

# CZ-USA CHALLENGE

## Provisional Rules 7/1/2019

### 1. Safety Rules

- 1.1. As with other firearms disciplines, all safety practices are centered around Colonel Cooper's "Four Rules":
  - All guns are always loaded.
  - Never let the muzzle cover anything you are not willing to destroy.
  - Keep your finger off the trigger until your sights are on the target.
  - Identify your target, and what is behind it.
- 1.2. All CZ-USA Challenge events will be conducted as a Cold Range.
  - 1.2.1. All firearms will be loaded only when on the line, and only at the direction of a Range Officer.
  - 1.2.2. Competitors who arrive with a loaded carry firearm will immediately contact match or range staff for direction on safely clearing.
  - 1.2.3. Unloaded firearms will remain holstered or cased at all times except in designated Safe Areas, or on the line under the supervision of a Range Officer.
- 1.3. Eye and ear protection will be worn by all participants and spectators, at all times, while on the range.
- 1.4. Unsafe gun handling will result in immediate disqualification from the match. Examples include, but are not limited to:
  - 1.4.1. Removing a firearm from its case or holster except in a Safe Area or under the direction of a Range Officer.
  - 1.4.2. Handling ammunition while in a Safe Area.
  - 1.4.3. Allowing the muzzle of a firearm to cover oneself or any other person.
    - 1.4.3.1. If the shooter muzzles their own body below the belt while drawing or holstering the firearm, this will not be a disqualification provided the shooter's finger is visibly outside of the trigger guard.
  - 1.4.4. Allowing the muzzle to point outside of the 180° plane, or designated "Muzzle Safe Points" as applicable to the stage.
  - 1.4.5. Any discharge:

- 1.4.5.1. Before the start signal.
- 1.4.5.2. After the “Unload and Show Clear” command.
- 1.4.5.3. Striking any non-target object within 3 feet of the shooter.
- 1.4.5.4. During a reload or malfunction clearance.
- 1.4.6. Engaging steel targets at less than 10 yards.
- 1.4.7. The shooter’s finger must be clearly and visibly outside the trigger guard except while actively engaging targets.
  - 1.4.7.1. The RO will give the shooter a verbal warning if they cannot clearly determine the shooter’s finger to be outside the trigger guard. Multiple warnings may result in disqualification from the match.
- 1.4.8. Dropping a firearm on the range. Any dropped firearm must be retrieved by an RO and cleared before being returned to the competitor.
- 1.5. Any firearm determined by the Range Master, Range Officer or Match Director to be unsafe may be disqualified from the match. The competitor may elect to continue the match with another firearm if one is available.
- 1.6. Firearm Transport
  - 1.6.1. All firearms will be transported to and from the line either holstered or cased, unloaded, with magazine removed / empty cylinder, and hammer down / striker forward.

## 2. Shooting Rules

### 2.1. Range Commands

- 2.1.1. “Range is hot, eyes and ears”

This is to inform everyone on the range that it is now “hot”, to stay behind the shooting area, and to check that their eye and ear protection is in place.
- 2.1.2. “Load and make ready.”

The shooter will load their firearm and assume the start position specified by the course of fire. If the shooter is using a holster, the firearm will be reholstered, unless another start position is specified by the course of fire. If the shooter is not using a holster or is shooting PCC, the case will be secured by the scorekeeper or another competitor and the shooter will start from a low ready position. Competitors using a cased firearm must ensure the muzzle is down range before removing the firearm from the case.
- 2.1.3. “Is the shooter ready?”

The shooter may affirm readiness, or simply maintain the start position. If the shooter is not ready, they must indicate this to the RO.
- 2.1.4. “Standby.”

This will be followed within 1 - 4 seconds by the audible start signal.

