place Holder).

11.4.2. (Place Holder).

11.4.3. (Place Holder).

11.4.4. (Place Holder).

11.4.5 (Place Holder).

## **12. DEFINITIONS**

12.1. IAR Divisions. The seven official Divisions are PI, PO, RI, RO, OP, OR, REV. Each Division requires a unique classification.

12.2. Cold Range. All RimFires must be unloaded. Firearms must only be handled in designated safe areas. Absolutely no ammunition or dummy rounds may be handled in a safe area.

12.3. Unsafe Gun Handling. Unsafe gun handling may include but is not limited to accidental/negligent discharges, sweeping, shooting over confining berms, and any other actions deemed unsafe by the match staff.

12.4. Course of Fire. The period of time between the "Make ready" and "Range is clear" commands.

12.5. Freestyle. The firing position being of the shooter's choice, generally standing supported, kneeling, or prone, etc.

12.6. Strong Hand. In the case of a right-handed person this means his right hand only, unsupported by his opposite hand. The holster position determines the strong hand side. Drawing, reloading, or clearing malfunctions may be done with the assistance of the weak hand.

12.7. Weak Hand. In the case of a right-handed person this means his left hand only, unsupported by his right hand. Draws must be done using the strong hand, then the RimFire will then be transferred to the weak hand. Drawing, reloading, clearing malfunctions, and re-holstering may be done with the assistance of the strong hand.

12.8. Kneeling. Having a minimum of one knee on the ground.

12.9. Prone. Body horizontal on the ground.

12.10. Power Factor (PF). Equals bullet weight in grains multiplied by velocity in feet per second (as measured by a chronograph) divided by 1000.

12.11. Soft Cover. A penetrable vision barrier through which shots may pass and be scored on a shoot target.

12.12. No-Shoot. A target that is indicated as a non-engageable target.

12.13. Range Master (RM). Has authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire, and the application of these rules. All match disqualifications (= DQ = DQs = DQ's) and appeals to arbitration must be brought to his attention.

12.14. Match Director (MD). Handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff, and the provision of services. His authority and decisions will prevail except in respect of matters in these rules that are the domain of the RM. For matches without a RM, the MD also will assume the duties of a RM.

12.15. Chief Range Officer (CRO). The primary authority over all persons and activities in the stages under his control. Oversees the fair, correct, and consistent application of these rules. Works under the authority of the RM.

12.16. Low Ready. Default start position for handgun Divisions other than OP (Open Pistol). Both elbows must contact shooter's torso. Barrel may point parallel to the ground, or lower. SHO or WHO (Strong/Weak Hand Only) shooting requires only the gun-holding side's elbow touch the torso.

12.17. Unsportsmanlike Conduct. Any action or behavior that is detrimental to the safe or enjoyable nature of the sport. Examples include, but are not limited to :: Abusive conduct or language, bullying, tantrums of any sort, throwing any equipment in anger, or any loss of emotional control. The penalty is IMMEDIATE MATCH DISQUALIFICATION.

### **13. IAR RULE CHANGE SYSTEM**

IAR is, and must be, an organization driven by the membership. This is particularly important regarding the Rule Book, which used to be the sole responsibility of the Board of Directors. Any member can submit rule changes. To submit a rule change, copy the form from the back of this Rule Book, fill out the copy, and forward it to the Rules Director at the address shown here. The Rules Director will review it and return an initial response as to whether the proposal will be submitted to the BoD for a review/vote. If the Rules Director determines that the proposal warrants submitting to the BoD, the Rules Director will forward it and his recommendation regarding the rule change. Upon action by the BoD, the Rules Director will inform the initiator of the Board's decision, and if necessary will notify the membership of the new or revised rule. The address for proposed Rule changes is as follows: [bangandclang@gmail.com](mailto:bangandclang@gmail.com).

### **14. CLOSING REMARKS**

The sport of IAR (Indiana Action RimFire) competition is a challenging arena in which different skills may be acquired and honed. Each member is responsible for his own behavior and should contribute to the general safety and enjoyment of other shooters. The intent of this Rule Book, as stated at the beginning, is to provide a basis for safety, fairness, and fun in competition. As a member of IAR, your intent should be the same. We want to encourage people to remain in the sport. We want to interest others in joining the game.

Last, but yet foremost: THANK YOU to ICORE (International Confederation Of Revolver Enthusiasts) for allowing IAR the permission to base this IAR Rule Book on the ICORE Rule Book. This has saved me untold hours of typing and angst.

Eric Welsh, Rule Book editor and IAR specific rules author, V 1.1 17 FE 2024.

