

INTERNATIONAL T-CLASS CONFEDERATION

T-CLASS RULES

ver. 1.11

28.12.2020 EDITION

International T-Class Confederation

1142 Sofia, Bulgaria

Yosif Gurko str. 64, floor 1, flat 3

E-mail: info@t-class.org

Web: www.t-class.org

This set of rules is acknowledged by the International T-Class Confederation (ITCC) and its purpose is to regulate the rules for conducting of regional and international T-class competitions.

All subsequent changes of the rules are taken into account from the next tournament year, unless the ITCC assembly decides otherwise.

Persons or organizations, which are not related in any way with the ITCC do not have the right to use the logo, the name and the patents of T-Class.

TABLE OF CONTENTS

SECTION 1. BASIC CONSIDERATIONS

- 1.1. T-class description
- 1.2. In general
- 1.3. Language

SECTION 2. DISCIPLINES

- 2.1. T-Class disciplines
- 2.2. Modules

SECTION 3. PLAN OF THE STAGES

- 3.1. General principles
- 3.2. Types of drills/stages
- 3.3. Sanctioned competitions

SECTION 4. CONSTRUCTION AND DESIGN OF THE STAGES

- 4.1. General rules
- 4.2. Criteria for designing of the stages
- 4.3. Making modifications in construction of the stages
- 4.4. Safety areas
- 4.5. Range for zeroing
- 4.6. Vendor and demonstrations areas
- 4.7. Hygiene areas

SECTION 5. STAGES INFORMATION

- 5.1. General rules

SECTION 6. RANGE EQUIPMENT

- 6.1. Targets - general rules
- 6.2. Paper targets
- 6.3. Metal targets/plates
- 6.4. Frangible targets
- 6.5. Range equipment failure

SECTION 7. COMPETITOR'S EQUIPMENT

- 7.1. Weapons
- 7.2. Rifle rests
- 7.3. Sights
- 7.4. Devices and equipment for identification of the prime shooting conditions
- 7.5. Shooting equipment
- 7.6. Clothes and uniforms
- 7.7. Eye and ear protection
- 7.8. Cartridges
- 7.9. Competitor's equipment failure
- 7.10. Transportation and storage of competitor's weapon supplies and equipment outside the shooting course

SECTION 8. STRUCTURE OF COMPETITIONS

- 8.1. General rules
- 8.2. Divisions
- 8.3. Individual and Teamwork competitions
- 8.4. Regional teams
- 8.5. Competitor status and credentials
- 8.6. Competitor scheduling and squadding
- 8.7. Safety
- 8.8. Main competition and pre-match

SECTION 9. MATCH MANAGEMENT

- 9.1. Match officials
- 9.2. Appointment of match officials
- 9.3. Officials' clothing

SECTION 10. TEST FIRING, SIGHTING-IN, ZEROING OF GUNS

- 10.1. Zeroing of guns
- 10.2. Maximum shooting distances for zeroing

SECTION 11. THE COURSE OF FIRE

- 11.1. Rifle ready conditions
- 11.2. Competitor ready conditions
- 11.3. Range verbal communications
- 11.4. Loading, reloading or unloading during a course of fire
- 11.5. Movement and shooting.
- 11.6. Assistance or interference
- 11.7. Sighting procedures, dry firing and course inspection
- 11.8. Bringing in and taking out weapons and equipment to the stage

SECTION 12. SCORING AND RANKING

- 12.1. General regulations
- 12.2. Scoring and ranking
- 12.3. Score verification and challenge
- 12.4. Score sheets
- 12.5. Scoring responsibility
- 12.6. Time scoring
- 12.7. Scoring programs

SECTION 13. PENALTIES

- 13.1. Procedural penalties – General regulations
- 13.2. Procedural penalties – Specific examples
- 13.3. Zero stage – General regulations
- 13.4. Zero stage – Specific examples
- 13.5. Disqualification – General regulations
- 13.6. Disqualification – Accidental discharge
- 13.7. Disqualification – Unsafe gun handling

- 13.8. Disqualification – Unfair conduct
- 13.9. Disqualification – Prohibited substances

SECTION 14. ARBITRATION

- 14.1. General principles
- 14.2. Composition of committee
- 14.3. Time limits and sequences
- 14.4. Fees
- 14.5. Rules of procedure
- 14.6. Verdict and subsequent action
- 14.7. Third party appeals

SECTION 15. OTHERS

- 15.1. Disclaimers
- 15.2. Interpretation of rules

APPENDICES

- Appendix No. 1: Scoring of targets (ranges)
- Appendix No. 2: Paper targets for T-Class competitions
- Appendix No. 3: Metal plates and target stands
- Appendix No. 4: Power Factor (PF)
- Appendix No. 5: Examples for module 1 targets
- Appendix No. 6: Basic principles and recommended shooting elements, which should be included in the exercises in a T-Class competition.

SECTION 1

BASIC CONSIDERATIONS

1.1. T-Class description

T-Class is a new practical shooting sport with precision rifles, which purpose is to embrace a variable set of shooting skills, that could be practiced in severe, but realistic scenarios.

T-Class shooters should possess complex skills, which combine dynamic tactical thinking, rapid assessment of the situation, safe weapon manipulation, accuracy, as well as the ability to react practically in real environment conditions, for a limited time to completion of the shooting stages.

The objective of this new sport is to generate and improve a high level of shooting skills by handling factory made and custom made sniper weapon systems, developed for different kinds of tactical tasks.

T-Class is created by experienced shooters. It also serves the purpose to be a platform for continuation and exchange of knowledge and skills among special military and police forces, whilst preserving the highest professional standards in the interests of the society and national security.

Basic drills in T-Class focus on small targets with variable shooting scenarios, dynamic sniping with high precision weapons, combined long barreled and short barreled shooting, rapid conversion of different complex shooting positions and long-range small target sniping. All of the exercises are performed in a realistic fashion for a limited time (or time is scored), under the effects of a simulated stress.

1.2. In general

1.2.1. This set of rules regulates the approach for conducting the regional and international T-Class competitions, under the aegis and the control of the International T-Class Confederation.

1.2.2. This set of rules is mandatory for every T-Class competition.

1.2.3. Units of measure

1.2.3.1. Units for length

Distances and dimensions of targets may be defined either in meters or yards.

1.2.3.2. Units for angle

In T-Class competitions only the milliradian (MRAD) angular units can be used.

1.2.4. Every authority's decision regarding the safety of the exercises during the competition itself outweighs the regulations described in the current set of rules.

1.2.5. The essence of T-Class competitions is to stimulate innovations and development of new shooting techniques in T-Class sniping.

1.2.6. Abbreviations:

1.2.6.1. ITCC is International T-Class Confederation

1.2.6.2. [TS] is T-Class Tactical Sniper discipline

1.2.6.3. [MG] is T-Class Multigun discipline

1.2.6.4. [ULR] is T-Class Ultra Long Range discipline

1.2.6.5. [TLR] is T-Class Tactical Long Range discipline

1.2.6.6. [RF] is T-Class Rimfire discipline

1.2.6.7. [SBW] is T-Class Support and Backup Weapons discipline

1.2.6.8. [M1] is Module 1 – Marksmanship

1.2.6.9. [M2] is Module 2 – Dynamic

1.2.6.10. [M3] is Module 3 – Long Range

1.3. Language

1.3.1. The English language is the official language for T-Class. If there are any discrepancies between the set of written rules in English and any other language, then the English set of rules should be acknowledged.

1.3.2. Grammatical gender. Every note for male gender in this set of rules (e.g. “he”, “his”, “him”) should be considered equivalent to female gender, as well (e.g. “she”, “her”)

SECTION 2

DISCIPLINES

2.1. T-Class sport disciplines

2.1.1. T-Class Tactical Sniper discipline.

Precision rifle shooting which includes a variety of shooting skills, that could be practiced in severe, but realistic scenarios, in real environment conditions, different firing positions and for a limited time, under simulated stress.

2.1.2. T-Class Multigun discipline.

Combined shooting (together or separately) with sniper rifles, semi-automatic assault rifles and semi-automatic pistols.

2.1.3. T-Class Ultra Long Range discipline.

Sniper rifle shooting with long range precision rifles at very long distances of 1600 meters or more

2.1.4. T-Class Tactical Long Range discipline.

Sniper rifle shooting at distances from 1000 meters to 1600 meters.

2.1.5. T-Class Rimfire discipline.

Target rifle shooting with .22LR caliber rifles

2.1.6. T-Class Support and Backup Weapons discipline.

This is an assisting discipline for shooting (combined or separately) only with semi-auto assault rifles and semi-auto pistols, designed to improve those specific skills necessary for combined shooting with different weapon systems.

2.2. Modules

[TS][MG][RF] The exercises in each division are divided in three separate modules (Module 1, Module 2, Module 3), as each module has its own specificity. There can be primary obligatory exercises and secondary optional exercises in each module.

[ULR][TLR] Competitions are composed of only Module 3.

[SBW] The competitions consist of Module 1 and Module 2. In order to balance the weight of the exercises, it is allowed to divide Module 2 into separate components, with each one treated as a separate Module.

SECTION 3

PLAN OF THE STAGES

The general principles for designing and conducting of the exercises describe the standards, the responsibilities and the limitations for the designers of the T-Class drills.

3.1. General principles

3.1.1. Safety.

T-Class competitions must be designed and conducted in accordance to all of the safety weapons regulations and the rules for sports events management.

3.1.2. Quality.

The quality level of T-Class competitions is defined by the complexity of the shooting tasks, presented by the drills. The drills must be designed in order to challenge not only the shooting skills of the competitors, but also the physical strength and psychological endurance.

3.1.3. Balance.

Tactics, Accuracy, Speed and Precision – these are the four main T-Class elements. They should be always blended in the correct balance for each exercise during T-Class competitions.

3.1.4. Diversity.

It is recommended that repetition of exercises during T-Class competitions should be avoided, as for new elements and challenges should be continuously added.

3.1.5. Complexity.

The exercises must be complex and hard enough. In such a way, not only shooting and tactical skills can be evaluated, but also the physical strength and psychological endurance of the opponents, as well as their reactions to time limitations.

3.2. Types of drills/stages.

There can be basic and special drills/stages in T-Class competitions.

3.2.1. Basic drills/stages.

[TS][MG][RF] The basic drills are divided in three modules, which require different shooting skills. All of the three modules must be included in every T-Class competition. It is allowed for each module to be conducted in different day and on different range, but for a period not exceeding three consecutive weeks.

[ULR][TLR] Competitions stages are composed of only Module 3 exercises.

[SBW] Competitions stages are composed of only Module 1 and Module 2 exercises.

3.2.1.1. [TS] Module 1. Marksmanship

It covers the primary shooting drills, which assess competitor's basic shooting skills, such as

shooting from different positions (standing, prone, kneeling, sitting), identification and evaluation of targets. This module is conducted simultaneously by several shooters on a common firing line. Paper targets are predominantly used. The time for execution of the drill is implemented by a sound signal (verbal command) for start and stop. The scoring is made with points and the shooting distances vary between 10 and 500 meters.

[MG]The distances are between 3 and 500 meters. Usage of metal plate targets is permitted.

[SBW]The distances are between 3 and 100 meters. Usage of metal plate targets is permitted.

[RF] The distances are between 10 and 70 meters.

3.2.1.2. [TS] Module 2. Dynamic

It comprises shooting drills, which involve moving and shifting of shooting positions with different complexity and surface, multiple targets shooting in mid range, as well as scoring the time with a shooting timer. The scoring is evaluated by the so called hit factor (the points are divided to the time measured). The shooting distances vary between 50 and 700 meters.

[MG] The distances are between 3 and 700 meters.

[RF] The distances are between 10 and 150 meters.

[SBW] The distances are between 3 and 500 meters.

3.2.1.3. [TS] Module 3. Long range

It covers the shooting drills at long range. Two scoring methods for the stages can be used. The time for execution of the drill is either limited by a sound signal for start and stop, or is measured by a par timer. The scoring is calculated with points or a hit factor. The shooting distances vary between 500 and 1200 meters.

[MG] The distances are between 20 and 1200 meters.

[ULR] The distances are beyond 1600 meters.

[TLR] The distances are from 1000 to 1600 meters.

[RF] The distances are between 100 and 300 meters.

3.2.2. Special drills/stages

The organizers of T-Class competitions may include additional drills/stages with a level of high difficulty and challenge, or to propose supplementary special drills, which are not included in the overall competition ranking, but they can bring special prizes.

3.2.3. The recommended shooting elements to be included in the exercises in a T-Class competition are listed in Appendix No: 6.

3.3. Sanctioned competitions

3.3.1. International competitions, which allow participation of competitors from different regions are conducted only with the proper sanction from ITCC.

3.3.2 Regional competitions must be sanctioned from the Regional Director for the particular region.

SECTION 4

CONSTRUCTION AND DESIGN OF THE STAGES

These rules implement the criteria, the requirements and the restrictions for the construction and design of the stages in T-Class competitions. The range director, the stage builders, organizers and the officials are obliged to follow these rules.

