

Zombies in the Heartland (ZITH) Rules

Last Updated: May 20, 2022

Table of contents

1. Competitor Status and Credentials
2. Competitor Equipment
 - 2.1 Firearms
 - 2.2 Carry and Storage of Competitor Equipment
 - 2.3 Ammo and Related Equipment
 - 2.4 Appropriate Dress
 - 2.5 Eye and Hearing Protection
 - 2.6 Malfunctions of Competitor's Equipment
3. Course of Fire
 - 3.1 Firearm Ready Conditions
 - 3.2 Competitor Ready Conditions
 - 3.3 Range Communication
 - 3.4 Loading, Reloading and Unloading During the Course of fire
 - 3.5 Movement
 - 3.6 Assistance or Interference
 - 3.7 Calibration Challenges
 - 3.8 Sight Pictures and Range Inspection
4. Procedural Penalties
 - 4.1 General Regulations
 - 4.2 Procedural Penalties – Specific Examples
5. Match Disqualification
 - 5.1 General Regulations
 - 5.2 Match Disqualification – Accidental Discharge
 - 5.3 Match Disqualification – Unsafe Gun Handling
 - 5.4 Match Disqualification – Unsportsmanlike Conduct
 - 5.5 Match Disqualification – Prohibited Substances
6. Arbitration and Interpretation of the Rules
 - 6.1 General Principles
 - 6.2 Composition of Arbitration Committee
 - 6.3 Time Limits and Sequences
 - 6.4 Fees
 - 6.5 Rules of Procedure
 - 6.6 Verdict and Subsequent Action
 - 6.7 3rd Party Appeals
 - 6.8 Interpretation of the Rules
7. Recognition of Match Divisions and Categories
8. Scoring
 - 8.1 Approved Scoring Methods
 - 8.2 Traditional Hit Factor Scoring

- 8.3 Time Plus Scoring
- 8.4 General Regulations that apply to both Scoring Methods
- 8.5 Scoring Ties
- 8.6 Score Verification and Challenges
- 8.7 Score Sheets
- 8.8 Scoring Responsibility
- 8.9 Official Time
- 8.10 Scoring Programs
- 9. Match Structure
- 10. Course Construction and Modification
 - 10.1 General Regulations
 - 10.2 Course Construction Criteria
 - 10.3 Approved Targets – Paper
 - 10.4 Approved Targets – Metal
 - 10.5 Approved Targets – Frangible
 - 10.6 Rearrangement of Range Equipment or Surface
 - 10.7 Range Equipment Failure and Other Issues
 - 10.8 Modifications to Course Construction
 - 10.9 Long Gun Staging Area
 - 10.10 Safety Areas
 - 10.11 Unloading and Loading Station
- 11. Course Information
 - 11.1 General Regulations
 - 11.2 Written Stage Briefing
- 12. Match Management
 - 12.1 Match Officials
 - 12.2 Discipline of Match Officials
 - 12.3 Appointment of Match Officials
- 13. Miscellaneous Matters

Appendixes

- A Division Criteria
 - A1 Tactical
 - A2 Open
 - A3 Amateur
- B ZITH Recognition
- C Vendor Area
- D Glossary

1. Competitor Status and Credentials

1.3 No person may be barred from participating in a ZITH based on gender, race, religion or occupation.

1.4 An individual may be barred from participating in a ZITH, at the match director's discretion, if the person:

- a. has demonstrated an inability to safely complete courses of fire, or
- b. has demonstrated behavior which would or may disrupt the match, or which would bring disrepute to the sport.

1.6 Competitor Scheduling and Squadding

1.6.1 Competitors must compete for score according to the published match and squadding schedule. A competitor who is not present at the scheduled time and date for any stage may not attempt that stage without the prior approval of the Match Director or Range Master, failing which the competitor's score for that stage will be 300 seconds.

1.6.2 Range Officials, match sponsors and other persons may compete for score in a "pre-match", subject to the prior approval of the Match Director. Competitors in the main match must not be restricted from viewing the pre-match. Scores attained in the "pre-match" may, at the discretion of the Match Director, be included in the overall match results provided the dates of the "prematch" are published in the official match schedule.

1.6.3 A match, tournament or league will be deemed to have started on the first day that competitors (including those specified above) shoot for score and will be deemed to have ended when the results have been declared final by the Match Director.

2. Competitor Equipment

2.1 Firearms:

2.1.1 Firearms are separated and defined by Divisions (see Appendix A), however, courses of fire must remain consistent for all Divisions.

2.1.2 A firearm is considered to be the combination of a specific caliber/gauge, barrel, stock or grip, sighting system, and fixed magazine or magazine tube if applicable. Competitors must not reconfigure any firearm (i.e., change caliber/gauge, barrel, muzzle brakes/compensator/flash hiders, butt stock, forend, sighting system (including scopes, magnifiers, etc), fixed magazine or magazine tube) during the course of a match. See [2.1.9]

2.1.2.1 Handguns with shoulder stocks and/or fore grips of any kind are prohibited. Rifles and Shotguns must be fitted with a stock, enabling it to be fired from the shoulder.

2.1.2.2 Chokes, slings, bi-pods, monopods, ammo/mag holders, and flashlights may be added, removed or changed at any time during the match, providing that they are allowed in the competitor's division. (See Appendix A)

2.1.2.3 Choke tubes and other choke-altering devices are permitted.

2.1.3 The minimum cartridge case dimension for handguns and Pistol Caliber Carbine to be used in ZITH is 9x19 mm. The minimum bullet diameter is 9 mm (.354 inches). The minimum caliber for Rifle is 5.45mm x 39mm. Shotguns must be 20 gauge or larger. Some divisions may have a higher minimum.

2.1.4 Sights – Types of sights identified by ZITH are:

2.1.4.1 "Open sights" - aiming devices fitted to a firearm which do not use electronic circuitry and/or lenses.

2.1.4.2 "Optical/electronic sights" - aiming devices fitted to a firearm that uses electronic circuitry and/or lenses.

2.1.4.2.1 A magnifier may be used with an optical sight in Tactical Divisions without violating the "one optic" rule, provided: The magnifier does not contain an aiming reticle. The magnifier cannot be used as an aiming device by itself. The magnifier is mounted in the same location on the rifle for the entire match. If these provisions are satisfied the magnifier will not be considered a second/separate optic,

and the competitor may start and use their optic in either magnified or unmagnified mode without restriction.

2.1.4.3 The Range Master is the final authority in respect of the classification of any sights used in an ZITH and/or their compliance with these rules, including the Divisions in Appendix A.

2.1.5 There is no restriction on the trigger pull weight however; the trigger mechanism must, at all times, function safely.

2.1.6 Triggers and/or trigger shoes that extend beyond the width of the trigger guard are expressly prohibited on a handgun. However, rifles and shotguns fitted with “winter triggers/guards” may be used in this mode, provided that this fitting was designed, manufactured and provided as part of the firearm and only when the particular climate or weather conditions dictate their use.

2.1.7 All firearms must be serviceable and safe. Range Officers may demand examination of a competitor’s firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the match until the item is repaired to the satisfaction of the Range Master.

2.1.8 Competitors must use the same firearm and sighting system for all courses of fire in a match (the same handgun, rifle, shotgun, etc.). However, in the event that a competitor’s original firearm and/or sighting system become unserviceable or unsafe during a match, the competitor must, before using a substitute firearm and/or sighting system, seek permission from the Range Master who may approve the substitution provided he is satisfied:

2.1.8.1 The substitute satisfies the requirements of the relevant Division, and, in the case of a rifle, is of the same type, action, and caliber, fitted with the same type of sights.

2.1.8.2 In using the substitute the competitor will not gain a competitive advantage.

2.1.9 A competitor who substitutes or significantly modifies a firearm during a match without the prior approval of the Range Master will be subject to disqualification for unsportsmanlike conduct.