Eric Welsh, Rule Book editor and IAR specific rules author, V 1.2 12 AP 2024.

Illustration 1: IAR Scoring For K-Zone Target

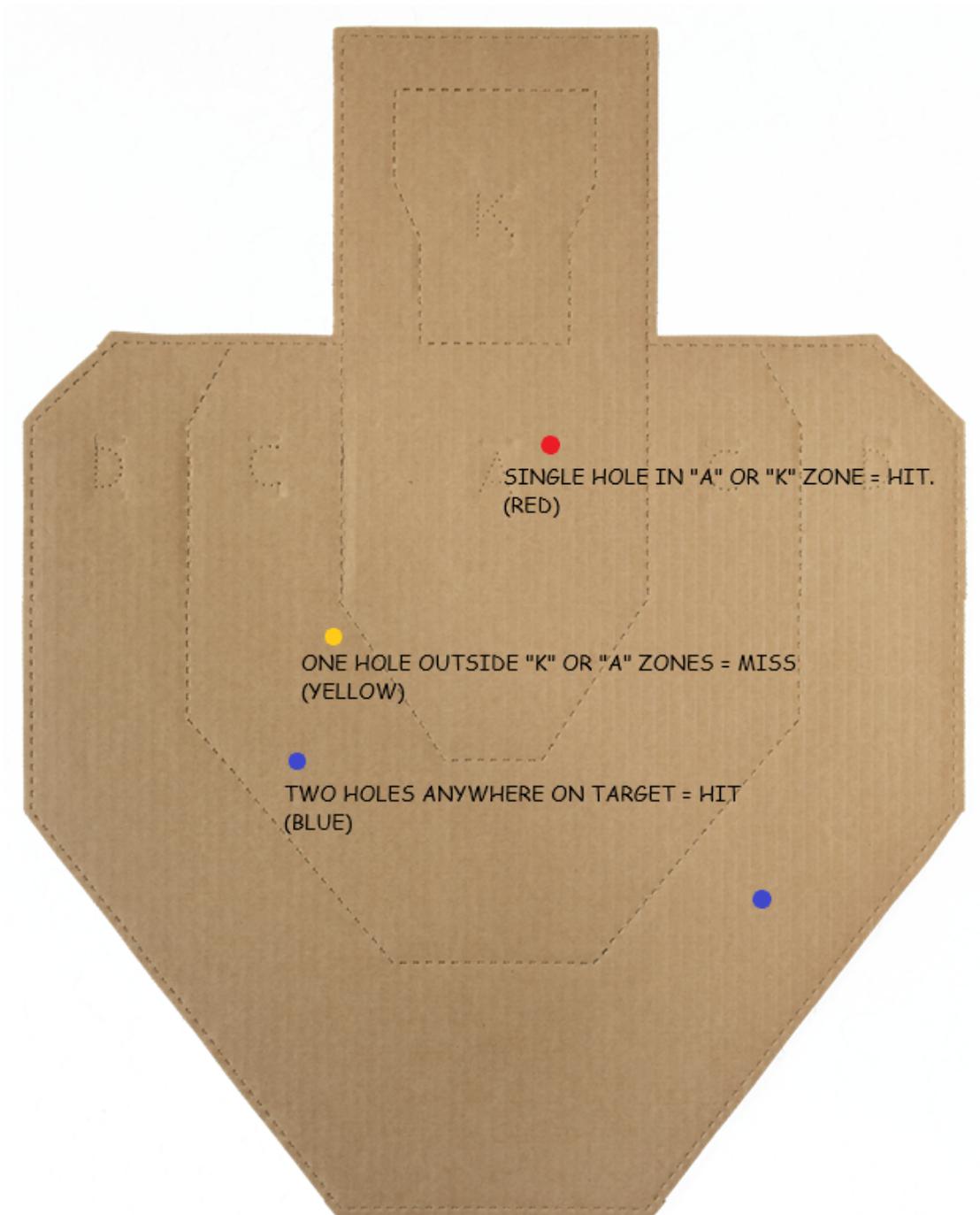
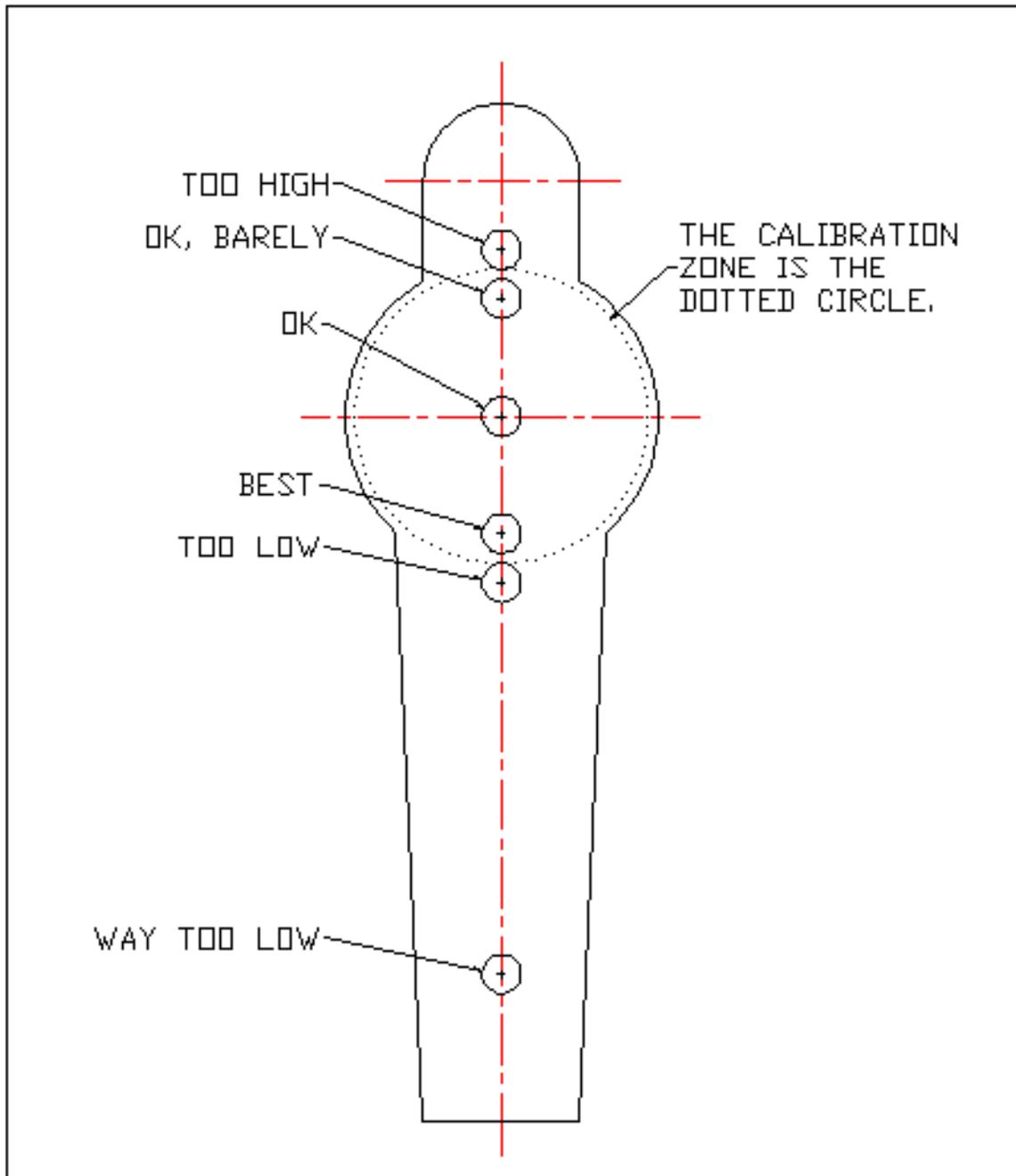