4.1. General rules

4.1.1. Constructions and installations

The event organizers bear the main responsibility for the safety of the design and construction of the stages. Written authorization should be acquired from the range master. All kinds of precautions must be taken to prevent injuries of competitors, officials and spectators during the competition. The stages must be designed in such a way that eventual accidents and unsafe actions by the competitors should be prevented. A safe access of the officials and the spectators of every event should be granted.

4.1.2. Safe angles of fire

In the process of stage development, it is of utmost importance that the safe angles of fire should always be pointed out and taken into consideration in every written or verbal briefing. If any competitor breaks the line of the safe angles of fire, he must be disqualified.

4.1.2.1. Exercises performed in conditions of limited visibility (night time, dark premises) it is mandatory to mark in a suitable way the permissible directions of fire and safe angles.

4.1.3. Minimum shooting distances

4.1.3.1 Minimum distances for paper targets

[TS] 10 meters

[MG][SBW] 3 meters

[ULR] 1600 meters

[TLR] 1000 meters

[RF] 10 meters

4.1.3.2. Minimum shooting distance for metal targets (plates)

[TS] 100 meters

[MG][SBW] 100 meters for sniper rifles, 60 meters for semi-auto rifles and 10 meters for handguns

[ULR] 1600 meters

[TLR] 1000 meters

[RF] 10 meters

4.1.4. Location of targets

All targets and installations must be placed in a such a way that the safe angles of fire should not be breached in the course of fire, during the competitor's movement.

4.1.5. Surface of the shooting range

The surface of the shooting range has to be compliant with the safety of the competitors. Prior the beginning of the competition, the Range Master must inspect the course of the range for possible ricochets or other eventual risks, that could pose danger to guests, officials or spectators.

4.1.6. Obstacles

Naturally occurring or artificially built range obstacles must allow the competitors of all body sizes and dimensions to be able to clear them, as well as safety during the execution of the exercises should not be compromised.

4.1.7. Common firing line

For those stages which require simultaneous shooting from several competitors of the same firing line, a minimum safety distance between the shooters must be provided by appropriately securing firing corridors with a minimum width of 1.5 meters.

4.2. Criteria for designing of the stages

During the building of a stage, it is possible to control the space of the stage by using a variety of restriction tapes, natural or artificial obstacles, or else.

4.2.1. Restriction tapes

These lines restrict the movement of the competitors. They are used in cases when it is necessary to prevent accidental dangerous passing by the shooter, which could pose a risk for him or for the spectators and officials. In other cases, they may imitate different tactical situations, to increase the complexity of the drill or to point out the limits of the shooting area.

4.2.2. Covers and tunnels

The covers and tunnels must be realistic enough so that they could fulfill their functions, as well as restriction tapes must be used to define the borders of the shooting areas.

4.2.3. Decorations and props

In cases when the construction of the stage requires extra decorations and props, the main priority is focused on the safety of the competitors and officials. These installations must be situated in such a way so that the range officers retain their access to observe the actions of the competitors, during the whole execution of the exercise.

4.3. Making modifications in construction of the stages

The ITCC officials are able to modify the construction of the stages or the way of execution of

the exercises for various reasons, but these modifications should be acknowledged by the Range Master of the competition.

4.4. Safety areas

4.4.1. The managers (organizers) of the competition must provide sufficient amount of safety areas, which have to be identified with proper signs.

4.4.2. The safety areas must offer tables for comfortable weapon manipulation with clear indications for the safe direction for pointing of the weapons and for the limits of the area. The safety area should also provide enough guns' racks, allowing for secure muzzle-up storage.

4.4.3. The competitors are allowed to use the safety areas without the attendance of the match officials. All weapon manipulations must be performed in a safe direction. The acceptable manipulations are: training of sight alignment, disassembling and assembling of the weapon, cleaning, repairing, dealing with other problems with the weapon or/and additional equipment. Cartridge or munition manipulations are not allowed in the safety area. Each violation of this rule leads to disqualification of the competitor.

4.4.4. Ammunition reloading is not permitted in the range area. The violation of this rule leads to disqualification.

4.5. Range for zeroing

The organizers of the competition may arrange by their own assessment a special area for zeroing of the rifles prior to the start of the competition itself and only with the presence of the range officer. All actions should be consistent with the general safety regulations in conformity with the safe direction of fire for the concrete shooting range.

4.6. Vendor and demonstrations areas

4.6.1. The vendors bear full responsibility for ensuring the safety during the demonstrations of their products. All vendors must comply with the requirements of the local legislation.

4.6.2. The Range Master must certify enough signs and identification labels for the vendor area.

4.7. Hygiene areas

A sufficient amount of hygiene areas in comply with the expected number of competitors, officials, guests and spectators should be provided.

SECTION 5

STAGES INFORMATION

5.1. General rules

The competitors are fully responsible for the safe execution of the exercises, but only after they have been briefed either verbally or in written form, before the start of each event.

5.1.1. The organizers of the competition may decide not to disclose information about all or some of the exercises before the match, but briefing should be performed immediately before the start of the event itself and it will dictate the course of fire.

5.1.2. A competitor who was not briefed before the start of the stage should not be allowed to participate in the shooting drill.

5.1.3. [MG][SBW][M2] In some stages, a permission for the competitors may be granted to acquaint themselves with the characteristics of the course of fire, as they walk through different firing positions, without weapons. The time available for the completion of the walkthrough is determined by the range officer and it should be equal for all competitors. All actions during the walkthrough of the course of fire are supervised by the range officer.

SECTION 6

RANGE EQUIPMENT

6.1. Targets - general rules

6.1.1. Only targets, which have been approved by ITCC and comply with these set of rules can be used in T-Class competitions.

6.1.2. The Range Master may occasionally permit the usage of other targets if they do not contradict to the principles and the spirit of T-Class.

6.1.3. In cases when a common target field used for several exercises, it is recommended that the relevant metal plates for the different stages must be painted in different colors or properly marked.

6.1.4. No-shoot penalty targets are defined in the briefing and it is not compulsory for them to be marked in a different way.

6.1.5. The targets in Module 2 and 3 could be partially hidden or visible only through an angle, by using hard covers. When a hard cover is being reproduced, a marking penalty target should always be used and checked by the range officer for hits, after every stage drill.

6.1.6. The targets in Module 1 must include the following basic elements: identification and evaluation of targets, self-assessment of the shooter's and weapon's capabilities by cast off firing, sports scoring of targets, firing from different positions.

6.2. Paper targets

6.2.1. Target examples for Module 1 are presented in appendix 5. Event organizers may create some other targets for this module, in accordance with the principles and the spirit of T-Class, as well as this set of rules.

6.2.2. Paper targets for Module 1 may include penalty areas or non-scoring areas with clearly designated borders, including areas imitating bullet-proof cover.

6.2.3. The paper targets in Module 2 and 3 must meet the requirements described in appendix 2. They could be installed as stationary, swinging, popping up, reactive, moving or any other design that simulates the practical approach of the shooting drill.

6.2.4. [M1] The event organizers should define the scoring of borderline hits on the paper targets and the definition should be mentioned in the written briefing.

6.3. Metal targets/plates

6.3.1. The metal plates could be either scoring targets and/or penalty targets. Their type and size must meet the requirements described in appendix 3.

6.3.2. The metal targets could be installed as stationary, swinging, popping up, reactive, moving or any other design that simulates the practical approach of the shooting drill.

6.3.3. According to the type of reaction to direct hit, the metal targets could be: stationary, falling down, swinging (with dynamic suspension)

6.3.4. The metal plates should be surfaced in a way, which allows clear scoring of the hits and their surface must be restored after several direct hits.

6.4. Frangible targets

6.4.1. Different targets which are falling apart after a direct hit may also be used - e.g. clay plates, glass bottles, tiles etc.

6.4.2. Frangible targets could be installed as stationary, swinging, popping up, reactive, moving or any other design that simulates the practical approach of the shooting drill.

6.5. Range equipment failure

6.5.1. In event of malfunction of the range equipment, such as failure of the target's suspension, displacement of targets, premature activation or non-activation of moving targets during the course of the exercise, the competitor has to repeat the specific shooting drill.

SECTION 7

COMPETITOR'S EQUIPMENT

7.1. Weapons

7.1.1. [TS] Acceptable weapons are bolt-action precision rifles and semi-automatic sniper rifles in caliber to 8,60 mm.

[MG] Acceptable weapons are bolt action precision rifles and semi-automatic sniper rifles in caliber to 8,60 mm; semi-auto assault rifles in caliber up to 9 mm with barrel length up to 500 mm, maximum case length up to 45 mm and minimum Power Factor (PF) of 160; and semi-auto handguns in caliber minimum 9 mm and Power Factor min 130. The rules and the manner for valuation of the Power Factor described (are) in Appendix 4.

[ULR] Acceptable weapons are ALL bolt- action and semi-auto sniper rifles

[TLR] Acceptable weapons are bolt-action and semi-auto sniper rifles in caliber up to 8,60 mm and standardized according to CIP or SAAMI.

[RF] Acceptable weapons are bolt- action and semi-auto sniper rifles in caliber .22LR without limitations

[SBW] Acceptable weapons (semi-auto assault rifles and semi-auto handguns) must meet the requirements of T-Class Multigun discipline.

7.1.2. The organizers of the competition may choose to include other light weapons in the course of fire, which have to be common and equal to all competitors.

7.1.3. A change of the rifle or/and of the barrel with another of different parameters during the competition is not permitted.

7.1.4. It is possible for other weapons to be used, different from the requirements of 7.1.1., but only after a formal request from the competitor and a granted permission from the match director. The competition organisers should not allow using of weapons in such calibers, which pose a significant advantage for the competitors, using them.

7.1.5. [MG][SBW] – Using of revolvers is not permitted.

7.1.6. All kinds of additional muzzle devices can be used - suppressors, sound moderators, muzzle compensators, etc. if they are permitted by the local legislation.

7.1.7. [TS][ULR][TLR][RF] The number and the capacity of the magazines/cartridges is not restricted.

[MG][SBW] The number of magazines is not restricted. The capacity of magazines for semi-auto assault rifles is restricted to 30 rounds per magazine and 20 rounds per magazine for semi-auto pistols.

7.2. Rifle rests

7.2.1. Acceptable rifle rests are tripods, bipods, monopods, front and rear bags, and all kinds of rifle slings, attached to the weapons.

7.2.2. The competitor decides by himself/herself whether to use rifle rests, unless it is clearly stated otherwise in the stage briefing.

7.2.3. The position of the rifle rest onto the rifle and/or in relation to the shooter is determined by the Stage Designer of the competition and it is clearly defined during the briefing for the whole competition or the specific stage drill.

7.2.4. During the course of fire, a competitor may remove temporarily a tripod, a bipod, a monopod and/or rifle slings, but he/she has to put them away or mount them back within the scoring time for the drill. In stages with hit-factor, the mounting and dismounting of rifle rests has to be completed before the last shot.

7.2.5. All kinds of solid rifle rests with hard connection between the front and the rear rest are not permitted.

7.3. Sights

7.3.1. [TS][ULR][TLR][RF] The usage of optical devices (scopes) is required.

[MG] The usage of scopes is required for bolt-action precision rifles. Semi-auto rifles can be equipped with all kinds of iron sights, red dots or scopes with maximum magnification up to 1.5x. Semi-auto handguns can be used with iron sights or red dots if they are fixed onto the slide of the weapon.

[SBW] The requirements for the sights of semi-auto assault rifles and semi-auto handguns are the same as T-Class Multigun discipline.

7.3.2. [MG][SBW] Only one set of non-iron sights is permitted for the semi-auto assault rifles.

7.3.3. The usage of night vision scopes or aiming lasers is permitted only if the shooting drill is taking part during the dark time of the day according to the design of the stage and if those devices are permitted by the local legislation.

7.3.4. Optical scopes or sighting devices can be exchanged, but re-zeroing of the weapon during the competition is not allowed.

7.3.5. [SBW] It is permissible to waive the limitations for optical sights for semi-auto assault rifles, given that a separate ranking of competitors using mechanical sights on both semi-auto assault rifles and semi-auto pistols is maintained. Such separate ranking must be announced in the competition description beforehand.

7.4. Devices and equipment for identification of the prime shooting conditions

7.4.1. All kinds of additional equipment for measuring of distances, atmospheric conditions, as well as other devices and tables for identification of the prime shooting conditions can be used during the competition.

7.4.2. The usage of rangefinders can be prohibited for some specific stages of the competition and this should be registered in the stage briefing.

7.5. Shooting equipment

7.5.1. Slings

All kinds of rifle slings can be used, but not more than one sling per rifle, for the duration of the competition.

7.5.1.1. If the competitor decides to remove the sling (or part of the sling) for a particular stage (or part of the stage) he/she should place the sling in his/her backpack or other storage equipment of his choosing.

7.5.2. Shooting mats (surface covers)

All kinds of shooting mats and other equipment with similar purpose can be used.

7.5.3. Holsters for semi-auto handguns and magazine holders.

All kinds of holsters and magazine holders are permitted, but they must have retaining strap systems to prevent accidental slippage during the execution of the stage.

7.5.3.1. The usage only of friction or just mechanical pressure between the holster and the gun for the purpose of anti-slippage system is not allowed.

7.5.3.2. There is no limitation for the placement of the holsters and the magazine holders on the body of the competitor.