2.1.10 Competitors may be required to carry more than one firearm at a time, but must never be required or allowed to engage targets with more than one firearm at a time. See [3.3.7.2]

2.1.11 Handguns offering “burst” and/or fully automatic operation are prohibited. Rifles offering only “burst” and/or fully automatic operation (i.e. whereby more than one round can be discharged on a single pull or activation of the trigger) are prohibited.

2.1.12 Legally possessed sound suppressors are allowed on long guns as long as the shots are picked up by the shot timers. Range officers may request to verify this by test firing before a shooter begins the course of fire.

2.1.13 If at any time during the match a suppressor is found to reduce the sound signature below the threshold for the shot timers, it will be required to be removed for the duration of the match.

2.2.1 Except when within the boundaries of a safety area or when under the supervision and direct command of a Range Officer, competitors must carry their handguns unloaded in a gun case, gun bag or in a holster on a belt worn by the competitor.

2.2.2 Competitors carrying their handgun in a holster must have an empty magazine well, and the hammer or striker must be de-cocked. Anyone found in violation of this rule will be immediately escorted by a Range Officer to a suitable range or safety area where appropriate corrective action shall be made.

Long guns

2.2.3 Except when within the boundaries of a safety area, or when under the supervision and direct command of a Range Officer, competitors must carry their long guns:

2.2.3.1 Detachable magazines removed.

2.2.3.2 Competitors must use a chamber safety flag, or clear chamber device, that is easily visible externally to the gun when transporting from vehicles or stage to stage. Anyone found in violation of

this rule will be immediately escorted by a Range Officer to a suitable range or safety area where appropriate corrective action shall be made.

2.2.3.3 Unbagged long guns must be carried, shouldered or slung from the shoulder with the firearm reasonably vertical. Match Directors may require this to be "vertically upwards" or "vertically downwards" providing this is made clear to all competitors in a reasonable manner.

2.2.3.4 Long guns may be transported or stored without a slip or case, whether or not reasonably vertical, in a mobile rack or carrier as long as a chamber safety flag is used.

2.2.3.5 Transporting non preloaded long guns from the staging area to the start position and back from where the shooter unloads and shows clear, the gun must be carried muzzle vertically upwards with the bolt locked open or closed on a chamber safety flag.

2.2.3.6 Transporting a preloaded shotgun from the preload table to the start position the firearm must be carried directly to the start position with the muzzle vertically upwards.

2.2.4 Belts, holsters, belt-mounted magazine holders and speed-loading devices and any other equipment worn or carried by the shooter may be changed, repositioned or reconfigured between stages, provided that all equipment is in a rules-compliant configuration prior to the start of the shooter's attempt on the Course of Fire.

2.2.5 The belt carrying the holster must be worn at waist level which is deemed to be at the same level as the original belt loops on the lower garment. The belt or the inner belt or both must be either securely fixed at the waist. Thigh holsters and mag holders are specifically allowed. Female competitors may be permitted to wear a belt at hip level however; the top of the belt must not be positioned below the furthest lateral point of the top of the femur (tuberosity major).

2.2.5.1 The holster must be capable of retaining the handgun during the vigorous movement that may be required during the courses of fire.

2.2.5.2 The holster must allow the competitor to safely draw and reholster the handgun without causing the muzzle to point in an unsafe direction.

2.2.5.3 The holster must completely prevent access to, or activation of, the trigger of the handgun while holstered.

2.2.5.4 Inside the waistband and cross draw holsters are prohibited. Competitors found using these holsters will be stopped and will have to replace the equipment before being allowed to continue.

2.2.5.5 The Range Master may deem that a competitor's holster is unsafe and order that it be improved to his satisfaction, failing which it must be withdrawn from the match.

2.2.6 Competitors deemed by the Range Master to be significantly disabled may be given special dispensation in relation to the type and/or placement of their holster and related equipment, and the Range Master will remain the final authority in respect of the safety and suitability of using such equipment at ZITH.

2.3 Ammunition and Related Equipment

2.3.1 Unless specifically prohibited in the Written Stage Briefing, spare ammunition, magazines and or speed loading devices may be carried anywhere on the shooters person or firearm. The shooter must not be allowed to have ammunition or magazines/speed loading devices in their hands at the start signal.

2.3.2 Magazines and speed loading devices must comply with the provisions of the relevant Division. Detachable magazines are defined as speed loaders, any Division that speed loaders are not allowed, will apply to detachable magazines as well.

2.3.3 Spare magazines, speed loading devices or ammunition dropped or discarded by a competitor after the start signal may be retrieved, however, their retrieval is, at all times, subject to all safety rules.

2.3.4 Shotgun speed loaders (Tec Loaders) must have the primer relief cut.

2.3.5 Metal piercing, steel core or jacketed, incendiary and/or tracer ammunition is prohibited at ZITH (see Rule [5.3.17]). Steel and/or tungsten shot or slugs may not be used. For shotgun ammo, the Match

Director and/or Range Master may restrict ammunition to certain minimum and/or maximum shot sizes or types for reasons of safety.

2.3.6 All ammunition used by a competitor must satisfy the requirements of the relevant Division.

2.3.7 Any ammunition deemed unsafe by a Range Officer must be immediately withdrawn from the match.

2.3.8 Ammunition (other than shot shells loaded with Birdshot or buckshot) must not discharge more than one bullet or other scoring projectile from a single round.

2.3.9 Competitors at ZITH are solely and personally responsible for the safety of all and any ammunition which they bring to the match. Neither ZITH nor any staff, volunteers or sponsors affiliated to ZITH accepts 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 ammunition.

2.3.10 Shotgun ammunition must be 12 gauge or smaller with a maximum payload of 1 1/8 oz. The shot size must be 7 1/2 shot or smaller. The ONLY exception is if the written stage briefing calls for buckshot or slugs to be used. No Steel or Tungsten shot (see rule 2.3.5)

2.3.11 Shotgun ammunition muzzle velocity not to exceed 1350 fps.

2.4 Appropriate Dress

2.4.1 The use of offensive or objectionable garments is not allowed. The Match Director will have final authority regarding what garments competitors are allowed to wear.

2.5 Eye and Hearing Protection

2.5.1 All persons near an area potentially exposed to ricochet debris or bullet fragments are required to wear eye protection. All persons near an area where the sound of firearms being fired may potentially cause hearing damage are required to wear adequate hearing protection.

2.5.2 If a Range Officer deems that a competitor about to make an attempt at a course of fire is wearing inadequate eye or hearing protection, the Range Officer may order the competitor to rectify the situation before allowing the competitor to continue. The Range Master is the final authority on this matter.

2.5.3 If a Range Official notices that a competitor has lost or displaced their eye or hearing protection during a course of fire, or has commenced a course of fire without them, the Range Official must immediately stop the competitor who will be required to reshoot the course of fire after the protective devices have been restored.

2.5.4 A competitor who inadvertently loses eye or hearing protection during a course of fire, or commences a course of fire without them, is entitled to stop, point their firearm in a safe direction and indicate the problem to the Range Official, in which case the provisions of the previous rule will apply.

2.5.5 A competitor who intentionally loses or displaces eye and/or hearing protection during a course of fire will be disallowed the provisions of Rule 2.5.4, and will be subject to match disqualification (see Rule [5.4.3])

2.6 Malfunctions of Competitor's Equipment

2.6.1 A competitor who experiences a malfunction while responding to the "Make Ready" command, but prior to issuance of the "Start Signal" is entitled to retire to repair his firearm without penalty, under the authority and supervision of the officiating Range Officer and subject to all other safety rules. Once the repairs have been completed or a replacement firearm has been approved by the Range Master, the competitor may return to attempt the course of fire, subject to scheduling as determined by the officiating Range Officer or Range Master.

2.6.2 In the event that a competitor's firearm malfunctions after the Start signal, the competitor may safely attempt to correct the problem and continue the course of fire. During such corrective action, the competitor must keep his firearm's muzzle pointing safely downrange at all times.