Illustration 2: Popper Calibration Zone with Calibration Hit Examples.



These are example hits on the poppers. Similar for tall and short poppers. The Calibration Zone is ANYWHERE inside the larger, center (dotted) circle. The calibration shot must be a full diameter hit.

Illustration 3: IAR Rule Modification Proposal Form

Rule Number: \_\_\_\_\_ Proposal No. \_\_\_\_\_

Date Proposal Sent to Rules Director: \_\_\_\_\_

Initiated By: \_\_\_\_\_ Member # \_\_\_\_\_ Phone: \_\_\_\_\_

Email: \_\_\_\_\_

The rule currently reads:

Undesired Effect:

Proposed solution.

Modify the rule to read:

Desired Effect:

FOR BOARD USE

Returned to Initiator: \_\_\_ YES \_\_\_ NO

Date \_\_\_\_\_

Submitted to BOD: \_\_\_ YES \_\_\_ NO

Date \_\_\_\_\_ Accepted: \_\_\_ YES \_\_\_ NO

Date \_\_\_\_\_ Modified/Amended: \_\_\_ YES \_\_\_ NO

Date \_\_\_\_\_ Effective Date: \_\_\_\_\_

Comments:

Name: \_\_\_\_\_

IAR does not have a physical mailing address. E-mail only to [bangandclang@gmail.com](mailto:bangandclang@gmail.com)