7.5.3.3. When the handgun is placed in the holster, it's barrel must point downwards and not exceeding one meter from the body of the shooter.

7.5.4 Exercises performed in conditions of limited visibility (night time, dark premises) it is mandatory to mark all the competitors, match officials, and anyone present on the range/scene with individual luminous marking.

7.6. Clothes and uniforms

7.6.1. All kinds of clothing, which allow safe performance on the range is permitted.

7.6.2. Sports clothing and uniforms must not show any symbols, inscriptions or titles, which relate to political, religious and ethnic intolerance, or contradict to the ethics of the sport.

7.6.2.1 The Match director is able to disqualify competitors, whose clothes do not comply with the ITCC rules.

7.7. Eye and ear protection

7.7.1. [TS][ULR][TLR][RF] The competitors are obliged to use ear protection.

[MG][SBW]The competitors must use both eye and ear protection. A shooter is allowed to remove temporarily the eye protection only during sniper rifle shooting.

7.7.2. The usage of eye and ear protection is also mandatory for all others – officials, guests, spectators, trainers, etc.

7.7.3. The Range master can exclude from the range area any person who does not use the mandatory equipment for eye and ear protection.

7.8. Cartridges

7.8.1. Each competitor bears personal responsibility for his cartridges during the competition.

7.8.2. Cartridges, which do not comply with the local legislation are not permitted.

7.8.3. The Match director has the right to forbid the usage of highly penetrating or combustible cartridges or any other cartridges with special designation.

7.8.4. Reloading is not allowed on the range area during the whole duration of the competition.

7.9. Competitor's equipment failure

7.9.1. The competitors must keep their equipment in working condition, but they have the opportunity to repair faulty equipment in the defined safety area, when needed.

7.9.2. If there is a weapon or equipment malfunction during the execution of the stage, the competitor is allowed to deal with the malfunction safely during his scoring time and afterwards to continue the course of fire.

7.9.2.1. In stages with Hit Factor, there is a limited time of 120 seconds for handling the malfunction. After the executive drill time elapses or the additional time (120 sec) elapses, the range officer is obliged to stop the course of fire.

7.9.2.2. If the malfunction or equipment failure leads to inability for the competitor to continue the course of fire, the range officer accounts the score that was made up till the moment of the malfunction.

7.9.3. The competitor is not allowed to reshoot the exercise if there is a weapon malfunction or equipment failure and zero scoring is made for the drills that he/she missed during the time needed for repairs.

7.10. Transportation and storage of competitor's weapon supplies and equipment outside the shooting course

7.10.1. Transportation.

7.10.1.1. Bolt action rifles must be hand carried, slung or carried in a bag. If carried by hand, shouldered or slung, the muzzle should point skywards, the bolt action must remain in open position, and a chamber safety flag must be fitted. Detachable magazines must be removed.

7.10.1.2. Semi-auto rifles are carried in the same way as bolt action rifles, with a safety flag which indicates that the action is blocked in an open position.

7.10.1.3. Semi-auto handguns are carried in holsters or holders, unloaded, with detached magazines.

7.10.1.4. Ammunition should be carried in magazines or in retention cases, specifically designed for that purpose.

7.10.1.5. Competitor, match officials and anyone else arriving at an ITCC competition in possession of a loaded firearm, must immediately report to a Range Officer, who will supervise unloading of the firearm. Failure to comply with the above may lead to rule 13.7.15 or to denying access to the competition.

7.10.2. Storage of weapons and ammunition.

7.10.2.1. All weapons and ammo must be stored in proximity of the competitors at the storage areas, which are designated by the organizer. The competitors are allowed to leave the shooting range only after storing their weapons in the special storage area, or by carrying the weapons along with them.

SECTION 8

STRUCTURE OF COMPETITIONS

8.1. General rules

T-Class uses the following terms:

8.1.1. Course of Fire

A separately timed and scored ITCC shooting challenge, conceptualized and constructed in accordance with ITCC principles of course design, containing targets and challenges which each competitor must safely negotiate.

8.1.2. Stage

A portion of an ITCC match consisting of one course of fire and related supporting facilities.

8.1.3. Match

Consists of a minimum 5 stages of Module 1, minimum 1 stage of Module 2 and minimum 2 stages of Module 3.

8.1.4. League

Consists of a minimum of 3 matches in one shooting season. League intermediate results determine the current rankings of the competitors for the season.

8.2. Divisions

8.2.1. Divisions in ITCC determine the usage of different weapons and equipment. Each competition must have rankings in at least one division. If the competition includes more than one division, then the competitors from each division should be evaluated separately and independently and a winner for each division should be declared.

8.2.1.1. Divisions are:

[TS][RF] Semi Auto and Bolt Action

[MG] Semi Auto and Bolt Action. The division is determined only by the sniper rifle.

[ULR][TLR][SBW] There are no separate divisions.

8.2.2. A minimum number of competitors must participate in each division in order for the results to be officially acknowledged, as follows:

- Regional competitions - 5
- International competitions - 10

8.2.2.1. If there are not enough competitors for a given division, the Match Director may allow that it will remain in the competition, but without official interpretation of the results.

8.2.3. Before the start of the competition, each competitor must declare the division in which he will participate. The Match officials should perform a check for compliance of competitor's equipment with the declared division, prior the start of the course of fire.

8.2.4. With a special permit by the Match Director, a competitor may participate in more than one division, but he will be scored and ranked in only one division. The competitor's results are scored only for his first completion of each shooting drill. Results for each subsequent completion of the same drill in a different division will not be scored and will not contribute to the official rankings.

8.2.5. If a given division is not included in the competition, or the competitor is not able to declare a division, he will participate in the division which is most suitable for his equipment, according to the judgment of the Match Director. If the Match Director decides that there is no suitable division for the competitor, he may participate in the competition but not eligible to rankings.

8.3. Teamwork.

Competitions are organized as individual and teamwork challenges and the design of the stages is planned accordingly.

8.3.1. In individual competitions, each shooting stage is executed by a sole competitor. Scoring and ranking is individual.

8.3.2. For teamwork competitions, the design of the stages is planned for a team of two competitors, who will accomplish the course of fire for a combined scoring time. Scoring and ranking is for the team.

8.3.2.1. Competitions may be organized as both individual and teamwork. Some shooting stages will be designed for individual competitors, while the other stages - for teamwork.

8.4. Regional teams.

The Regional director decides who will take part of the Regional Team, based on the ranking for the previous year.

8.5. Competitor Status and Credentials.

8.5.1. All competitors and Match officials must be individual members of the Licensed T-Class Organization in the region, where they normally reside.

8.5.2. A competitor and/or a team member may represent only one region at a time.

8.5.3 Residence and/or temporal abidance of a competitor is not related with the region, which he represents.

8.6. Competitor Scheduling and Squadding.

8.6.1. Each competitor receives an individual competitor's number and id card (badge) for the current match. If the competition is teamwork, the badge should also indicate the team's number.

8.6.2. A group of competitors can be summoned together in the so called Squad, in regard of the particular stages which have to be attempted during the day.

8.6.3. The Match director allocates the competitor's number and squadding for the whole day or for each separate module, as well as the time schedule of the event. It is preferable the numbers of the competitors to be drawn by lottery.

8.6.4. Each competitor has the obligation to comply with the official schedule of the match, to accept his competitor's number/team and his squad.

8.6.5. A competitor who is not present at the scheduled time and date for a given stage may not attempt that stage without the prior approval of the Match Director, or else the competitor should receive a zero score for that stage.

8.7. Safety

8.7.1. Before the start of the competition, the Match Director or other official appointed by him must conduct the obligatory briefing for safety regulations.

8.7.2. Each attendant including guests and spectators of the event must sign in the related protocol after the briefing for safety regulations.

8.8. Main competition and Pre-match.

Only the Match officials, sponsors and other people who have been previously approved by the Match Director can take part in the Pre-match event. All of the other competitors take part in the main competition, but they have the right to attend to the Pre-match as spectators.

SECTION 9

MATCH MANAGEMENT

9.1. Match Officials.

The duties and terms of reference of Match Officials are defined as follows:

9.1.1. Match Director.

Handles overall match administration including numbering of competitors, squadding, scheduling, range construction, the coordination of all support staff and the provision of services. His authority and decisions will prevail with regard to all matters except in respect of matters in these rules which are the domain of the Range Master. The Match Director is appointed by the host organization and works with the Range Master.

9.1.2. Range Moderator.

Maintains the order and security for the whole territory of the shooting range. He is responsible for the control over the safe transportation and weapons manipulations, ammunition and other equipment outside the shooting zones, including the parking area, leisure and dining areas. He regulates the usage of the obligatory ear and eye protection gear for all attendants - guests, visitors, etc. He is subordinate to the Match Director and the Range Master.

9.1.3. Range Master.

Has overall 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, including the regulations for valuation of the Power Factor. All disqualifications and appeals to arbitration must be brought to his attention. The Range Master is usually appointed by and works with the Match Director. However, in respect of ITCC sanctioned Level IV or higher matches, the appointment of the Range Master is subject to the prior written approval of the ITCC Executive Council.

9.1.4 Range Officer.

Oversees the fair, correct and consistent application of these rules in his individual stage area. Issues range commands, oversees competitor compliance with the written stage briefing and closely monitors safe competitor action. He also declares the time, scores and penalties achieved by each competitor and verifies that these are correctly recorded on the competitor's score sheet (under the authority of a Range Master)

9.1.5. Assistant Range Officer

The Assistant Range Officer has to support the Range Officer's work on the stage. More than one assistants may be required in complex stages with very long distance targets. Their job is to observe the farthest targets by using optical sighting systems, cameras or other technical devices, which would allow them to score a hit or a miss for the specific target (under the authority of a Range Officer)

9.1.6. Stats Officer

Supervises the stats room team, which collects, sorts, verifies, tabulates and retains all score sheets and ultimately produces provisional and final results (under the direct authority of the Range Master).

9.1.7. Quartermaster

Distributes, repairs and maintains all range equipment (e.g. targets, patches, paint, props etc.), other range needs (e.g. timers, batteries, staplers, staples, clipboards etc.) under the direct authority of the Range Master.

9.1.8 Gunsmith

Provides technical inspection of the weapons and ammunition during the Match Registration, in order to verify that they comply with the rules of T-Class (under the direct authority of the Range Master).

9.1.9. Staff

Takes care for all issues during a match such as repairing and maintaining of all range equipment and other technical or organizational needs (under the direct authority of the Quartermaster).

9.2. Appointment of Officials and legal representatives

Match organizers must, prior to commencement of a match, appoint a Match Director, a Range Master and Officials to carry out the duties detailed in these rules. The nominated Range Master should preferably be the most competent and experienced certified Match Official present.

9.2.1. All of the Officials and legal representatives must be lawfully appointed and must comply to their rights and duties with their signatures.

9.3. Officials' clothing

All Match Officials must have distinctive clothing, which distinguishes them among the competitors and the appropriate labels and insignia should be pointed out.

SECTION 10

TEST FIRING, SIGHTING-IN, ZEROING OF GUNS

10.1. Zeroing.

10.1.1. Test firing, sighting-in or zeroing of guns is permitted during the days prior to the start of the competition in a special testing area and only with the presence of the Range Officer. All actions should be consistent with the general safety regulations in conformity with the safe angle of fire for the concrete shooting range.

10.1.2. The Match Officers have the right to forbid test-firing or zeroing of guns. It is specifically pointed out whether the match rules will allow zeroing or not, as well as the exact date, time and place for test firing/zeroing.

10.1.3. Each competitor is given a time period for zeroing of no longer than 15 minutes per weapon and he has the right to use his own target, as well as a chronograph and/or other devices during that period.

10.2. Maximum shooting distances for zeroing/sighting in:

[TS] 100 meters.

[MG] 100 meters for sniper rifles and semi-auto rifles and up to 25 meters for semi-auto handguns.

[ULR][TLR] 300 meters.

[RF] 50 meters.

[SBW] 100 meters for semi-auto assault rifles and up to 25 meters for semi-auto handguns.

SECTION 11

THE COURSE OF FIRE

11.1. Rifle Ready Conditions

11.1.1 Bolt action rifles

11.1.1.1. Option 1: Magazine filled and fitted (if applicable), chamber loaded, hammer and/or sear cocked and safety catch applied (if the firearm is designed to have one). If the weapon's design does not allow for safety catch after the cocking of the weapon, then the weapon should be de-cocked.

11.1.1.2. Option 2: Magazine filled and fitted (if applicable), chamber empty and the action is open, safety catch not applied

11.1.1.3. Option 3: Detachable magazine loaded, but not fitted. If the magazine is fixed to the rifle, then it must be empty. The action may be open or closed, safety catch not applied.

11.1.2. Semi auto sniper rifles and semi auto assault rifles

11.1.2.1. Option 1: Magazine filled and fitted, chamber loaded, hammer and/or sear cocked and safety catch applied.

11.1.2.2. Option 2: Magazine filled and fitted, chamber empty and the action closed, safety catch not applied.

11.1.2.3. Option 3: Detachable magazines are loaded, but not fitted and chamber must be empty, safety catch not applied.

11.1.3. Semi auto Handguns

11.1.3.1. Option 1: Magazine filled and fitted, chamber loaded, hammer and/or sear cocked and safety catch applied. If a handgun has a decocking lever, that alone must be used to decock the handgun. If a handgun does not have a decocking lever, the hammer must be safely and manually lowered all the way forward. Some double action gun systems have automatic safety on after loading, in such cases the gun is considered to be in a safety condition.