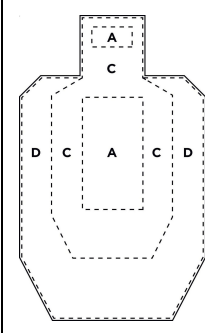
- 2.1.5. "STOP!"  
At the "Stop" command, the shooter must stop any movement, maintain muzzle direction and remove their finger from the trigger. The "Stop" command generally indicates a safety issue, or a stage / prop malfunction.
- 2.1.6. "Muzzle!"  
If the shooter's muzzle approaches an unsafe direction, the RO will attempt to warn the shooter with the "Muzzle!" warning. The shooter must immediately correct the muzzle direction. If the muzzle infraction continues, the RO will call "Stop!" and the shooter will be disqualified.
- 2.1.7. "Finger!"  
If the RO cannot see the shooter's finger clearly outside the trigger guard, the "Finger!" warning will be given. If the shooter is not actively engaging targets, they must ensure that their trigger finger is outside the trigger guard. In cases where the shooter is not in a position for the RO to easily see their finger, the RO may issue the "Finger!" warning pre-emptively. Repeated "Finger" warnings may, at the RO and Match Director's discretion, result in disqualification.
- 2.1.8. "If shooter is finished, unload and show clear."  
If the shooter is finished engaging all targets, they will remove the magazine or open the cylinder and eject any live round(s) in the chamber(s) and lock or hold the slide / cylinder to the rear / side for inspection.
- 2.1.9. "If clear, slide forward / close cylinder."  
Once the RO and shooter have both inspected the chamber(s) the shooter will return the firearm to battery.
- 2.1.10. "Pull the trigger."  
Shooters with an automatic will pull the trigger for final confirmation of an empty firearm. Revolver shooters may skip this step.
- 2.1.11. "Holster or case."  
The shooter will return the empty firearm to the holster or case.
- 2.1.12. "Range is clear."  
This signals the other participants that the current shooter is finished and it is safe to proceed down range to score and reset targets.
- 2.2. Unless otherwise instructed for a particular Course of Fire, shooters may engage the stage however they choose, provided it is done safely.
- 2.3. Stage procedure.
  - 2.3.1. Each squad will be given a verbal stage briefing and allowed to do a "walk through" of the course of fire. Each competitor will have an opportunity to view the stage from each shooting position but shooters will not be allowed to rehearse the stage.

- 2.3.2. After each shooter is finished, all other competitors except just finished shooter and the “on deck” shooter should help paste and reset the stage, after making sure that it has been completely scored.

### 3. Scoring Rules

- 3.1. Targets will be a mix of USPSA silhouette, steel, and other reactive and paper targets. Scoring will be on a time plus points down basis. Each point down will add 1 second to the shooter’s raw time.

- 3.1.1. USPSA silhouette target zones will be scored as:

	A zone	0 points
	C zone	1 point
	D zone	3 points
	Miss	5 points

- 3.1.2. Steel and reactive targets that do not fall will be scored as a miss for 5 points.
- 3.1.3. From time to time, specialty targets may be used that employ different scoring zones, or present a bonus score. Specialty targets will offer the same scoring opportunity to all competitors.
- 3.1.4. Targets may be partially covered in black to represent “hard cover”. Shots in the “hard cover” area will not incur a penalty, but will be counted as a miss.
- 3.2. For shots that break the scoring line, the higher value will be given.
- 3.3. Holes caused by bullets reflected from other range equipment, or elongated holes that exceed two bullet diameters will not be considered hits.
- 3.4. Stages will be either “Unlimited” or “Limited” with a required number of rounds per target.
- 3.4.1. Unlimited stages: shooters may engage each target with as many rounds as desired. The best hits equal to the required number of rounds will be scored.
- 3.4.2. Limited stages: shooters may only engage each target with the specified number of rounds. Each extra shot will incur a procedural penalty and the worst hits equal to the required number of rounds will be scored.

### 4. Penalty Rules

- 4.1. Other than when specified by the stage description, competitors starting with a handgun at low ready will be assessed a 3 second penalty.

- 4.2. A 3 second procedural penalty will be assessed for:
  - 4.2.1. Each shot taken with any part of the competitor's body touching the ground, or any part of the stage, on the other side of a fault line or outside a shooting box.
  - 4.2.2. Each shot taken in violation of a directed action in the Course of Fire, i.e. not moving, not holding a prop, etc.
  - 4.2.3. Each extra shot taken at a target on a Limited stage.
  - 4.2.4. Magazines loaded to more than 10 rounds, only one penalty will be assessed per start signal. This will not apply to classifier stages.
  - 4.2.5. Magazines loaded to a different capacity than other magazines used on the stage. Only one penalty will be assessed per start signal. This will not apply to classifier stages.
  - 4.2.6. Each target that is not engaged with the required number of rounds.
- 4.3. A 5 second penalty will be assessed for each hit on a "No Shoot" target. "No Shoot" targets will be clearly marked with a black "X" covering the visible portion of the target.
  - 4.3.1. Shots that pass through a "No Shoot" and impact a scoring target will incur all penalties but will also be scored as hits on the scoring target.
- 4.4. A 5 second Failure to Engage penalty will be assessed for each target that is not engaged with the required number of rounds, and each shot not taken will be scored as a miss.