2.6.3 While rectifying a malfunction that requires the competitor to move the firearm away from aiming at a target, the competitor's fingers must be clearly visible outside the trigger guard (see Rule [5.3.10]).

2.6.4 In the event that a malfunction cannot be corrected by the competitor within 2 minutes, he must point the firearm safely downrange and advise the Range Officer, who will terminate the course of fire (excluding any unattempted component strings in a Standard Exercise) in the normal manner. The course of fire (excluding any unattempted component strings in a Standard Exercise) will be scored as shot including all applicable misses and penalties.

2.6.5 Under no circumstances is a competitor permitted to leave a course of fire in the possession of a loaded firearm (see Rule [5.3.15]).

2.6.6 Where the firearm has failed after the Start signal, the competitor must not be permitted to reshoot the course of fire or string. This includes the instance where a firearm is declared unserviceable or unsafe during a course of fire or string. However, any unattempted component strings in a Standard Exercise may still be attempted by the affected competitor after the firearm has been repaired, and prior to when match results are declared final by the Match Director.

2.6.7 In the event that a Range Officer terminates a course of fire due to a suspicion that a competitor has an unsafe firearm or unsafe ammunition (e.g. a "squib" load), the Range Officer will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the firearm or ammunition and proceed as follows:

2.6.7.1 If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a reshoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded up to the last shot fired, and the course of fire will be scored "as shot", including all applicable misses and penalties.

2.6.7.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to reshoot the stage.

3. The Course of Fire

3.1 The ready condition for handguns, rifles, and shotguns will normally be as stated below. Note that a course of fire may require that a firearm be "staged" (prepared and placed prior to the start signal in a specific position and condition for use later during the course of fire). In such cases the written course description must define the position, condition and location of the staged firearm(s).

3.1.1 Revolvers - Double Action: hammer fully down and all chambers may be loaded.

3.1.2 Revolvers - Single Action: hammer fully down on an empty chamber or, if a safety notch is fitted, hammer down over a loaded chamber (transfer bar designs excepted).

3.1.3 Autoloaders (treat all Rifles and Shotguns as "Single Action."):

3.1.3.1 "Single action" – chamber loaded, hammer cocked, and the safety fully engaged (if the firearm is designed to have one).

3.1.3.2 "Double action" – chamber loaded, hammer fully down or de-cocked.

3.1.3.3 "Selective action" – chamber loaded with hammer fully down, or chamber loaded and hammer cocked with external safety fully engaged.

3.1.3.4 With respect to Rules [3.1.4.1] and [3.1.4.3], the term "safety" means the primary visible safety lever on the firearm (e.g. the thumb safety on a "1911" genre handgun). In the event of doubt, the Range Master is the final authority on this matter.

3.1.4 Courses of fire may require ready conditions which are different to those stated above.

3.1.4.1 If the firearm is to be prepared with an empty chamber (or cylinder), the action must be fully forward and closed (or the cylinder must be fully closed) and the hammer or striker must be fully down or fully forward, as the case may be, unless otherwise specified in the stage briefing.

3.1.5 Unless complying with a Division requirement (see Appendices), a competitor must not be restricted on the number of rounds to be loaded or reloaded. Written stage briefings may only stipulate when the firearm is to be loaded or when mandatory reloads are required.

3.1.5.1 Exception: A "standards" type stage may specify the number of rounds on a shotgun reload.

3.1.6 For handguns used at ZITH, the following definitions apply:

3.1.6.1 "Single Action" means activation of the trigger causes a single action to occur (i.e. the hammer or striker falls).

3.1.6.2 "Double Action" means activation of the trigger causes more than a single action to occur (i.e. the hammer or striker rises or retracts, then falls).

3.1.6.3 "Selective Action" means that the handgun can be operated in either "Single Action" or "Double Action" modes.

3.2 Competitor Ready Condition designates when, under the direct command of a Range Officer:

3.2.1 The firearm is prepared as specified in the written stage briefing, and is in compliance with the requirements of the relevant Division.

3.2.2 The competitor assumes the start position as specified in the written stage briefing. Unless otherwise specified, for a handgun start, the competitor must stand erect, facing downrange, with arms hanging naturally by the sides. For a rifle or shotgun start, unless otherwise specified, the competitor must stand erect and relaxed, with the firearm held in both hands, stock touching the competitor at hip level, muzzle pointing downrange and with the finger out of the trigger guard. Different stages may require the "ready position" to be prone, kneeling, sitting or as otherwise stated in the written stage briefing. A course of fire may permit a competitor to start a stage with a long gun mounted into the shoulder and pointing towards targets.

3.2.3 A competitor who attempts or completes a course of fire where an incorrect start position was used must be required by a Range Official to reshoot the course of fire.

3.2.4 A course of fire must never require or allow a competitor to touch or hold a handgun, or any loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).

3.2.5 A course of fire must never require the competitor to draw a handgun from the holster with the weak hand.

3.2.6 A course of fire must never require the competitor to re-holster a handgun after the start signal. However, a competitor may re-holster provided this is accomplished safely, and the handgun is either unloaded or in a ready condition stated in Section [3.1].

3.2.7 In a course of fire that requires a slung long gun be carried during a stage, the chamber must be empty and the shooter is not subject to disqualification under [5.3.2] while the long gun is slung.

3.3 Range Communication

The approved range commands and their sequence are as follows:

3.3.1 "Make Ready" – This command signifies the start of "the Course of Fire." Under the direct supervision of the Range Officer the competitor must face down range, or in a safe direction as specified by the Range Officer, fit eye and ear protection, and prepare the firearm(s) in accordance with the written stage briefing. The competitor must then assume the required start position. At this point, the Range Officer will proceed.

3.3.1.1 The initial "Make Ready" command defines the start of the "Course of Fire" regardless of how many firearms are subsequently prepared, loaded and/or staged following that command.

3.3.1.2 Where more than one firearm will be used during a course of fire, the Range Officer will direct and supervise the competitor through the process of preparing all firearms. This may include verbal instructions.

3.3.1.3 A shotgun "pre-loading" area may be used on any stage, subject to the Range Master's discretion. The "pre-loading" area must be in a safe position and orientation, outside the active stage

boundaries but still well within the confines of the berm or in a controlled area for stages outside of regular berms. It must be clearly and obviously marked to distinguish it from a Safety Area, Staging Area or other use. Cleared shotguns should not be placed back in the preload area. Competitors may “pre-load” in this area only under the active direction and supervision of a Range Officer. The entire squad can be pre-loaded at once to save time. Only the tube will be preloaded. A shooter arriving at the line with a preloaded shotgun that is found to have a round in the chamber will be subject to disqualification under rule [5.3.15]

3.3.1.4 “Pre-loading” activity begins with a “Make Ready” command. All “pre-loading” activity, including transporting loaded guns to start position(s), is subject to the provisions of relevant safety regulations, including (but not limited to) [5.2.4] (shot while loading), [5.3.1] (handling firearm without RO supervision), [5.3.2] (unsafe muzzle direction), [5.3.3] (dropped gun), [5.3.11] (finger inside trigger guard during loading), etc.

3.3.1.5 Once the “Make Ready” command has been given, the competitor must not move away from the start location prior to issuance of the “Start Signal” without the prior approval, and under the direct supervision, of the Range Officer. See rule [3.8.1]

3.3.2 “Are You Ready?” – 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 the “Are You Ready?” command, he must state “Not Ready”. It is suggested that when the competitor is ready he should assume the required start position to indicate his readiness to the Range Officer.

3.3.3 “Standby” – This command should be followed by the start signal within 1 to 4 seconds.

3.3.4 “Start Signal” – The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to an audible start signal, for any reason, the Range Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from “Are You Ready?”