11.1.3.2. Option 2: Magazine filled and fitted, chamber empty and the action closed, safety catch not applied.

11.1.3.3. Option 3: Detachable magazines are loaded, but not fitted and chamber must be empty, safety catch not applied.

11.2. Competitor Ready Condition

11.2.1. The firearm is prepared, made safe and held or placed as specified in the written stage briefing, and complies with the requirements of the relevant Division.

11.2.2. The competitor assumes the start position for the current drill, as specified in the written stage briefing.

11.2.3. A competitor who attempts or completes the course of fire, after an incorrect start position which gave him an advantage, may be required to reshoot the course of fire or receive a penalty, by the Range Officer.

11.3. Range Communications

All commands during a T-Class match are in English. The approved range commands and their sequence are as follows:

11.3.1. "Load And Make Ready" (or "Make Ready" for starts with an unloaded firearm). This command signifies the start of "the Course of Fire".

[M1] If the stage requires more than one competitors to shoot from a common firing line, all competitors must respond together to the Range Officer's commands.

[M2][M3] Under the direct supervision of the Range Officer, the competitor must face downrange (or in a safe direction as specified by the Range Officer), fit eye and ear protection, and prepare the firearm, in accordance with the written stage briefing. The competitor must then assume the required start position. At this point, the Range Officer will proceed.

11.3.1.1. Once the appropriate command has been given, the competitor must not move away from the start location, prior to issuance of the Start Signal without the approval, and under the direct supervision of the Range Officer. Violation will result in a warning for the first offense and may result in penalty for a subsequent offense in the same match.

[M1] If the stage requires more than one competitors to shoot from a common firing line, this rule will affect all of them.

11.3.2. "Are You Ready?" (Competitor ready?) command

[M2][M3] The lack of any negative response from the competitor indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at this command, he must state "Not Ready".

[M1] If the stage requires more than one competitors to shoot from a common firing line, the Range Officer may address each competitor by his number. The competitor must respond either verbally or manually (e.g. by raising of a hand, or a leg). The check for the ready state may be performed by the assistant range officers who will signalize on their behalf to the range officer. In case when the competitor is not fully prepared after the check has been performed, he must clearly indicate this, by raising of his hand.

11.3.3. "Standby" command

This command should be followed by the Start Signal within 3 to 5 seconds.

11.3.4 "Start Signal" command

[M2][M3] The signal for the competitor to begin his attempt at the course of fire.

[M1] If the stage requires more than one competitors to shoot from a common firing line, Start Signal applies for everybody.

11.3.4.1. [M2] For all courses of fire, the Start Signal is given by par timer

[M1][M3] Shooting drills with controlled time for completion can be triggered with a Start Signal by par timer, by shot, horn, exploding device or some other sound source, which is specifically described in the written stage briefing.

[M3] Shooting drills with hit factor must be triggered with a Start Signal by par timer.

11.3.4.2. It is recommend that the Range Officer should demonstrate the Start Signal during the stage briefing.

11.3.4.3. [M2][M3] If the competitor in some reason doesn't react on the Start Signal, the Range Officer must make sure that the competitor is ready and to resume his/her commands from "Are You Ready?"

[M1] If the stage requires more than one competitors to shoot from a common firing line, a competitor who for some reason fails to react on the Start Signal or delays his performance is not allowed to reshoot or to receive more time for finishing the shooting drill.

11.3.4.4. [M2][M3] In the event that a competitor inadvertently begins shooting prematurely ("false start"), the Range Officer will, as soon as possible, stop and give the competitor penalty - zero scoring for the stage.

[M1] In the event that a competitor, who is shooting along with other competitors from a common firing line, inadvertently begins shooting prematurely ("false start"), the Range Officer can continue the drill, if he is sure that the Supporting Range Officer has written down the penalty for the liable competitor and appoints him zero scoring for the stage.

11.3.5. [M3] "Reengage" command

This command is given during stage drills, which allow for additional shots to be made in event of a miss. The Range Officer will score a "Miss" and then issue the command "Reengage", after which he should clearly and distinctively start to count the remaining time, according to the stage briefing (e.g. - "Miss", "Reengage", "Five", "Four", "Three", "Two", "One").

11.3.6. [M1][M3] "Stop Signal" command

Stage drills with limited time for completion are stopped with a signal from a par timer, shot, horn, exploding device or some other sound from the same source, which was used for the start of the drill.

11.3.6.1.[M1][M3] For every shot made after the "Stop Signal" command, the competitor will receive procedural penalty and/or one of his best hits will be zeroed.

11.3.7. "Stop" - Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Officer.

11.3.8. [M2] "If You Are Finished, Unload And Show Clear" – If the competitor has finished shooting, he must lower his firearm and present it for inspection by the Range Officer with the muzzle pointed downrange, fixed magazine empty or detachable magazine removed and chamber(s) empty, action held or latched open.

11.3.9. [M1][M3] "Unload And Show Clear" – If the competitor has finished shooting, he must lower his firearm and present it for inspection by the Range Officer with the muzzle pointed downrange, fixed magazine empty or detachable magazine removed and chamber(s) empty, action held or latched open.

11.3.9.1. If the stage requires more than one competitors to shoot from a common firing line, the competitors are not allowed to get up, or change position until the inspection of their firearm has been completed by the Range Officer. After the inspection, the competitors are allowed to leave the firing line with or without their weapon, according to the stage briefing.

11.3.10. [MG][SBW] "If Clear, Hammer Down, Holster" - After issuance of this command, the competitor must not resume shooting. While continuing to point the firearm safely downrange, the competitor must perform a final safety check of the firearm as follows:

11.3.10.1. [MG][SBW] Semi-auto Handguns - Release the slide and pull the trigger (without touching the hammer or decocker, if any). If a handgun has a device, which requires a magazine to be inserted, in order to enable the pulling of the trigger, the competitor must, on issuance of the above command, inform the Range Officer, who will direct and supervise the use and subsequent removal of an empty magazine, to facilitate this process.

11.3.10.2. [MG][SBW] If the gun proves to be clear, the competitor must holster his handgun. Once the competitor's hands are clear of the holstered handgun, the course of fire is deemed to have ended.

11.3.11. [MG][SBW] "If Clear, Hammer Down, Open Action" – After issuance of this command, the competitor must not resume shooting. While continuing to point the firearm safely downrange, the competitor must perform a final safety check of the firearm as follows:

11.3.11.1. [MG][SBW] Semi-auto assault rifles - Release the slide and pull the trigger. If a rifle has a device, which requires a magazine to be inserted, in order to enable pulling of the trigger, the competitor must, on issuance of the above command, inform the Range Officer, who will direct and supervise the use and subsequent removal of an empty magazine, to facilitate this process, and after that to open the action again.

11.3.11.2. [MG][SBW] If the semi-auto assault rifle proves to be clear, the competitor must wait for the Range Officer to fit a chamber safety flag. The action may remain open.

11.3.12. If the rifle does not prove to be clear, the Range Officer will re-issue the commands, until the weapon becomes clear.

11.3.13. "Range Is Clear" - Competitors or Match Personnel must not move forward of, or away from the firing line or final shooting location, until this declaration is given by the Range Officer. Once the declaration is made, officials and competitors may move forward to score, patch, reset targets etc.

11.4. Loading, Reloading or Unloading During a Course of Fire

11.4.1. When loading, reloading or unloading during a course of fire, the competitor's fingers must be visibly outside the trigger guard and the firearm must be pointed safely downrange or in another safe direction authorized by a Range Officer.

11.4.2. Changing of magazines (reloading) during the course of fire must be completed in a fashion suitable to the competitor (free style), unless there are other instructions in the stage briefing.

11.4.2.1. [MG][SBW] It is permitted that some stages in the course of fire may require the so called tactical reloading, meaning that the magazines must be placed in the respective holders.

11.5. Movement and shooting.

11.5.1. Apart from the time, when the competitor is actually aiming or shooting at targets, all movement must be accomplished with the fingers visibly outside the trigger guard and the firearm pointed in a safe direction. While shooter (or competitor) is moving, bolt action sniper rifles must have the bolt open and semi-auto sniper rifles must have external safety applied.

11.5.2. "Movement" is defined as any of the actions below:

11.5.2.1. Taking more than one step in any direction

11.5.2.2. Changing shooting position (e.g. from standing to kneeling, from seated to standing or vice versa, etc.)

11.5.3. The competitor engages a target when he is actually aimed at and has acquired a direct sight picture to the target. Failure to observe this rule may lead to 13.5.1.

11.6. Assistance or Interference

11.6.1. No assistance of any kind should be given to a competitor during a course of fire, except of any safety warnings, issued by the Range Officer during the stage drill, at any time. Such warnings will not be regarded as a reason for the competitor to be allowed to reshoot.

11.6.2. Any person, who provides some form of assistance to a competitor, during the course of fire, without the prior approval of the Range Officer (as well as the competitor himself, who receives such assistance) may sustain a procedural penalty or even a disqualification for unfair conduct, at the discretion of the Range Officer.

11.6.2.1. Any person interfering verbally or otherwise with a competitor during his attempt at a course of fire may be disqualified for unfair conduct. If the Range Officer believes that the interference significantly affected the competitor, he must report the incident to the Range Master, who may offer the affected competitor a reshoot, at his discretion.

11.6.3. In the event that inadvertent contact with the Range Officer or another external influence has interfered with the competitor during a course of fire, the Range Officer may offer the competitor a reshoot of the course of fire. The competitor must accept or decline the offer, prior to seeing either the time or the score from the initial attempt.

11.6.4. In teamwork competitions, during the course of fire, assistance and any communication between the teammates is permitted.

11.7. Sighting Procedures, Dry Firing and Course Inspection

11.7.1. Competitors are prohibited from sighting in and/or dry firing, prior to the Start Signal. Violation will result in a warning issuance for the first occurrence and a procedural penalty for each subsequent occurrence during the same match.

11.7.1.1. [MG][SBW][M2] Competitors may adjust their electronic sights, while pointing their firearm in safe direction, after the approval of the Range Officer.

11.7.2. No one is allowed to enter or walk through the course of fire, without the prior approval of the Range Officer and only if this is described in the written stage briefing. Violations will incur a procedural penalty, but may lead to zero stage or disqualification of the competitor for recurrent offenses.

11.8. Bringing in and taking out weapons and equipment to the stage.

All actions related to the preparation for the stage as well as the consequent bringing in and taking out weapons and equipment must be conducted according to the Range Officer's instructions and commands.

SECTION 12

SCORING AND RANKING

12.1. General Regulations

12.1.1. Each scoring target must be shot according to the specified stage briefing.

12.1.2. Hits on scoring targets and no-shoots (or penalty shoots) will be scored in accordance with the values approved by the ITCC Assembly. Values of scored hits depend on target's size and shooting distance. Scoring procedures and values are described in Appendix 1.

12.1.3. Each stage briefing must specify the scoring of a hit on a scoring paper target (or a penalty target), when it touches the line between two scoring areas, or the line between a scoring and non-scoring area.

12.1.3.1. Paper tears radiating outwards from the diameter of the bullet hole will not count for score or penalty.

12.1.3.2. Enlarged holes in paper targets which exceed the competitor's bullet diameter, as the case may be, will not count for score or penalty unless there is visible evidence within the remnants of the hole (e.g. a grease mark, striations or a "crown" etc.), to eliminate a presumption that the hole was caused by a ricochet or a splatter.

12.1.4. A competitor who fails to engage a scoring target will incur one procedural penalty per target, as well as the appropriate penalties for misses.

12.1.4.1. Failure to engage a target in a stage with limited time for execution will lead to zeroing the score for that stage, unless otherwise specified in the written stage briefing.

12.1.5. Each miss will be penalized, unless otherwise specified in the written stage briefing. The penalty (miss) is specified by the stage designer during the stage planning and it is pointed out in the stage briefing.

12.1.6. [MG][SBW][M1] Approaching Targets. While scoring is in progress, competitors or their delegates must not approach any target closer than 1 meter, without the authorization of the Range Officer. Violation will result in a warning for the first offense, but the competitor or his delegate may, at the discretion of the Range Officer, incur a procedural penalty for subsequent occurrences in the same match.

[M2][M3] All targets are scored by the Assistant Range Officer of the Stage. The Range Officers should announce the score and write it down on the score sheet.

12.1.7. [M1] Touching Targets. While scoring is in progress competitors or their delegates must not touch, gauge or otherwise interfere with any target without the authorization of the Range Officer. Should a Range Officer deem that a competitor or their delegate has influenced or affected the scoring process due to such interference, the Range Officer may score the affected target as a missed target or impose hits for any missed penalty target.

12.1.8. It is recommended all paper targets to be changed with new ones after each competitor. In case if this is not possible, then patches for covering the previous hits must be used, with the following considerations:

12.1.8.1. Prematurely Patched Targets. If a target is prematurely patched or taped, thus preventing the estimation of the actual score, the Range Officer must order the competitor to reshoot the course of fire.