## 5. Stage Design Rules

- 5.1. All effort will be made so that no shot passing through a scoring target will hit another scoring target.
- 5.2.

## 6. Equipment rules.

- 6.1. Handguns may start from the holster or a low ready. PCC will start from low ready. Handguns started from low ready will incur a 3 second penalty. This does not apply to PCC.
  - 6.1.1. Hosters must be a strong side holster, IWB or OWB. Holster must securely hold the firearm and completely cover the trigger. Holsters must be rigid enough to reholster without requiring the use of the support hand. Any retention devices must be engaged.
  - 6.1.2. PCC and Handguns started without a holster will be brought to the line empty and cased. After "load and make ready" the scorekeeper will take charge of the case. Upon completion of the Course of Fire, firearms will be cleared and returned to the case before scoring commences.
- 6.2. Divisions:

6.2.1. Production

6.2.1.1. Striker fired or DA/SA started in DA mode.

6.2.1.2. Allowed Modifications

6.2.1.2.1. Grips or grip tape.

6.2.1.2.2. Replacement iron sights.

6.2.1.2.3. Removal / replacement of magazine brake to allow magazines to drop free.

6.2.1.3. Disallowed Modifications

6.2.1.3.1. Any externally visible modifications including, but not limited to:

6.2.1.3.2. Slide lightening cuts.

6.2.1.3.3. Competition hammers

6.2.1.3.4. Aftermarket Triggers

6.2.1.3.5. Non-OEM extended mag / slide release.

6.2.1.3.6. Compensated or ported barrels.

6.2.1.3.7. Any modification that is deemed by the Match Director or Range Master to cause the firearm to be unsafe.

6.2.2. Limited

6.2.2.1. SA or DA/SA started in SA mode. For SA mode, all external safeties must be engaged. Any pistol eligible for Production may be run in Limited as is or with Limited legal modifications.

6.2.2.2. Allowed Modifications

6.2.2.2.1. All mods allowed in Stock

6.2.2.2.2. Competition Hammers

6.2.2.2.3. Aftermarket Triggers / Hammers

6.2.2.2.4. Extended Mag release / Slide release

6.2.2.2.5. Mag well

6.2.2.3. Disallowed Modifications

6.2.2.3.1. Electronic Optics

6.2.2.3.2. Compensated or ported barrels.

6.2.2.3.3. Any modification that is deemed by the Match Director or Range Master to cause the firearm to be unsafe.

6.2.3. Open

6.2.3.1. Any pistol eligible for Production or Limited may be run as is or with Open legal modifications.

6.2.3.2. Allowed Modifications

6.2.3.2.1. All mods allowed in Production or Limited

6.2.3.2.2. Electronic Optics

6.2.3.2.3. Compensated or ported barrels.

6.2.3.3. Disallowed Modifications

6.2.3.3.1. Any modification that is deemed by the Match Director or Range Master to cause the firearm to be unsafe.

6.2.4. PCC

- 6.2.4.1. Pistol Caliber Carbine
- 6.2.4.2. Allowed Modifications
  - 6.2.4.2.1. Pistol brace.
- 6.2.4.3. Disallowed Modifications
  - 6.2.4.3.1. Any modification that is deemed by the Match Director or Range Master to cause the firearm to be unsafe.
- 6.3. Ammunition / Magazines
  - 6.3.1. The competitor is responsible for ensuring that their ammunition is of the correct caliber and sufficient quality to function in their firearm.
    - 6.3.1.1. Competitors ammo will not be chronographed, but multiple ammunition related malfunctions may result in the competitor's ammo being disqualified. The competitor may complete the match with factory ammunition if available.
  - 6.3.2. Competitors shooting loaner firearms must use new manufacture standard pressure factory ammunition of the appropriate caliber.
  - 6.3.3. All magazines will be loaded to a maximum of 10 rounds.
    - 6.3.3.1. Competitors with magazines of differing capacity must load all magazines the same.
    - 6.3.3.2. Unless otherwise specified, competitors will start every course of fire with a full ( $\leq 10$  rounds) magazine plus one in the chamber.
    - 6.3.3.3. Competitors may carry as many extra magazines as desired, as long as they can be safely accessed during the course of fire.

## 7. Classification

- 7.1. While a classification system is being developed, classification will be based on the IDPA 5x5 classifier.