3.3.4.1 In the event that a competitor begins his attempt at the course of fire prematurely (“false start” prior to the issuance of the start signal) the Range Officer will, as soon as possible, stop and restart the competitor once the course of fire has been restored.

3.3.5 “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.

3.3.6 Within the context of a Multigun stage, a competitor may be required to “abandon” a firearm in order to use another firearm. In this context, an “abandoned firearm” is a firearm which the competitor has used, placed in the provided retention device in accordance with course requirements, and subsequently moved more than one (1) yard away from.

3.3.6.1 An abandoned firearm must be in applicable ready condition (see Section [3.1]) or empty with no ammunition anywhere in the firearm.

3.3.6.2 A competitor may, during abandonment of one firearm, handle another firearm to be used without penalty, providing all safety aspects are followed. (ex. Abandoning a shotgun, and a handgun is to be used for the next array of targets, the competitor may draw the handgun while in the act of abandoning the shotgun). Neither firearm may be fired while competitor has both in hand. See [4.2.10]

3.3.6.3 Once a firearm is abandoned a firearm the shooter may not return to said firearm has removed his or her hand from the firearm and taken more than 1 step from the gun; or if the shooter has handled and loaded the next firearm required on the stage. (example: you may not return to an abandoned rifle after drawing and loading a pistol)

3.3.6.4 In order to reduce stage clearance time, a Range Officer may be assigned to clear “abandoned” firearms, at the Range Master’s discretion, provided the stage design allows for this to be done in a way that allows the gun to be cleared in a safe direction. In such cases, the competitor’s delegate will

accompany the official responsible for clearing abandoned firearms. Competitors must be advised of this procedure during the stage briefing. The RO and delegate shall verify that the abandoned firearm is in a legal abandoned state (eg, properly positioned, and safety-on or firearm empty). Upon verifying the condition, the RO will clear the firearm with the delegate confirming it is clear. The firearm may then be transported to the staging area or other specified location behind the firing line. Handguns must be bagged if they are to be moved to the staging area or a safe area. The Range Officer is responsible for the safe handling of the firearm during this process, including (but not limited to) muzzle direction.

3.3.7 When conducting Standard Exercises, Range Officials may issue other interim commands on completion of the first string, in order to prepare the competitor for the second and subsequent strings. (e.g. “Reload if required and holster”). This option may also be applied when two or more courses of fire share a common shooting bay or area.

3.3.8 “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 down range, fixed magazine empty, detachable magazine removed, action locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty. Where more than one firearm is used during a course of fire, the Range Officer will supervise the shooter through the procedure for clearing each firearm in turn. Only when ALL firearms have been cleared will the Range Officer declare “Range Is Clear.”

3.3.9 “If Clear, Hammer Down, Holster ” or “If Clear, Hammer Down, Open Action” – After issuance of this command, the competitor is prohibited from firing (see Rule [5.2.4], [5.4.1]). While continuing to point the firearm safely downrange, the competitor must perform a final safety check as follows:

3.3.9.1 Self-loaders, also including manual action rifles and shotguns – point the firearm downrange, release the slide or close the bolt and pull the trigger (without touching the hammer or decocker, if any). For rifles and shotguns, pull the trigger, then re-open the action, lock it open, apply safety catches (if possible). The action may remain locked open, or be closed on a chamber flag.

3.3.9.2 Revolvers – close the empty cylinder (without touching the hammer, if any).

3.3.9.3 If the gun proves to be clear, the competitor must holster his handgun, and carry his rifle or shotgun vertically muzzle up or down.

3.3.9.4 If the gun does not prove to be clear, the Range Officer will resume the commands from Rule [5.3.9] (also see Rule [5.2.4]).

3.3.10 “Range Is Clear” – This declaration signifies the end of the Course of fire. Once the declaration is made, officials and competitors may move forward to score, patch, reset targets etc.

3.4 Loading, Reloading or Unloading During a Course of Fire

3.4.1 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 down range or in another safe direction authorized by a Range Officer (see Section [5.3]).

3.5 Movement

3.5.1 Except when the competitor is actually aiming or shooting at targets, all movement (see Appendix A3) must be accomplished with the fingers visibly outside the trigger guard and the safety should be engaged. The firearm must be pointed in a safe direction. Movement is defined as any of the actions below

3.5.1.1 Taking more than one step in any direction.

3.5.1.2 Changing shooting stance (e.g. from standing to kneeling, from seated to standing etc.) while not engaging targets.

3.5.2 If a competitor holsters a loaded handgun at anytime during a course of fire, it must be placed in the applicable handgun ready conditions (see Section [3.1]). Violations will be subject to match disqualification (see Rule [5.3.13]). The re-slinging of a rifle during a course of fire is prohibited.

3.6 Assistance or Interference

3.6.1 No assistance of any kind can be given to a competitor during a course of fire, except that any Range Officer assigned to a stage may issue safety warnings to a competitor at any time. Such warnings will not be grounds for the competitor to be awarded a reshoot.

3.6.2 Any person providing interference or unauthorized assistance to a competitor during a course of fire (and the competitor receiving such assistance) may, at the discretion of a Range Officer, incur a procedural penalty for that stage and/or be subject to Section [5.4].

3.6.2.1 Shooters in Amateur division may receive coaching without penalty.

3.6.3 Competitors confined to wheelchairs or similar devices may be given special dispensation by the Range Master in respect of mobility assistance, however, the provisions of Rule [4.2.11] may still apply, at the Range Master's discretion.

3.6.4 In the event that inadvertent contact from 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. However, in the event that the competitor commits a safety infraction during any such interference, the provisions of Section [5] may still apply.

3.6.5 Calling hits on self-indicating targets or fixed metal targets by range officials is allowed and not considered interference nor coaching. If range officials call a hit in error, when an actual miss occurred, the call of "hit" will stand and is not reason for a reshoot.

3.7 Calibration Challenges

3.7.1 If, during a course of fire, a popper does not fall when hit, a competitor has three alternatives:

3.7.1.1 The popper is shot again until it falls. In this case, no further action is required and the course of fire is scored "as shot".

3.7.1.2 The popper is left standing but the competitor does not challenge the calibration. In this case, no further action is required and the course of fire is scored "as shot", with the subject popper scored as a miss.

3.7.1.3 The popper is left standing and the competitor challenges the calibration. In this case, the popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule, the competitor must reshoot the course of fire. If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the course of fire will be scored "as shot". If the popper falls for any non-interference reason (e.g. wind action), before it can be calibrated, it will be considered range equipment failure and a reshoot must be ordered.

3.7.2 In the absence of any interference, or problem with a target mechanism, a calibration officer must conduct a calibration test of the subject popper (when required under 3.7.1.3 above), from as near as possible to the point from where the competitor shot the popper or 30 feet away for a rifle or Shotgun Slug target. (See rule 10.4.5.3 for Poppers partially hidden by cover). The following will apply:

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

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

C If the first shot fired by the calibration officer hits above the calibration zone, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the course of fire once the Popper has been recalibrated. If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until one of a, b or c occurs.

Calibration challenges for all poppers will be done with the calibration Handgun(s). Note that authorized metal plates are not subject to calibration or challenge.

3.7.2.1 Shooters may request calibration prior to shooting the stage at a cost of \$5.00 per target. If a target fails to fall the money for that target will be refunded. If the target falls, the money will be retained and the fees will be donated to a local junior shooting program.

3.8 Sight Pictures and Range Inspection

3.8.1 A competitor is permitted to take a sight picture prior to the start signal. Such sight picture is only permitted from the "Make Ready" location. On a multigun stage sight pictures are permitted for each firearm, but only from the staged/make ready locations. For a Rifle stage the competitor may move within reason to a location that allows a sight picture on the actual targets.

3.8.1.1 Shooters may be ordered to load and stage the firearm after 10 seconds or after the optic or sighting system has been verified on one target.