12.1.8.2. Unrestored Targets. If, after completion of the course of fire by a previous competitor, one or more targets have not been properly patched or taped for the new competitor being scored, then the Range Officer must judge whether or not an accurate score can be determined. If there are extra scoring hits or questionable penalty hits thereon, and it is not obvious which hits were made by the competitor being scored, the affected competitor must be ordered to reshoot the course of fire.

12.1.8.3. In the event that patches or tape applied to a restored paper target are accidentally blown off by wind, muzzle blast or another reason, and it is not obvious to the Range Officer which hits were made by the competitor being scored, the competitor will be required to reshoot the course of fire.

12.1.8.4. A competitor who hesitates or self-stops during his attempt at a course of fire, due to a belief that one or more targets have not been restored or reset, is not entitled to a reshoot.

12.1.9. Impenetrability. The scoring area of all scoring targets and no-shoots is deemed to be impenetrable. If a bullet strikes wholly or partially within the scoring area of a paper target, and continues on to strike the scoring area of another paper or metal target, the hit on the subsequent paper/metal target will not count for score or penalty, unless otherwise specified in the written stage briefing.

12.1.10. Hard Cover. Unless specifically described as "soft cover" (see Rule 4.1.4.2) in the written stage briefing, all props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable "hard cover". If a bullet strikes wholly within hard cover, and continues on to strike any scoring paper target or no-shoot, that shot will not count for score or penalty, as the case may be. If it cannot be determined which hit(s) on a scoring paper target or no-shoot are the result of shots fired through hard cover, the scoring paper target or no-shoot will be scored by ignoring the applicable number of highest scoring hit(s).

12.1.10.1. Patches are neither Hard Cover nor Soft Cover. Shots, which have passed wholly or partially through target patches and afterwards hit a paper or metal target will count for score or penalty, as the case may be.

12.1.11. Minimum score

12.1.11.1. The minimum score for a separate Module is zero.

12.1.11.2. [M1] A negative score may be recorded in specific stages.

12.2. Scoring and ranking

12.2.1. Stage scoring

12.2.1.1. Individual competition stage scoring

[M1] Scoring is made by points from the hits, which were made for a regulated time. A competitor's score is calculated by adding the points from all stipulated hits per target, minus penalties.

[M2] Stage scoring is made via the ratio between points from the hits versus the time for execution. There are two scoring methods available for this Module. The chosen method for scoring is specifically pointed out in the written stage briefing for each event:

“Comstock” – There is unlimited time for execution of the stage (time scoring stops on the last shot), unlimited number of shots at the target. The number of stipulated hits per target (paper or metal) which will count for the score is briefed before the stage. A competitor's score is calculated by adding the highest value stipulated number of hits per target, minus penalties, divided by the total time (recorded to two decimal places - 0.01) needed by the competitor to complete the course of fire. The resulting score is called “hit factor”. The ranking for each particular stage is made according to the hit factor, which is calculated up to four decimal places (0.0001). The overall stage results are factored by awarding the competitor with the highest hit factor the maximum points (100) available for the stage, with all other competitors ranked in descending order proportionally, by dividing their hit factor to the stage winner's.

“Virginia Count” - There is unlimited time for execution (time scoring stops on the last shot), but limited number of shots. The number of stipulated hits per target (paper or metal) which will count for the score is briefed before the stage. A competitor's score is calculated by adding the highest value stipulated number of hits per target, minus penalties, divided by the total time (recorded to two decimal places - 0.01) needed by the competitor to complete the course of fire. The resulting score is called “hit factor”. The ranking for each particular stage is made according to the hit factor, which is calculated up to four decimal places (0.0001). The overall stage results are factored by awarding the competitor with the highest hit factor the maximum points (100) available for the stage, with all other competitors ranked in descending order proportionally, by dividing their hit factor to the stage winner's.

[M3] Stage scoring can be made either by adding the values of points from hits, which were made for a regulated time, or by the methods based on the ratio between points from the hits versus the time for execution. Stages with “hit factor” scoring should not be more than 30% of all the stages for that module.

12.2.1.1.1. [M2][M3] A limited time for execution of the stage can be implied. If the time limit is breached, the entire score for that stage is zeroed, regardless of the achieved results.

12.2.1.1.2. [M2][M3] In exercises with administrative time, when the last shot is made with a sniper weapon and is within 0.3 seconds of the timer end signal for the exercise, the shot is scored in favor of the competitor.

12.2.1.1.3 In exercises with hit factor and administrative time, when the whole exercise is not executed according to the briefing, the competitor is awarded the maximum administrative time for the exercise.

12.2.1.2. Teamwork competition stage scoring

Scoring is made identically to the individual competition stage scoring, but it is combined for the two competitors. Each competitor will receive $\frac{1}{2}$ of the achieved teamwork result for the final rankings.

12.2.2. Scoring results of a Module

12.2.2.1. The scoring for individual competitions is calculated by adding the results from all module's stages. The competitor with highest summarized result is awarded with 100 percent and becomes the Module's winner. The scoring for the other competitors is made proportionally in relation to the highest summarized score, with calculation up to three decimal places (0.001).

12.2.2.2. The scoring for teamwork competitions is calculated by adding the results from the individual stages (if there are any) with $\frac{1}{2}$ of the results from the teamwork stages. The competitor (or team) with highest summarized result is awarded with 100 percent and becomes the Module's winner. The scoring for the other competitors (or teams) is made proportionally in relation to the highest summarized score, with calculation up to three decimal places (0.001).

12.2.3. Match ranking.

12.2.3.1. For individual competitions, the calculated sum in percentage from all the three Modules assembles the Match ranking and demonstrates the winner. The maximum possible individual result for a competition is 300. The rankings of the other competitors are made proportionally in relation to the highest summarized score, with calculation up to three decimal places (0.001).

12.2.3.2. For teamwork competitions, the calculated sum in percentage from all the three Modules assembles the Match ranking and demonstrates the winner. The team ranking is made by adding the individual results of the two competitors. The maximum possible team result for a competition is 600.

12.2.4. Scoring Ties

If, in the opinion of the Match Director, a tie in match results must be broken, the affected competitors (teams) must shoot one or more courses of fire, nominated or created by the

Match Director, until the tie is broken. The result of a tiebreaker will only be used to determine the final ranking of the affected competitors (teams), and their original match points will remain unchanged. Ties must never be broken by chance (lot).

12.3. Score Verification and Challenge

12.3.1. [M1] Scoring can be performed for a group of targets at a time, after several stages, but only if a team of two Range Officers marks the hits on every target, after the completion of each stage. Non-marked hits will not be accounted for in the scoring.

12.3.2. [M1] After the Range Officer has declared "Range is Clear", the competitor or their delegate will be permitted to accompany the official responsible for scoring to verify the scoring.

[MG][SBW][M2] The Range Officer responsible for a course of fire may stipulate that the scoring process will begin while a competitor is actually completing a course of fire. In such cases, the competitor's delegate is entitled to accompany the official responsible for scoring in order to verify the scoring. Competitors must be advised of this procedure during the stage briefing.

12.3.3. A competitor (or his delegate) who fails to verify a target during the scoring process loses all right of appeal in respect of scoring that target.

12.3.4. Any challenge to a score or penalty must be appealed to the Range Officer by the competitor (or his delegate) prior to the subject target being painted, patched, or reset, failing which such challenges will not be accepted.

12.3.5. In the event that the Range Officer upholds the original score or penalty and the competitor is dissatisfied, he may appeal to the Range Master for a ruling.

12.3.6. The Range Master's ruling in respect of the scoring of hits on targets and no-shoots will be final. No further appeals are permitted with respect to such scoring decisions.

12.3.7. During a scoring challenge, the subject target(s) must not be patched, taped or otherwise interfered with, until the matter has been settled. The Range Officer may remove a disputed paper target from the course of fire for further examination to prevent any delay in the match. Both the competitor and the Range Officer must sign the target and clearly indicate which hit(s) is (are) subject to challenge.

12.3.8. Scoring overlays approved by the Range Master must be used exclusively, as and when required, to verify and/or to determine the applicable scoring zone of hits on paper targets.

12.3.9. Far distance targets are scored with the help of optical sighting systems, video systems or other technical devices used by the Assistant Range Officer of the stage. His decision cannot be a matter of appeal, unless there is a video recording or other technical evidence, in which case the competitor may appeal to the Range Master for a ruling.

12.3.9.1. Making the signal for a hit or a miss can be done with specific hand signals by the Assistant Range Officer towards the Main Range Officer who should write down the score.

12.4. Score Sheets

12.4.1. The Range Officer must enter all information (including any warnings given) on each competitor's score sheet prior to signing it. After the Range Officer has signed the score sheet, the competitor must add his own signature in the appropriate place. Whole numbers should be used to record all scores or penalties.

[M2][M3] The elapsed time taken by the competitor to complete the course of fire must be recorded to 2 decimal places in the appropriate place.

12.4.2. If corrections to the score sheet are required, these will be clearly entered onto the original and other copies of the competitor's score sheets. The competitor and the Range Officer should sign any corrections.

12.4.3. Should a competitor refuse to sign or initial a score sheet, for any reason, the matter must be referred to the Range Master. If the Range Master is satisfied that the course of fire has been conducted and scored correctly the unsigned score sheet will be submitted as normal for inclusion in the match results.

12.4.4. A score sheet signed by both the competitor and the Range Officer is conclusive evidence that the course of fire has been completed, and that the time, scores and penalties recorded on the score sheet, are accurate and uncontested. The signed score sheet is deemed to be a definitive document and, with the exception of the mutual consent of the competitor and the signatory Range Officer, or due to an arbitration decision, the score sheet will only be changed to correct arithmetical errors.

12.4.5. If a score sheet is found to have insufficient or excess entries, or if the time has not been recorded on the score sheet, it must be promptly referred to the Range Master who will normally require the competitor to reshoot the course of fire.

12.4.6. In the event that a reshoot is not possible for any reason, the following actions will prevail:

12.4.6.1. If there is insufficiency of recorded hits or misses on the score sheet, those which have been recorded will be deemed complete and conclusive.

12.4.6.2 If there is excess of recorded hits or misses on the score sheet, the highest value recorded hits will be scored.

12.4.6.3. [M2] If the time is missing, the competitor will receive a zero score for the stage.

12.4.6.4. Procedural penalties recorded on the score sheet will be deemed complete and conclusive.

12.4.6.5. If the identity of the competitor is missing from a score sheet, it must be referred to the Range Master, who must take whatever action he deems necessary to rectify the situation.

12.4.7. In the event that an original score sheet is lost or otherwise unavailable, the competitor's duplicate copy, or any other written or electronic record acceptable to the Range Master, will be used. If the competitor's copy, or any other written or electronic record is unavailable, or is deemed by the Range Master to be insufficiently legible, the competitor will be required to reshoot the course of fire. If the Range Master deems that a reshoot is not possible for any reason, the competitor will incur a zero time and score for the affected stage.

12.4.8. No person, other than an authorized Match Official, is permitted to handle/touch an original score sheet retained on a stage, or at any other place, after it has been signed by a competitor and a Range Officer, without the prior approval of the Range Officer or personnel directly involved with Stats. Violations will incur a warning for the first offense, but may be subject to disqualification for subsequent occurrences in the same match.

12.5. Scoring Responsibility

12.5.1. Each competitor has a responsibility to maintain an accurate record of his scores by verifying the lists posted by the Stats Officer.

12.5.2. After all competitors have completed a match, the provisional stage results must be published and posted in a conspicuous place at the shooting range or, if it is an international match, at the official match hotel for the purpose of verification by competitors. The time and date on which the subject results were actually posted (not just printed) at each venue must be clearly stated thereon.

12.5.3. If a competitor detects an error in those results, he must file an appeal with the Stats Officer within 1 hour after the results were actually posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.

12.5.4. Competitors who are scheduled (or otherwise authorized by the Match Director) to complete all courses of fire in a match for a period of time less than the full duration of the match (e.g. 1 day format in a 3 day match etc.) are required to check their provisional match results, in accordance with the special procedures and time limits specified by the Match Director (e.g. via a website), failing which scoring appeals will not be accepted. The relevant procedure must be published in advance in the match literature and/or by way of a notice posted in a conspicuous place at the shooting range, prior to commencement of the match.

12.5.5. A Match Director may elect to have results posted electronically (e.g. via a website) either in addition to, or as an alternative to physically printing them. If so, the relevant procedure must be published in advance in the match literature and/or by way of a notice posted in a conspicuous place at the shooting range, prior to commencement of the match. Facilities (e.g. a PC) must be provided for competitors to view the results if a Match Director has elected to have results posted electronically only.

12.6. [M2][M3] Time scoring

12.6.1. [M2][M3] Only the timing device operated by the Range Officer must be used to record the official elapsed time of a competitor's attempt at a course of fire. If a Range Officer assigned to a course of fire (or a more senior Match Official) deems that a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to reshoot the course of fire.

12.6.2. [M2][M3] If, in the opinion of an Arbitration Committee, the time credited to a competitor for a course of fire is deemed to be unrealistic, the competitor will be required to reshoot the course of fire.

12.6.3. [M2][M3] A competitor who reacts to a start signal but, for any reason, does not continue his attempt at the course of fire and fails to have an official time recorded on the timing device operated by the Range Officer, will be given a zero time and zero score for that stage.

12.7. Scoring Programs

12.7.1. The official scoring program approved by ITCC is available on ITCC website (<http://t-class.org/scoring/>).

12.7.2. For ITCC matches, no other scoring program can be used without the written approval of the Regional Director of the host Region.

SECTION 13

PENALTIES

13.1. Procedural Penalties – General Regulations

13.1.1. Procedural penalties are imposed when a competitor fails to comply with procedures specified in a written stage briefing and/or is found to be in violation of other general rules. The Range Officer imposing the procedural penalties must clearly record the number of penalties and the reason why they were imposed on the competitor's score sheet.

13.1.2. Each procedural penalty is equivalent to the highest value of a hit for the current stage, unless otherwise specified in the stage briefing.

13.1.3. A competitor disputing the application or number of procedural penalties may appeal to the Range Master of the competition. A competitor who continues to be aggrieved may then lodge an appeal for arbitration.

13.1.4. Procedural penalties cannot be nullified by further competitor action. For example, a competitor who fires a shot at a target while faulting a line will still incur the applicable penalties even though he subsequently shoots at the same target while not faulting the line.

13.2. Procedural Penalties – Specific Examples

13.2.1. A competitor who shoots while any part of his body is touching the ground or any object beyond a Fault Line will receive one procedural penalty for each occurrence.

13.2.1.1. However, if the competitor has gained a significant advantage on any target(s) while faulting, he may instead be assessed one procedural penalty for each shot fired at the subject target(s), while faulting.

13.2.2. A competitor who fails to comply with a procedure specified in the written stage briefing will incur one procedural penalty for each occurrence. However, if a competitor has gained a significant advantage during non-compliance, the competitor may be assessed one procedural penalty for each shot fired, instead of a single penalty (e.g. firing one or more shots contrary to the required location, shooting position or stance).

13.2.3. Where multiple penalties are assessed in the above cases, they must not exceed the maximum number of scoring hits that can be attained by the competitor. For example, a competitor who gains an advantage while faulting a Fault Line where only 4 metal targets are visible will receive 1 procedural penalty for each shot fired while faulting, up to a maximum of 4 procedural penalties, regardless of the number of shots actually fired.

13.2.4. A competitor who fails to comply with a mandatory reload will incur one procedural penalty for each shot fired after the point where the reload was required until a reload is performed.

13.2.5. A competitor who is reaching for his weapon (e.g. moving hands towards the firearm, a reloading device or ammunition) or physically moving to a more advantageous shooting position or stance after the "Standby" command and prior to issuance of the Start Signal, will incur one procedural penalty. If the Range Officer can stop the competitor in time, a warning will be issued for the first offense and the competitor will be restarted.

13.2.6. A competitor who fails to engage any scoring target with at least one round will incur one procedural penalty per target, plus the applicable number of misses.

13.2.7. A competitor who allows slippage of one or more magazine of any kind from his gear during the course of fire will incur one procedural penalty for every dropped magazine.

13.2.8. A competitor who arrives or leaves the stage without a chambered safety flag in his sniper rifle or semi-auto assault rifle will incur a procedural penalty.

13.2.9. A competitor who does not comply with rules 7.2.3. and 7.2.4. will incur a procedural penalty.

13.3. Zero stage – General regulations

A competitor who systematically disrespects the rules or rudely misbehaves at or during the stage will receive a zero score for that stage.

13.4. Zero stage – Specific examples

13.4.1. A competitor will receive a penalty - "zero stage" for repetitive or any consequent violation of rule 13.2.8.

13.4.2. When a competitor during a course of shooting produces serial or automatic shooting (when one press of the trigger causes more than one shot) receives a zero result for the exercise. In case of repeated violation, the competitor is disqualified according to rule 13.5.1. The rule does not apply to weapons of 7.1.2.

13.5. Disqualification – General Regulations

13.5.1. A competitor who commits a safety violation or any other prohibited activity during an ITCC match will be disqualified and will be prohibited from attempting any remaining courses of fire, regardless of the schedule or physical layout of the match.

13.5.2. When a disqualification is issued, the Range Officer must record the reasons for the disqualification and the time and date of the incident on the competitor's score sheet, and the Range Master must be notified as soon as possible.

13.5.3. Scores for a competitor who has received a disqualification must not be deleted from the match results, and the match results must not be declared final by the Match Director, until the time limit prescribed for appeal has passed, provided no appeal to arbitration on any matter has been submitted to the Range Master (or his delegate).

13.5.4. If an appeal to arbitration is submitted within the time limit prescribed, the provisions of Rule 14.3.2 will prevail.

13.6. Disqualification – Accidental Discharge

13.6.1. A competitor who causes an accidental discharge must be stopped by the Range Officer as soon as possible. An accidental discharge is defined as follows:

13.6.2. A shot, which travels over a backstop, a berm or in any other direction, specified as being unsafe in the written stage briefing. Note that a competitor who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified, but the provisions of stage changing section may apply.

13.6.3. A shot which strikes the ground within 3 meters of the competitor, except when shooting at a paper target closer than 3 meters to the competitor.

13.6.4. A shot which occurs while actually loading, reloading or unloading a firearm.

13.6.4.1. Exception – a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to a disqualification. However the firearm must be checked by the Gunsmith Official.

13.6.5. A shot which occurs during remedial action in the case of a malfunction.

13.6.6. A shot which occurs while transferring a handgun or rifle between hands.

13.6.7. A shot which occurs during movement, except while actually shooting at targets.

13.6.8. A shot fired at a metal target from a distance of less than approved, measured from the front of the target to the nearest part of the competitor's body in contact with the ground.

13.6.9. If it can be established that the cause of the discharge is due to a broken or defective part of the firearm, it is considered that the competitor has not committed any safety violation in this Section and a disqualification will not be invoked, but the competitor's scores for that stage will be zeroed.

13.6.9.1. The firearm must be immediately presented for inspection to the Range Master or his delegate, who will check the firearm and carry out any tests necessary to establish that a broken or defective part caused the discharge. If the competitor fails to present the firearm for inspection, prior to leaving the course of fire, then he may not appeal a disqualification for an accidental discharge due to a broken or defective part at a later occasion.

13.7. Disqualification – Unsafe Gun Handling

Examples of unsafe gun handling include, but are not limited to:

13.7.1. Handling a handgun at any time, except when in a designated Safety Area or when under the supervision of and in response to a direct command issued by the Range Officer.

13.7.2. Allowing the muzzle of a firearm to point uprange, or past the default, or specific safe angles of fire during a course of fire.

13.7.3. If at any time during the course of fire, a competitor drops his firearm or causes it to fall, loaded or not. Note that a competitor who, for any reason during a course of fire, safely and intentionally places the firearm on the ground or other stable object will not be disqualified provided:

13.7.3.1. The competitor maintains constant physical contact with the firearm, until it is placed firmly and securely on the ground or another stable object; and

13.7.3.2. The competitor remains within 1 meter of the firearm at all times (except where the firearm is placed at a greater distance, under the supervision of a Range Officer, in order to comply with a start position); and

13.7.3.3. The provisions of Rule 13.5.2 do not occur; and

13.7.3.4. The firearm is unloaded and the action is open.

13.7.4. Allowing the muzzle of a handgun to point at any part of the competitor's body during a course of fire (i.e. sweeping). A disqualification is not applicable if sweeping occurs while drawing or re-holstering a gun, provided the competitor's fingers are clearly outside the trigger guard.

13.7.5. Allowing the muzzle of a loaded handgun to point rearwards uprange beyond a radius of 1 meter from a competitor's feet during drawing or re-holstering. The 1 meter concession only applies when a competitor is facing directly downrange.

13.7.6. Failure to keep the finger outside the trigger guard while clearing a malfunction, when the competitor clearly moves the firearm away from aiming at targets.

13.7.7. Failure to keep the finger outside the trigger guard during loading, reloading, or unloading except where specifically permitted.

13.7.8. Not complying with 11.5.1.

13.7.9. Having a loaded and holstered handgun and the safety not applied.

13.7.10. Handling live or dummy ammunition in a Safety Area.

13.7.10.1. The word "handling" does not preclude competitors from entering a Safety Area with ammunition in magazines or speed loaders on their belt, in their pockets or in their range bag, provided the competitor does not physically remove the loaded magazines or loaded speed loaders from their retaining or storage devices, while within the Safety Area.

13.7.11. Loading the firearm except when specifically authorized by a Range Officer.

13.7.12. Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, place it directly into the

competitor's gun case, gun bag or holster. Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction. However, a competitor who retrieves a dropped firearm will receive a disqualification.

13.7.13. Using prohibited and/or unsafe ammunition and/or using a prohibited firearm.

13.7.14. A competitor who arrives or leaves the stage with magazine inserted in the rifle or the handgun. The penalty is not imposed for weapon systems with non-removable magazines.

13.8. Disqualification – Unfair Conduct

13.8.1. Competitors will be disqualified for conduct which a Range Officer deems to be unsportsmanlike. Examples include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behavior likely to bring the sport into disrepute. The Range Master must be notified as soon as possible.

13.8.2. A competitor who is deemed by a Range Officer to have intentionally removed or caused the loss of eye or ear protection, in order to gain a reshoot or advantage will be disqualified.

13.8.3. Other persons may be expelled from the range for conduct which a Range Officer deems to be unacceptable. Examples include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a competitor's attempt thereof, and any other behavior likely to bring the sport into disrepute.

13.9. Disqualification – Prohibited Substances

13.9.1. All persons are required to be in complete control both mentally and physically during ITCC matches.

13.9.2. ITCC considers the abuse of alcoholic products, non-prescription and non-essential drugs and the use of illegal or performance enhancing drugs, irrespective of how they are taken or administered, to be an extremely serious offense.

13.9.3. Except when used for medicinal purposes, competitors and officials at matches must not be affected by drugs (including alcohol) of any sort, during matches. Any person, who in the opinion of the Range Master is visibly under the influence of any of the items described herein, will be disqualified from the match and may be required to leave the range.

13.9.4. ITCC reserves the right to prohibit any general or specific substances and to introduce tests for the presence of these substances at any time.

SECTION 14

ARBITRATION

14.1. General Principles

14.1.1. Administration. Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that the more significant the match is leveled, the much more important the outcome is to the individual competitor. However, effective match administration and planning will prevent most, if not all disputes.

14.1.2. Access. Appeals may be submitted to arbitration in accordance with the following rules for any matter except where specifically denied by another rule. Appeals arising from a disqualification for a safety violation will only be accepted to determine whether exceptional circumstances warrant reconsideration of the disqualification. However, the commission of the infraction as described by the Match Official is not subject to challenge or appeal.

14.1.3. Appeals. The Range Officer makes decisions initially. If the appellant disagrees with a decision, the Range Master must be asked to rule.

14.1.4. Appeal to Committee. Should the appellant continue to disagree with the decision he may appeal to the Arbitration Committee by submitting a first party appeal.

14.1.5. Retain Evidence. An appellant is required to inform the Range Master of his wish to present his appeal to the Arbitration Committee and may request that the officials retain any and all relevant documentary or other evidence pending the hearing.

14.1.6. Preparing the Appeal. The appellant is responsible for the preparation and delivery of the written submission, together with the appropriate fee. Both must be submitted to the Range Master within the specified period of time.

14.1.7. Match Official's Duty. Any Match Official in receipt of a request for arbitration must, without delay, inform the Range Master and must note the identities of all witnesses and officials involved and pass this information towards the Range Master.

14.1.8. Match Director's Duty. Upon receiving the appeal from the Range Master, the Match Director must convene the Arbitration Committee in a place of privacy, as soon as possible.

14.1.9. Arbitration Committee's Duty. The Arbitration Committee is bound to observe and apply the current ITCC Rules and to deliver a decision consistent with those rules. Where rules require interpretation or where an incident is not specifically covered by the rules, the Arbitration Committee will use their best judgment in the spirit of the rules.

14.2. Composition of Committee

14.2.1. International Matches. The composition of an Arbitration Committee will be subject to the following rules:

14.2.1.1. The ITCC President, or his delegate, or a certified Match Official appointed by the Match Director, (in that order) will serve as Chairman of the committee without the right to vote.

14.2.1.2. Three arbitrators will be appointed by the ITCC President, or his delegate, or by the Match Director, (in that order), with one vote each.

14.2.1.3. When possible, arbitrators should be competitors in the match and should be certified Match Officials.

14.2.1.4. Under no circumstances must the Chairman or any member of an Arbitration Committee be a party of the original decision or subsequent appeals, which led to the arbitration.

14.2.2. Regional Matches. The Match Director can appoint an Arbitration Committee of three experienced persons, who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the appeal. The arbitrators should be certified Match Officials if possible. All committee members will vote. The senior Match Official, or the senior person if there are no Match Officials, will be the chairman.