3.8.2 Competitors are prohibited from using any guns or gun replicas as sighting aids while conducting their inspection ("walkthrough") of a course of fire. Violations will incur one procedural penalty per occurrence (also see Rule [5.3.1]).

3.8.3 No person is permitted to enter or move through a course of fire without the prior approval of a Range Officer assigned to that course of fire or the Range Master.

3.8.4 Altering stage props, targets or any other part of a COF without the approval of a Range Officer, or setting, resetting or activating moving targets on a COF identified as "Closed" or "Off Limits" will be subject to DQ for unsportsmanlike conduct.

4. Procedural Penalties

4.1 General Regulations

4.1.1 Procedural penalties are imposed when a competitor fails to comply with procedures specified in a written stage briefing. 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.

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

4.1.3 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.

4.2 Procedural Penalties – Specific Examples

4.2.1 A competitor who fires shots while any part of their body is touching the ground or while stepping on an object beyond a Shooting Box or a Fault Line, will receive one procedural penalty for each occurrence. However, if the competitor has gained a significant advantage on any target(s) while faulting, the competitor may instead be assessed one procedural penalty for each shot fired at the subject target(s) while faulting. No penalty is assessed if a competitor does not fire any shots while faulting. Using objects outside the shooting area for support is permissible as long as the shooter is not faulting as described above.

4.2.2 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 multiple shots contrary to the required position or stance)

4.2.3 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 four metal targets are visible will receive one procedural penalty for each shot fired while faulting, up to a maximum of four procedural penalties, regardless of number of shots fired.

4.2.4 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.

4.2.6 A competitor who is creeping (e.g. moving hands towards the firearm, a reloading device or ammunition) or physically moving to a more advantageous shooting position or posture at the start signal), will incur one procedural penalty.

4.2.6.1 Exception: any movement required or specified in the stage briefing (i.e., self-start) will not be penalized.

4.2.7 A competitor who fails to shoot at any scoring target with at least one round will incur one failure to engage per target.

4.2.8 If a course of fire stipulates shooting strong or weak hand only, a competitor will not be penalized for using the other hand (i.e. the other arm from the shoulder to the hand) to disengage an external safety, to reload or to correct a malfunction. However, the competitor will be issued one procedural penalty per shot fired while:

4.2.8.1 Touching the handgun with the other hand while firing shots;

4.2.8.2 Using the other hand to support the handgun, wrist or shooting arm while firing shots.

4.2.8.3 Using the other hand on a barricade or another prop to increase stability while firing shots.

4.2.8.4 If a course of fire stipulates the use of the weak shoulder only, the competitor will be issued procedural penalties for using the strong shoulder. This will be assessed as 1 procedural penalty per shot fired.

4.2.9 A competitor who leaves a shooting location may return and shoot again from the same location provided they do so safely. However, written stage briefings for Standard Exercises and Level I matches may prohibit such actions, in which case one procedural penalty per shot fired will apply.

4.2.10 A competitor who engages a target while transitioning to another firearm will receive a procedural penalty per shot fired while handling both firearms. See [3.3.7.2]

4.2.11 Special penalty: A competitor unable to fully execute any part of a course of fire due to incapacity or Injury may, prior to making his attempt at the course of fire, request that the Range Master apply a penalty in lieu of the stated course requirement. The penalty should be only used to negate any advantage gained by the competitor not fulfilling the course requirement. The Range Master may waive any or all procedural penalties in respect of a competitor who has a significant physical disability prior to the competitor making his attempt at the course of fire if no advantage is gained.

4.2.11.1 Exception – In a weak hand/strong hand stage, a competitor who has physical use of only one hand may use the same hand for both weak and strong without penalty.

4.2.12 A competitor who commits a Forbidden Action (See Rules [10.8.1.1] and [11.2.6]) will be stopped immediately and receive a zero score for the stage. Flagrant or intentional violation may be subject to disqualification for Unsportsmanlike Conduct.

4.2.13 Should a competitor with a full auto capable firearm shoot at a target or targets with burst or fully automatic fire (where more than one shot is discharged with one manipulation of the trigger), he will be scored zero for that stage and a warning issued. In the event of another infraction he will be disqualified from the match.

4.2.14 Abandoning a loaded firearm in the retention device with safety off will result in a procedural penalty of 30 seconds in time plus scoring or 3 procedurals in traditional Comstock scoring.

4.2.14.1 If the safety is partially engaged and firearm is in battery the RO will clear downrange, remove any magazine. Then pointing the firearm downrange will attempt to fire it. If it does not fire no penalty will apply. If it fires the penalty will apply.

4.2.14.2 A jammed firearm is still considered loaded and must have the safety fully on when abandoned to avoid a penalty.

5. Match Disqualification

5.1 General Regulations

5.1.1 A competitor who commits a safety infraction or any other prohibited activity during an ZITH will be disqualified from that match, and will be prohibited from attempting any remaining courses of fire in that match regardless of the schedule or physical layout of the match. (A Multigun match is considered a single match.)

5.1.2 When a match 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.

5.1.3 Scores for a competitor who has received a match disqualification must not be deleted from match results, and match results must not be declared final by the Match Director, until the time limit prescribed in Rule [6.3.1] has passed, provided no appeal to arbitration on any matter has been submitted to the Range Master (or his delegate).

5.1.4 If an appeal to arbitration is submitted within the time limit prescribed in Rule 6.3.1, the provisions of Rule [6.3.2] will prevail.

5.1.5 Scores for a competitor who has completed a "pre-match" or main match without a match disqualification will not be affected by a match disqualification received later while that competitor is participating in a Shoot-Off or other side match.

5.2 Match Disqualification – Accidental Discharge

5.2.1 A competitor who causes an accidental discharge must be stopped by a Range Officer as soon as possible.

An accidental discharge is defined as follows:

5.2.2 A shot, which travels over a backstop, a berm or in any other direction, specified in the written stage briefing by the match organizers as being unsafe. Note that a competitor who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified (the provisions of Section [2.3] may apply).

5.2.2.1 Exception- engaging flying targets with birdshot. [5.3.2] still applies.

5.2.3 A shot which strikes the ground within 10 feet of the competitor, except when shooting at a paper or frangible target closer than 10 feet to the competitor.

5.2.3.1 Exception — A bullet which strikes the ground within 10 feet of the competitor due to a "squib".

5.2.3.2 In the case of a shot striking a prop where the bullet is deflected or does not continue to strike the ground, if the Range Official determines that the bullet would have struck the ground within 10 feet of the competitor had it not been deflected or stopped by the prop, the provisions of [5.2.3] shall apply.

5.2.4 A shot which occurs while loading, preloading, reloading or unloading a firearm. This includes any shot fired during the procedures outlined in Rule [3.3.1] and Rule [3.3.9].

5.2.4.1 Exception – a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to a match disqualification, however, Rule [2.1.7] may apply.

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

5.2.6 A shot which occurs while transferring a firearm between hands or shoulders.

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

5.2.8 A shot fired at a metal target with a bullet, slug or shot containing steel or tungsten.

5.3 Match Disqualification – Unsafe Gun Handling

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

5.3.1 Handling a firearm at any time except when in a designated safety area, (or in the case of rifles, elsewhere deemed safe by a Range Officer), or when under the supervision of, and in response to a direct command issued by, a Range Officer. This does not apply to the carrying of rifles or shotguns where Rule [2.2.3] will apply.

5.3.2 If at any time during the course of fire, a competitor allows the muzzle of his firearm to point rearwards, that is further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up range, whether the firearm is loaded or not (limited exceptions: [5.3.8 and 3.2.6]). An abandoned firearm found to be pointed in an unsafe direction will be considered a violation. When abandoned in a vertically set barrel, any muzzle down orientation is considered a safe direction.

5.3.3 If at any time during the course of fire, or while loading, reloading or unloading, a competitor drops his firearm, or causes it to fall, loaded or not.