14.3. Time Limits and Sequences

14.3.1. Time Limit for Appeal to Arbitration. Written appeals to arbitration must be submitted to the Range Master on the appropriate form, accompanied by the applicable fee, within one hour of the time of the disputed call as recorded by Match Officials. Failure to comply will render the appeal invalid and no further action will be taken. The Range Master must immediately record on the appeal form the time and date he received the appeal.

14.3.2. Decision Time Limit. The Committee must reach a decision within 24 hours of the request for arbitration or before the results have been declared final by the Match Director, whichever comes first. If the Committee fails to render a decision within the prescribed period, both a first and third party appellant will automatically succeed in their appeal, and the fee will be returned.

14.4. Fees

14.4.1. Amount.

For international matches, the appeal fee to enable an appellant to appeal to arbitration will be EUR 100.00 or the equivalent of the maximum individual match entry fee (whichever is lower), in local currency. The appeal fee for other matches may be set by the Match Organizers, but must not exceed EUR 100.00 or equivalent in local currency. An appeal brought by the Range Master in respect of a match issue will not incur a fee.

14.4.2. Disbursement.

If the Committee's decision is to uphold the appeal, the fee paid will be returned. If the Committee's decision is to deny the appeal, the appeal fee and the decision must be forwarded to the ITCC.

14.5. Rules of Procedure

14.5.1. Committee's Duty and Procedure. The Committee will study the written submission and retain on behalf of the organizers the fee paid by the appellant, until a decision has been reached.

14.5.2. Submissions. The Committee may require the appellant to personally give further details of the submission and may question him on any point, relevant to the appeal.

14.5.3. Hearing. The appellant may be asked to withdraw while the Committee hears further evidence.

14.5.4. Witnesses. The Committee may hear Match Officials as well as any other witnesses involved in the appeal. The Committee will examine all evidence submitted.

14.5.5. Questions. The Committee may question witnesses and officials on any point relevant to the appeal.

14.5.6. Opinions. Committee members will refrain from expressing any opinion or verdict, while an appeal is in progress.

14.5.7. Inspect Area. The Committee may inspect any range or area related to the appeal and require any person or official, they regard as useful to the process, to accompany them.

14.5.8. Undue Influence. Any person attempting to influence the members of the Committee in any way other than evidence may be subject to disciplinary action, at the discretion of the Arbitration Committee.

14.5.9. Deliberation. When the Committee is satisfied that they are in possession of all information and evidence relevant to the appeal, they will deliberate privately and will reach their decision by majority vote.

14.6. Verdict and Subsequent Action

14.6.1. Committee Decision. When a decision is reached by the Committee, they will summon the appellant, the official and the Range Master to present their judgment.

14.6.2. Implement Decision. It will be the responsibility of the Range Master to implement the Committee's decision. The Range Master will post the decision in a place available to all

competitors. The decision is not retroactive and will not affect any incidents, prior to the decision.

14.6.3. Decision is Final. The decision of the Committee is final and may not be appealed unless, in the opinion of the Range Master, new evidence received after the decision, but before the results have been declared final by the Match Director, warrants reconsideration.

14.6.4. Minutes. Decisions of the Arbitration Committee will be recorded and will provide precedent for any similar and subsequent incident during that match.

14.7. Third Party Appeals

14.7.1. Appeals may also be submitted by other persons on a "third party appeal" basis. In such cases, all provisions of this SECTION will otherwise remain in force.

SECTION 15

OTHERS

15.1. Disclaimers

15.1.1. Competitors and all other persons in attendance at an ITCC match are wholly, solely and personally responsible to ensure that all and any equipment, which they bring to the match, is fully in compliance with all laws applicable to the geographical or political area, where the match is being held.

15.1.2. Neither ITCC, nor any ITCC Officers, nor any organization affiliated to ITCC, nor any officers of any organization affiliated to ITCC accept any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such equipment.

15.1.3. The organizer of any sport event under ITCC legislation is advised to provide insurance for any potential perils related to third parties.

15.2. Interpretation of Rules

15.2.1. Interpretation of these rules and regulations is the responsibility of the ITCC Executive Council.

15.2.2. All rule interpretations published on the ITCC website will be applied after 7 days from the date of publication.

15.2.3. All rule interpretations will be deemed to be precedents and will be applied to all ITCC sanctioned matches.

15.2.4. Persons seeking clarification of any rule are required to submit their questions in official way to ITCC headquarters.

15.2.5. All such interpretations are subject to ratification or modification at the next ITCC General Assembly.

APPENDICES

All Appendices are an integral part of these Rules.

**SCORING OF TARGETS/ZONES FOR SNIPER RIFLE SHOOTING HITS
IN ALL DIVISIONS AND MODULES**

I. Sniper rifles.

Target scoring is performed in accordance to the angular dimensions of the scoring targets.

Acceptable angular dimensions of scoring targets:

1. Maximum angular diameter of scoring targets: 3,00 MRAD
2. Minimum angular diameter of scoring targets (zones): none

Measurement of angular dimensions of scoring targets

1. Measurement of linear diameter in meters/yards*
2. Measurement of the shooting distance from the position of the shooter to the scoring target in meters/yards
3. Calculation of the angular dimensions of the scoring target, according to the formula:
 - For meters:

$$A \text{ [mrad]} = \frac{1000 \times S \text{ [meter]}}{D \text{ [meter]}}$$

A [mrad] - angular dimension in milliradians
S [yard] - linear diameter of the target in meters
D [yard] - distance from shooter to target in meters

- For yards:

$$A \text{ [mrad]} = \frac{1000 \times S \text{ [yard]}}{D \text{ [yard]}}$$

A [mrad] - angular dimension in milliradians
S [yard] - linear diameter of the target in yards
D [yard] - distance from shooter to target in yards

*If the scoring target has more than one linear dimension (i.e. it is different from a circle or a square), than both the shortest and the longest diameter are used for calculation. The Stage Designer decides how many points will be awarded for scoring between those two values, according to the difficulty and specificity of the target.

Scoring is made with points assigned in accordance with the angular dimensions (in MRAD), specified in Table 1. The scoring increments are 0.01 MRAD and each increment brings 1 point.

Example: A scoring target of 0.52 MRAD is evaluated as follows:

1. The table below defines that 0.50 MRAD bring 260 points
2. 2 points are extracted for the extra 0,02 MRAD
3. The result shows that a scoring target of 0,52 MRAD brings 258 points

Table 1. Sniper rifles.

Points	MRAD	Points	MRAD
300	0,10	150	1,60
290	0,20	140	1,70
280	0,30	130	1,80
270	0,40	120	1,90
260	0,50	110	2,00
250	0,60	100	2,10
240	0,70	90	2,20
230	0,80	80	2,30
220	0,90	70	2,40
210	1,00	60	2,50
200	1,10	50	2,60
190	1,20	40	2,70
180	1,30	30	2,80
170	1,40	20	2,90
160	1,50	10	3,00

Stage designers may decide to increase the values for the scoring of a specific target, according to the difficulty, position of the shooter or other factors, but with extent of no more than a 100%.

Scoring targets with angular dimensions of more than 3.00 MRAD should not be used.

II. Semi-auto assault rifle and semi-auto pistols.

The principle of scoring in shooting with semi-auto rifle and pistol is as in sniper rifle, plus adding an additional distance-dependent coefficient.

The scoring is according to their angular dimensions and is done as follows:

1. Determine the angular target size in MRAD (the formula is shown above)
2. We find from Table 2 the points corresponding to the angular size
3. Points obtained are divided by the coefficient of Table 3 (according to the distance to the target)

Example: Target with 10 cm scoring zone is placed at 10 meters

1. Determine the angular size – 10,0 MRAD in this case
2. We take from the Table 2 points for 10,0 MRAD – 81,0 points in this case
3. The points obtained (81,0 points) are divided by the coefficient taken from Table 3 (10,0 in this case). The score is 8.10 final score points ($81,0 / 10,0 = 8,10$)

Stage designers may decide to increase the values for the scoring of a specific target, according to the difficulty, position of the shooter or other factors, but with extent of no more than a 100%.

Table 2. Semi-auto assault rifles.

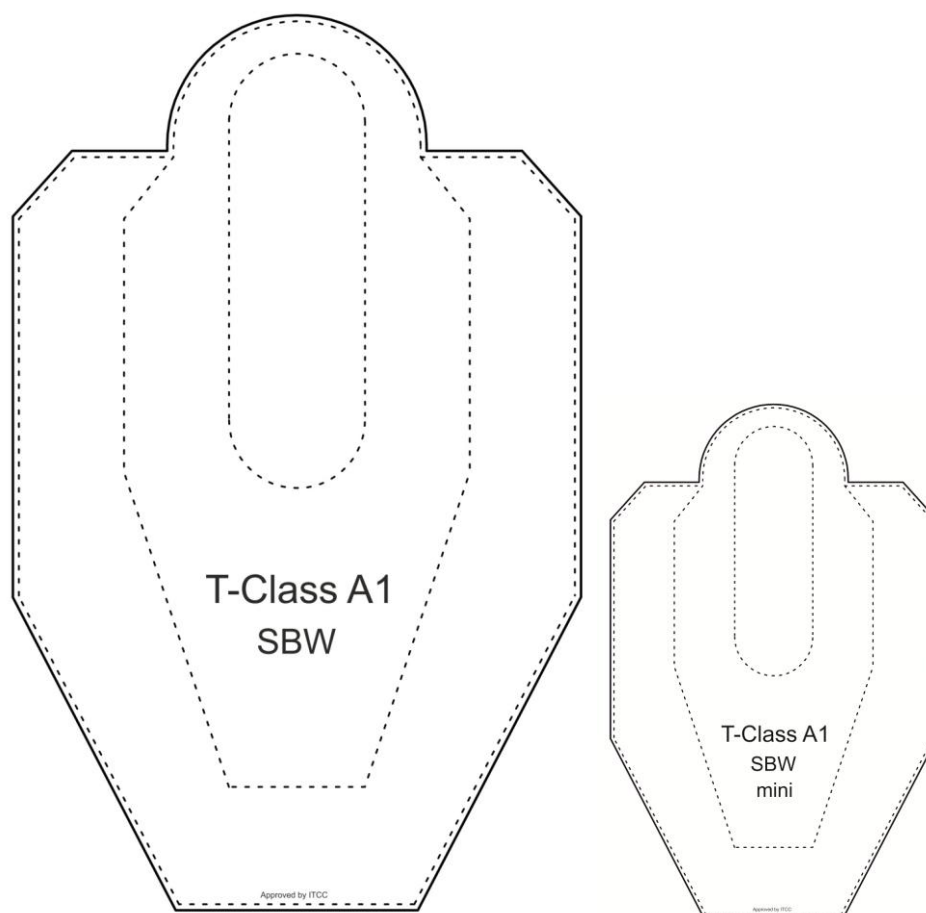
Points	MRAD	Points	MRAD	Points	MRAD	Points	MRAD
1,0	50,0	26,0	37,5	51,0	25,0	76,0	12,5
2,0	49,5	27,0	37,0	52,0	24,5	77,0	12,0
3,0	49,0	28,0	36,5	53,0	24,0	78,0	11,5
4,0	48,5	29,0	36,0	54,0	23,5	79,0	11,0
5,0	48,0	30,0	35,5	55,0	23,0	80,0	10,5
6,0	47,5	31,0	35,0	56,0	22,5	81,0	10,0
7,0	47,0	32,0	34,5	57,0	22,0	82,0	9,5
8,0	46,5	33,0	34,0	58,0	21,5	83,0	9,0
9,0	46,0	34,0	33,5	59,0	21,0	84,0	8,5
10,0	45,5	35,0	33,0	60,0	20,5	85,0	8,0
11,0	45,0	36,0	32,5	61,0	20,0	86,0	7,5
12,0	44,5	37,0	32,0	62,0	19,5	87,0	7,0
13,0	44,0	38,0	31,5	63,0	19,0	88,0	6,5
14,0	43,5	39,0	31,0	64,0	18,5	89,0	6,0
15,0	43,0	40,0	30,5	65,0	18,0	90,0	5,5
16,0	42,5	41,0	30,0	66,0	17,5	91,0	5,0
17,0	42,0	42,0	29,5	67,0	17,0	92,0	4,5
18,0	41,5	43,0	29,0	68,0	16,5	93,0	4,0
19,0	41,0	44,0	28,5	69,0	16,0	94,0	3,5
20,0	40,5	45,0	28,0	70,0	15,5	95,0	3,0
21,0	40,0	46,0	27,5	71,0	15,0	96,0	2,5
22,0	39,5	47,0	27,0	72,0	14,5	97,0	2,0
23,0	39,0	48,0	26,5	73,0	14,0	98,0	1,5
24,0	38,5	49,0	26,0	74,0	13,5	99,0	1,0
25,0	38,0	50,0	25,5	75,0	13,0	100,0	0,5

**Table 3. Coefficient for distance
for Assault Rifle u Semi Auto Pistol**

<i>Distance (meters)</i>	<i>Coefficient</i>	<i>Distance (meters)</i>	<i>Coefficient</i>
Less than 10	10,0	110	1,9
10	10,0	120	1,8
20	9,0	130	1,7
30	8,0	140	1,6
40	7,0	150	1,5
50	6,0	160	1,4
60	5,0	170	1,3
70	4,0	180	1,2
80	3,0	190	1,1
90	2,5	200	1,0
100	2,0	Larger than 200	1,0