5.3.4 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 the competitor maintains constant physical contact with the firearm, until it is placed firmly and in a safe direction, securely on the ground or another stable object, and remains within 1 yard of the firearm at all times.

5.3.6 Abandoning a loaded firearm outside of the retention device will result in a Match DQ. Note: If the shooter remains within 1 yard of the firearm as specified in [5.3.4], the firearm is not considered abandoned.

5.3.7 Allowing the muzzle to point at any part of the competitor's body during a course of fire (i.e. sweeping).

This includes passing in front of the muzzle of an abandoned firearm.

5.3.7.1 Exception – A match disqualification is not applicable for sweeping of the lower extremities (below the belt) while drawing or re-holstering of the handgun, provided that the competitor's fingers are clearly outside of the trigger guard. This exception is only for holstered handguns.

5.3.8 While facing downrange, allowing the muzzle of a loaded handgun to point uprange beyond a radius of 3 feet from a competitor's feet while drawing or re-holstering.

5.3.9 Having more than one handgun, one rifle, and one shotgun at any point in time during a course of fire (does not apply to match supplied prop guns or a match requiring a fourth firearm such as a bolt rifle).

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

5.3.11 Failure to keep the finger outside the trigger guard during loading, reloading, or unloading. Exception: while complying with the "Make Ready" command to lower the hammer of a gun without a decocking lever, or while initially loading a revolver with a spurless hammer.

5.3.12 Failure to keep the finger outside the trigger guard during movement in accordance with Section [3.5].

5.3.13 Holstering a loaded handgun, in any of the following conditions:

5.3.13.1 A single action self-loading handgun with the safety not applied.

5.3.13.2 A double action or selective action handgun with the hammer cocked and the safety not applied.

5.3.13.3 A revolver with the hammer cocked.

5.3.14 Handling live or dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines or loaded speed loading devices in a Safety Area. The word "handling" does not preclude competitors from entering a Safety Area with ammunition in magazines or speed loading devices on their belt, in their pockets or in their range bag, provided the competitor does not physically remove the loaded magazines or loaded speed loading devices from their retaining or storage device while within the Safety Area.

5.3.15 Having a loaded firearm other than when specifically ordered to by the Range Officer. A loaded firearm is defined as having a live or dummy round in the chamber or cylinder, or having a live or dummy round in a magazine inserted in the firearm.

5.3.16 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 match disqualification.

5.3.16.1 If a competitor's gun is partially dislodged from his holster while outside a COF, and the competitor "traps" the gun in the holster (trigger not exposed). He may do so without penalty.

The competitor should immediately proceed to a safe area and address any necessary equipment issues.

5.3.16.2 If the competitor's gun has left the holster (trigger exposed), the gun must be treated as dropped. Even if the competitor is able to "trap" the gun before it falls to the ground, he must safely and securely lower the gun to the ground and call for an RO to safely retrieve it.

5.3.17 Using metal piercing, steel core or jacketed, steel shot, incendiary and/or tracer ammunition (see Rule [2.3.5]), and/or using any ammunition which has been deemed unsafe by a Range Official (see Rule [2.3.7], [2.3.8]).

5.3.17.1 Ammunition declared unsafe by a Range Official due to multiple squibs, shall not subject the competitor to disqualification.

5.3.18 Drawing a handgun while facing uprange or while prone.

5.3.19 Firing a shot at a metal target from a distance of less than 23 feet with a handgun, 147 feet with a rifle, 23 feet with a shotgun when using birdshot or buckshot ammunition, or 147 feet when using slug ammunition. The distance is measured from the face of the target to the nearest part of the competitor's body in contact with the ground (see Rule [10.1.3]).

5.3.20 A bullet fired at a metal target is not required to strike the steel. Any shot fired at a steel target closer than the minimum distance specified are grounds for immediate disqualification (see rule [5.3.19][10.1.3])

5.4 Match Disqualification – Unsportsmanlike Conduct

5.4.1 Competitors will be disqualified from a match for conduct which a Range Officer deems to be unsportsmanlike. Examples of unsportsmanlike conduct 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.

5.4.2 Other persons may be expelled from the range for conduct which a Range Officer deems to be unacceptable. Examples of unacceptable conduct 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.

5.4.3 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 competitive advantage will be disqualified.

5.5 Match Disqualification – Prohibited Substances

5.5.1 All persons are required to be in complete control both mentally and physically during ZITH.

5.5.2 ZITH considers the abuse of alcoholic products, prescription, 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.

5.5.3 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.

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

6. Arbitration & Interpretation of Rules

6.1 General Principles

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

6.1.2 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 infraction will only be accepted to determine whether exceptional circumstances warrant reconsideration of the match disqualification. However, the commission of the infraction as described by the Range Official is not subject to challenge or appeal. Challenges to the construction or layout of the course, safety, or shooting conditions may not be submitted after the competitor attempts the course of fire. Should a course of fire be changed after the competitor completes the stage, he is entitled to the process under appeals providing that no DQ has occurred.

6.1.3 Appeals – the Range Officer makes decisions initially. If the appellant disagrees with a decision, the Chief Range Officer for the stage or area in question should be asked to rule. If a disagreement still exists, the Range Master must be asked to rule.

6.1.4 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.

6.1.5 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. Photos, audio and/or video recordings will not be accepted as evidence.

6.1.6 Preparing the Appeal - The appellant is responsible for the preparation and delivery of the written submission, together with the appropriate fee. The submission must include relevant rule(s) to support the appeal. Both must be submitted to the Range Master within the specified period of time.

6.1.7 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 on to the Range Master.

6.1.8 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.

6.1.9 Arbitration Committee's Duty - The Arbitration Committee is bound to observe and apply the current ZITH 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 consistent with the intent of the rules. The Committee must confer with the MD before changing or removing a course of fire from the match.

6.2 Composition of Committee

6.2.1 Arbitration Committee –composition of the Arbitration Committee will be subject to the following rules:

6.2.1.1 The Match Director shall appoint a certified Range Official to serve as Chairman of the committee with one vote.

6.2.1.2 The Match Director shall appoint two arbitrators, with one vote each.

6.2.1.3 When possible arbitrators should be competitors in the match and should be certified Range Officials.

6.2.1.4 Under no circumstances may the Chairman or any member of an Arbitration Committee be a party to, or have a conflict of interest in, the original decision or subsequent appeals which led to the arbitration.

6.2.2 Arbitration Committee – For Level I and Level II matches the Match Director shall appoint an Arbitration Committee of three experienced shooters who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the case. The arbitrators should be certified Range Officials if possible. All committee members will vote. The senior Range Official, or the senior shooter if there are no Range Officials, will be the chairman.

6.3 Time Limits and Sequences

6.3.1 Time Limit for Arbitration Request – Written requests for arbitration must be submitted to the Range Master within one hour of the disputed incident or occurrence. Failure to present the required documentation within the time specified will render the request invalid and no further action will be taken.

6.3.2 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 (see Section [6.7]) will automatically succeed in their appeal, and the fee will be returned.

6.4 Fees

6.4.1 Amount – As set by the Match Organizers, the appeal fee to enable an appellant to appeal to arbitration will be US \$100 or the equivalent of the maximum individual match entry fee (whichever is lower). An appeal brought by the Range Master in respect of a match issue will not incur a fee.

6.4.2 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 National Range Officers Institute (NROI).

6.5 Rules of Procedure

6.5.1 Committee’s Duty and Procedure – The Committee will study the written submission and retain on behalf of the organizers the monies paid by the appellant until a decision has been reached.

6.5.2 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.

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

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

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

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

6.5.7 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.

6.5.8 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.

6.5.9 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.

6.6 Verdict and Subsequent Action

6.6.1 Committee Decision - All committee decisions must cite the rule(s) on which their decision is based. Committee decisions will be reviewed by the Match Director and may be returned to the committee, if necessary, with an explanation of why the decision does not comply with the rules or intent of the rules. If the Match Director returns a decision to the Committee, the Committee's next decision must be accepted by the Match Director, even if identical to the original decision. When a final decision is reached by the Committee, the Match Director will summon the appellant, the official and Range Master to present its judgment.