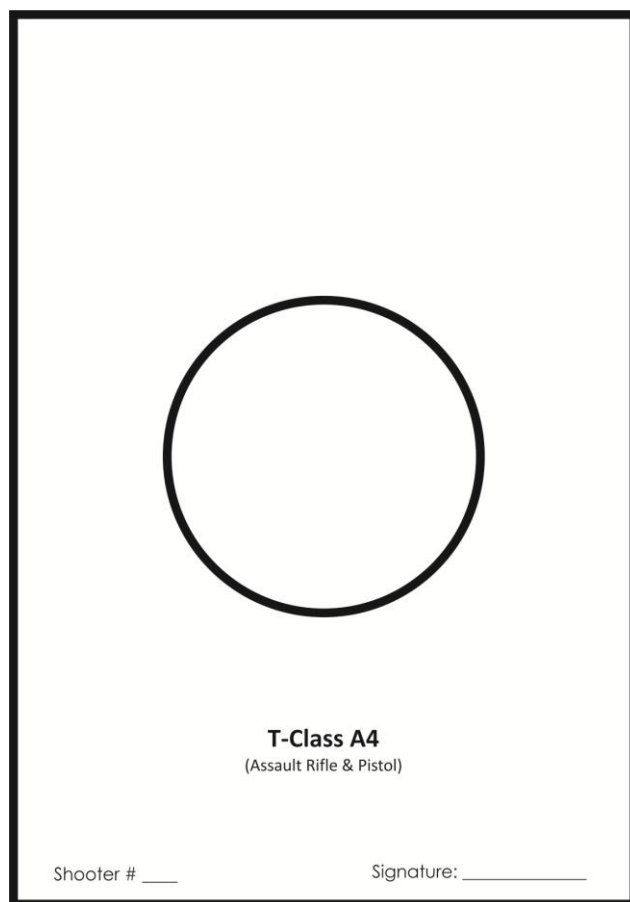
PAPER TARGETS FOR T-CLASS COMPETITIONS

I. T-Class A1 and T-Class A1 mini targets.



The target is printed on a sheet of A1 or is made of a micro corrugated cardboard.
T-Class A1 mini target is scaled down T-Class A1 proportionally by 1/2.

II. T-Class A4 target.



The central area of the target is a circle measuring 10 cm.

The target is printed on an A4 sheet.

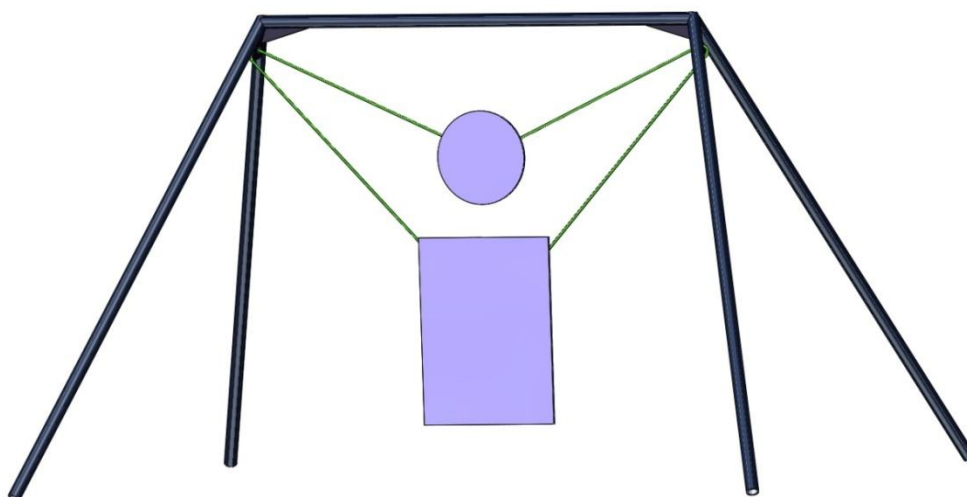
METAL TARGETS/PLATES AND METAL STANDS

Recommended stands for metal targets/plates

The horizontal bars of these stands have to be flexibly attached, in order for the stand to be positioned firmly on uneven terrain.

Exemplary dimensions of the stand:

- horizontal crossbar - 1 meter
- legs - 1,5 meters
- forward angle - 110 degrees, side angles - 60 degrees.



The metal plates for shooting distances up to 300 meters should be made from steel sheets with 16-20 mm thickness, in order for them to be relatively heavy enough, so that they don't roll or turn over, after a hit.

The material for metal plates for shooting distance beyond 300 meters should be 5-6 mm of armored steel sheet. The plate should be relatively light and should produce a distinctive sound, after a hit.

It is recommended that the metal plates should be connected to the stands with a movable link, e.g. - a rope, which should pass through the holes of the plate without fixation, in order for the plate to remain self-centered after a hit, as well as to avoid tension and damage on the links themselves.



It is recommended that all metal targets located beyond 500 meters be equipped with an electronic hit indication system.

Power Factor (PF)

The proper procedure for valuation of the Power Factor is determined by the Range Master. The Range Master will verify the appropriate and necessary tools for conducting the measurement and the means for their calibration. Afterwards they will be regarded as the official tools for the whole competition. The minimal set of necessary technical tools includes - a shooting chronograph, scales and a bullet puller.

If official technical tools for measurement are not presented, the PF declared by any competitor cannot be revoked.

ITCC approves the following procedure for testing competitor's munitions:

- Competitor's munitions are tested with his/her own weapons and in the presence of the competitor himself. Before or during the test, the weapon must not be altered in any way from the condition in which the weapon is used or will be used during the competition.
- Each competitor will provide 8 rounds for the chronograph test whenever and wherever it is appointed by the Match Officials. They have the right to require further tests of competitor's munitions at any time during the duration of the competition.
- Out of the 8 rounds collected by the Officials, one round is dismantled, the bullet is pulled and weighed, while other 3 rounds are chrono-ed.
- The numbers on the displays of the scales and the chronograph should be recorded in their absolute values (without rounding or shortening the numbers)
- PF is calculated by means of bullet weight and average velocity from the three rounds according to the following formula:

$$\text{Power Factor [PF]} = \frac{V0 \text{ [m/s]} \times M \text{ [gram]}}{19,75}$$

V0 [m/s] - projectile's muzzle velocity in meters per second
M [gram] - projectile's weight measured in grams

- The numbers after the decimal point are not ignored in the end result.
- If the result for PF does not cover the criteria of this Set of Rules, the velocity of another three rounds is measured by the chronograph. PF is then calculated by means of the bullet weight and the average of the highest three velocities out of the measured six rounds.

- If PF is still insufficient, the competitor has the right to choose how to proceed with the final round. Whether it should be weighed and if it turns out to be heavier than the first, then recalculations are made with the heavier bullet weight, or the 8th round is fired through the chronograph and PF is recalculated by means of the weight of the first bullet and the average of the highest three velocities out of the measured seven rounds.
- If the value of PF does not cover the criteria of this Set of Rules, the competitor may continue the course of the competition, but his/her results will not be recognized for rankings or awards.
- The scorings of a competitor will be excluded from the final rankings if he/she by any reason fails to present his/her weapon for testing at the designated time and place, or does not provide the necessary rounds of ammo for testing when demanded by the Match Officials.

Any disputes which may arise during the measurements should be handled by the Range Master.

EXEMPLARY TARGETS FOR MODULE 1

Sample targets from past and upcoming competitions, as well as exercise briefings are available on the online competition management and scoring platform - <http://scoring.t-class.org/>

General principles and recommended shooting fundamentals which have to be included in the exercises of a T-Class competition

The following General principles and shooting fundamentals are recommended to be included in the design of the stages of a T-Class competition – alone or as a combination of several elements in one exercise.

Discipline T-Class Tactical Sniper

Module 1

In this module are evaluated the basic marksmanship skills of the competitor.

The exercises in this module should include the following shooting fundamentals:

1. Accuracy and precision of shooting from stable positions
2. Accuracy in complex situations:
 - a. Time limit
 - b. Unsupported shooting or usage of unstable supports (backpack, no rear support, etc)
 - c. Zeroing of the score, after a miss
 - d. Targets with unsymmetrical shape in relation to the center or similar, which will be difficult to be aimed.
 - e. Physical stress
 - f. Complex order or shooting
3. Discrimination of targets.
4. Weapon manipulation and equipment control
 - a. Fast bolt manipulation
 - b. Fast preparation for shot placement from fully secured state and variously placed additional equipment (on the shooter's body, at a distance from the shooter, on the shooting line, etc.)
 - c. Magazine reloading/changing during the scoring time
5. Fast moving and assuming of final shooting position (standing behind the rifle, after moving from a given distance, etc.)
6. Transition of shooting direction at different targets
7. Shooting "of hand" (without additional support, only sling support) – prone, kneeling, standing

8. Communication and target evaluation (TeamWork)

9. Shooting at paper targets, reactive and 3D targets

Module 2

In this module are evaluated the competitor's skills to react in dynamic and quickly changing conditions under the influence of time limitations and complex shooting scenarios.

The exercises in this module should include the following shooting fundamentals:

1. Time limit

2. A group of targets placed at different distances in front of the shooting position, often with different direction of fire.

3. Unstable and untraditional shooting positions – from windows, barricade, uncomfortable supports, holes, rocking platforms, etc.

4. Mid-range distances (described in the T-Class Set of Rules for each discipline)

5. Complex order of target engagements

6. Fast transition of different weapons – weapon manipulation and shooting under time limitations in the Multi Gun division

7. Development of unpredicted complications during the course of fire (falling, slipping or similar, maybe associated with light trauma, dropping of equipment, problems with the weapon, etc.) and the ability of the competitor to adapt under time limitations.

8. Proper communication and tasks arrangement between the shooters in the Team Work discipline.

9. Shooting at static, reactive, appearing and moving targets.

10. Shooting at Smart Target systems, which can provide realistic scenarios daytime and nighttime.

The scoring method in Module 2 is "Hit Factor" in which the points from the hits are divided to the time for execution of the exercise in order to calculate the coefficient – "Hit Factor". In order to be successful in Module 2, the competitor needs to achieve balance between accuracy and speed.

It is also required that the competitor understands the two methods for scoring "Virginia count" and "Comstock". The first one represents a given number of shots for one target, most often just one shot. The second one means shooting with unlimited number of shots until the target is hit or the shooter resigns.

Module 3

In this module are evaluated the competitor's skills for long range shooting. It requires practical approach for solving the bullet trajectory in relation to all variables which can influence the bullet path along with the shooting skills to complete such a shot. In Team Work competitions are tested also the skills of the team for communication, observation, target acquisition and target dispersion.

The exercises in this module should include the following shooting fundamentals:

1. Shooting at distances from 600 to 1000 meters from a stable shooting position
2. Preparation of the shooting position during the time limits for preparation
3. Not so rigorous time limit
4. Decision for shot abandonment opposed to penalty for a miss
5. Shooting at Smart Target systems, which can provide realistic scenarios daytime and nighttime.
6. Shooting on the "Hit Factor" method

Although there is a time factor, it should not be so limited or critical as it is for some of the exercises in Module 1 and Module 2. Exercises which are scored by the two methods – points from the hits and "Hit Factor" have to be included in the design of Module 3. The "Hit Factor" method in this module serves to differentiate the results of the competitors with equivalent number of hits, thus giving advantage to those who have completed quickly the process of evaluation of the shooting conditions and successful realization of the exercise. The "Hit Factor" method is necessary in relatively complex designed stages in which there is no opportunity for the shooter to evaluate the targets before the start of the exercise and all calculations for shot trajectory are made within the scoring time. Also, in Team Work competition it will give advantage to the more cohesive team in relation to target acquisition, evaluation of environmentals, observation, spotting and correction of fire.

The "Hit Factor" method can be used for separation of results in Module 3 when the targets are relatively big and easy and the range cannot provide maximum distances of 1000 meters and is limited to shorter shooting distances.

Discipline T-Class Multigun

When designing competitions in the T-Class Multigun discipline, the balance of the result of the exercises for the match, which give the different weapons, must be balanced. To shape the final result, the following proportion must be observed, which carry the different types of weapons:

- bolts and semi-automatic sniper rifle - 70-80%
- semi-automatic carbines - 10-15%

- semi-automatic pistols - 10-15%

In order to fully assess the skills of the multigun competitors, various combinations of weapons must be included in the exercises:

- sniper rifle, semi-automatic rifle and pistol
- sniper rifle and semi-automatic rifle
- sniper rifle and pistol
- semi-automatic carbine and pistol
- sniper rifle only
- semi-automatic carbine only
- pistol only

Discipline T-Class Support and Backup Weapons

When designing the exercises for the discipline T-Class SBW, the following types of exercises should be included, appropriately grouped in Modules

- Basic standard exercises for assessing a specific type of skills
- Mega stages, including combined shooting with a semi-automatic rifle and a pistol with not less than 80 shots per stage
- Stages including long shots for a semi-automatic rifle from 300 to 500 meters and for a pistol - 30-50 meters
- Stages performed in conditions of limited visibility (night, dark rooms) when is possible