6.6.2 Implement Decision – It will be the responsibility of the Range Master to implement the Committee’s decision. The Range Master will advise the appropriate match personnel who 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.

6.6.3 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 warrants reconsideration.

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

6.7 Third Party Appeals

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

6.8 Interpretation of Rules

6.8.1 Interpretation of these rules and regulations is the responsibility of the Match Director

6.8.2 Persons seeking clarification of any rule are required to submit their questions in writing, either by fax, letter or email to the Match Director

7. Recognition of Match Divisions and Categories

7.1 Divisions recognize different firearms and equipment (see Appendix A). Each match must recognize at least one Division. When multiple Divisions are available in a match, each Division must be scored separately and independently, and match results must recognize a winner in each Division.

7.2 The minimum number of competitors stipulated in Appendix B must compete in each Division for it to be recognized. If there are insufficient competitors in a Division, the Match Director may allow that Division to stand without official ZITH recognition.

7.3 Subject to the prior approval of the Match Director, a competitor may enter a match in more than one Division. However, the competitor may compete for match score in only one Division, and that must be the first attempt in all cases. Any subsequent attempts in another Division will not count for match recognition.

7.4 Prior to the commencement of a match, each competitor must declare one Division for score. Match Officials should check firearms and other competitor equipment for compliance with the declared Division prior to the competitor making an attempt at any of the courses of fire.

7.5 Where a Division is unavailable or deleted, or where a competitor fails to declare a specific Division prior to the commencement of a match, the competitor will be placed in the Division which, in the opinion of the Range Master, most closely identifies with the competitor's equipment. If, in the opinion of the Range Master, no suitable Division is available, the competitor will shoot the match for no score.

7.5.1 If a competitor fails to satisfy the equipment or other requirements of a declared Division during a course of fire, the competitor will be placed in Amateur Division.

7.6 A match disqualification incurred by a competitor, at any time during a match, will prevent the competitor from further participation in the match including any subsequent attempts in another Division. However, this is not retroactive. Any previous and complete match scores from another Division will be included for recognition and awards in that Division.

7.7 Recognition of a competitor in a specific Division will not preclude further recognition in a Category.

7.8 Match Categories

7.8.1 ZITH may include different Categories within each Division to recognize different groups of competitors. A competitor may declare multiple Categories for a match or tournament.

7.8.2 Failure to meet the requirements of the declared Categories or failure to declare a Category prior to the start of the match will result in exclusion from that Category. Details of currently approved Categories and related requirements are listed in Appendix B.

8. Scoring

8.1 Scoring Methods: Time Plus scoring will be used for the match.

8.2 Bonus targets may be used in the match.

8.2.1.1 It is NOT required that all steel on a stage have the same value. Steel target values may be mixed on a single stage.

8.2.1.2 Each hit visible on the scoring area of a paper no shoot will be penalized at 10 seconds

8.2.1.3 For rifle and handgun targets, each full or partial diameter hit visible on the frontal surface of a metal no shoot will be penalized at 10 seconds [8.4.24]). Shotgun no-shoot metal targets must be shot and fall or overturn to score and then will be penalized at 10 seconds

8.2.2.1 Each miss will be penalized at 10 seconds

8.2.2.2 A competitor who fails to shoot at the face of each scoring target in a course of fire with at least one round will incur one procedural penalty per target for failure to shoot at the target, and will be 5 seconds

8.2.3.1 In a Fixed Time Course of Fire:

8.2.3.2 Overtime shots are shots fired at the targets after the signal to cease fire has been given. No direct penalties apply to overtime shots fired at disappearing targets.

8.2.3.2.1 Where static scoring paper targets are used, a shot (or shots) fired more than 0.30 seconds over the set time, will be considered overtime. For example, if the time is 5.00 seconds, a shot (or shots) at 5.31 seconds or more would be considered overtime. Overtime shots will be penalized the maximum possible scoring value of each shot so fired. If the overtime shot results in extra hits on the target, only the specified number of shots may be scored.

8.2.3.3 Where static paper no-shoots are used, it is assumed that all hits occurred within the specified time, and will count in the scoring process.

8.2.2.4 Unless otherwise specified in the written stage briefing, scoring paper targets must be shot with a minimum of one round each, with the best two hits to score. Scoring metal targets must be shot with a minimum of one round each and must fall (or otherwise react in the case of a rifle or shotgun target) to score. Frangible targets (rifle and shotgun only) must break with a visible piece missing or separated from the original target to be counted for score.

8.2.2.5 The minimum score for a course of fire or string will be zero.

8.3 Time Plus Scoring

8.3.1 Unless otherwise stipulated in the written stage briefing, any cardboard target, designated as a "shoot" target must be neutralized by either one (1) "A/B" hit OR two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 "D" hits) to avoid a penalty.

8.3.1.1 Optional scoring - Course description may stipulate that one slug hit anywhere in the scoring area will neutralize a paper target.

8.3.2 Scoring penalties

8.3.2.1 One C or D hit only = 5 second penalty (Failure to neutralize)

8.3.2.1 No hits on paper target but target was engaged = 10 second penalty per target

8.3.2.3 A miss on a frangible, knock down or self-indicating target that was engaged = 10 second penalty per target. See [8.4.21 thru 8.4.26] for scoring specifics.

8.3.2.4 A failure to engage any target adds a 5 second penalty to any miss penalties for the target not engaged.

8.3.2.5 Designated "No Shoot" targets that are hit will incur a 5 second penalty for each hit. 8.3.2.6 Procedural penalties (section 4) are 5 seconds added to the shooters time per procedural (exception 4.2.14).

8.3.2.7 In the course description, long range rifle targets may be designated as enhanced penalty targets. A miss on an enhanced penalty targets can be increased to a 15 or a 20 second penalty. Only to be used for targets beyond 100 yards.

8.3.3 In order for match flow it may be necessary to limit times per When the shooter "times out," the stage is scored as shot including any misses and FTE penalties. The max time is the time recorded. Minimum time limit is 120 seconds. Time limits should be set for match flow and not as a penalty for slower shooters or to create a fixed time stage. If not specified, the maximum time for any stage (including target penalties) is 500 seconds.

8.3.4 Disappearing targets and flying birds. The course description must stipulate if they are to be scored as bonus targets or as a regular target. Bonus' are scored as time off the shooters stage time and the amount should reflect the difficulty of the target itself. When scored as a regular target, miss penalties are applied. No FTE penalty will be applied to a disappearing target.

8.3.5 Power Factors do not apply to Time Plus scoring and there is no minimum power factor.

8.3.6 Stage Points -First Place (lowest time) for each stage, in each division, will receive 100 points; Second Place and below will figure points on a percentage basis of the 100 from 1st Place.

8.3.7 Total points accumulated for all stages will determine the match placement by division.

8.3.8 Highest score wins.

8.4 General Regulations that apply to both scoring systems

8.4.1 Approaching Targets – While scoring is in progress, competitors or their delegate must not approach any target closer than (3 feet) without the authorization of the Range Officer. Violation may, at the discretion of the Range Officer, incur a procedural penalty.

8.4.2 Touching Targets – While scoring is in progress competitors or their delegate 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:

8.4.2.1 Score the affected target as a missed target; or

8.4.2.2 Impose penalties for any affected no-shoots.

8.4.2.3 Prematurely Patched Targets - If a target is prematurely patched or taped, which prevents a Range Official from determining the actual score, the Range Officer must order the competitor to reshoot the course of fire. However, if following the scoring of a target by any assigned Range Officer, the target is patched or taped by anyone other than a Range Officer, the score will stand as called regardless of the competitor's opportunity to see the target in question and the competitor will not be permitted to appeal the score as called.

8.4.3 Unrestored Targets – If, following completion of a course of fire by a previous competitor, one or more targets have not been properly patched or taped or if previously applied pasters have fallen off the target for the competitor being scored, 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. For the purpose of this rule, B-zone and C-zone hits shall be considered one and the same.

8.4.4 Impenetrable – The scoring area of scoring targets and no-shoots is deemed to be impenetrable:

8.4.4.1 If a bullet or slug strikes wholly within the scoring area of a paper target, and continues on to strike the scoring area of another paper target, the hit on the subsequent paper target will not count for score or penalty, as the case may be.

8.4.4.2 If a bullet or slug strikes wholly within the scoring area of a paper target, and continues on to hit a plate or strike down a popper; this will be treated as range equipment failure. The competitor will be required to reshoot the course of fire, after it has been restored.

8.4.5 If a bullet or slug strikes partially within the scoring area of a paper or metal target, and continues on to strike the scoring area of another paper target, the hit on the subsequent paper target will also count for score or penalty, as the case may be.

8.4.6 If a bullet or slug strikes partially within the scoring area of a paper or metal target, and continues on to strike down or hit the scoring area of another metal target, the subsequent metal target will also count for score or penalty, as the case may be.

8.4.7 Unless specifically described as “soft cover” in the written stage briefing, all props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable “hard cover”:

8.4.7.1 If a bullet or slug 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.

8.4.7.2 If a bullet or slug strikes wholly within hard cover, and continues on to hit a plate or strike down a popper; this will be treated as range equipment failure (see Section [4.6]). The competitor will be required to reshoot the course of fire, after it has been restored.

8.4.8 If a bullet or slug strikes partially within hard cover, and continues on to strike the scoring area of a paper target, the hit on that paper target will count for score or penalty, as the case may be.

8.4.9 If a bullet or slug strikes partially within hard cover, and continues on to strike down a scoring metal target, the fallen target will count for score. If a bullet strikes partially within hard cover, and continues on to strike down or hit a metal no-shoot, the fallen no-shoot or hit thereon will count for penalty.

- 8.4.10 Target sticks are neither Hard Cover nor Soft Cover. Shots which have passed wholly or partially through target sticks and which hit a paper or metal target will count for score or penalty, as the case may be.
- 8.4.11 Hits from birdshot or buckshot on a scoring or no shoot paper target will not count for score unless the course description calls for engaging paper targets with buckshot, then buckshot hits on both scoring targets and no-shoot targets will count.
- 8.4.12 If the bullet diameter of a hit on a scoring target touches the scoring line between two scoring areas, or the line between the non-scoring border and a scoring area, or if it crosses multiple scoring areas, it will be scored the higher value.
- 8.4.13 If a bullet diameter touches the scoring area of both a scoring target and a no-shoot, it will earn the score and incur the penalty.
- 8.4.14 Radial tears will not count for score or penalty.
- 8.4.15 Enlarged holes in paper targets which exceed the competitor's bullet diameter will not count for score or penalty unless there is visible evidence within the remnants of the hole (e.g. a grease mark or a "crown" etc.), to eliminate a presumption that the hole was caused by a ricochet or splatter.
- 8.4.16 Hits visible on a scoring paper target or no-shoot, which are the result of shots fired through the rear of the target or no-shoot, will not count for score or penalty, as the case may be.
- 8.4.17 Hits upon scoring or no-shoot paper targets, must completely pass through the target to be considered a valid hit and count for score or penalty.
- 8.4.18 If a shotgun wad has caused an extra hole in a paper target and it cannot be determined which hole has been caused by the actual slug, the competitor must reshoot the stage.
- 8.4.19 Moving scoring targets will always incur failure to shoot at and miss penalties if a competitor fails to activate the mechanism which initiates the target movement.
- 8.4.19.1 Level I matches only - If the written stage briefing prohibits the engagement of certain targets prior to activation, the competitor will incur one procedural penalty per shot fired at such targets prior to operating the activating mechanism, up to the maximum number of available hits (see Rule [10.1.9.5.1]).
- 8.4.20 In a Multigun event, any hit(s) upon the scoring surface of a scoring paper target which can be determined to have been fired from the incorrect firearm for that target shall not be scored and, unless there are scoring hit(s) from the correct firearm, it will be scored as an unengaged target. In the case of steel or frangible targets, any hits by the non-specified firearm which result in that target being unavailable for further engagement, the target shall be scored as an unengaged target.
- 8.4.21 Scoring metal targets for handgun must be shot and fall or overturn to score. Scoring Poppers which fail to fall when hit, are subject to the provisions of Section[3.7] & rule [10.4.5.1].
- 8.4.22 Self indicating metal targets must show a hit as designed to score. ROs may call hits.
- 8.4.23 Metal scoring shotgun plates will be scored as a hit, if the plate falls from a hit on the plate, base or supporting stand when the plate is shot at.
- 8.4.24 Unlike Poppers, metal plates are not subject to calibration or calibration challenges. If a scoring metal plate has been hit but fails to fall, self-indicate, or overturn as designed, the Range Officer shall determine whether the plate is functioning as designed. If found to be defective, the Range Officer shall declare range equipment failure and order the competitor to reshoot the course of fire, after the faulty plate has been rectified. The Range Officer shall be the final arbiter as to whether the plate is functioning as designed.
- 8.4.24.1 It is considered range equipment failure if the RO determines a functioning rifle or pistol plate has been hit but fails to fall.
- 8.4.24.2 A functioning shotgun plate must fall to score. It is not range equipment failure if a functioning shotgun plate is hit insufficiently enough to fall.
- 8.4.24.3 Self indicating (flash targets) must flash to score.

8.4.25 Metal no-shoot targets which are designed to fall when hit, but which fail to fall or overturn when struck by a full or partial diameter hit with a handgun or rifle, shall incur the penalty or penalties, and is not grounds for a reshoot per range equipment failure. Shotgun no-shoot targets must fall to incur a penalty.

8.4.25.1 Metal no-shoot targets must, if hit, be repainted after each competitor ends their attempt at the course of fire, failing which subsequent competitors must not be penalized for hits visible on their surface.

8.4.26 Frangible targets must break with a visible piece missing or separated from the original target to be counted for score. A fixed frangible target that falls from a hit on its holder will be considered a hit.

8.5 Scoring Ties

8.5.1 If, in the opinion of the Match Director, a tie in match results must be broken, the affected competitors 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 placing of the affected competitors, and their original match points will remain unchanged. Ties must never be broken by chance.

8.6 Score Verification and Challenge

8.6.1 After the Range Officer has declared "Range is Clear", the competitor or their delegate will be allowed to accompany the official responsible for scoring to verify the scoring. However, this may not apply to courses of fire consisting only of reactive targets or self-setting targets and/or electronically registering targets.

8.6.2 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 must be entitled to accompany the official responsible for scoring in order to verify the scoring. Competitors must be advised of this procedure during the squad briefing.

8.6.3 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.

8.6.4 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.

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

8.6.6 The Range Master's ruling will be final. No further appeals are allowed with respect to the scoring decision.

8.6.7 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.

8.6.8 Scoring overlays approved by the Range Master must be used exclusively, as and when required, to verify and/or determine the applicable scoring zone of hits on paper targets. (Does not apply to Shotgun targets.)

8.7 Score Sheets

8.7.1 The Range Officer must enter all information 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. The elapsed time taken by the competitor to complete the course of fire must be recorded to 2 decimal places in the appropriate place.

8.7.2 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 initial any corrections.

8.7.3 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 scores

8.7.4 A score sheet signed by both a competitor and a 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 or to add procedural penalties under Rule [3.6.2].

8.7.5 If a score sheet is found to have insufficient or excess entries, or if the time has not been recorded on the score sheet, the competitor will be required to reshoot the course of fire.

8.7.6 In the event that a reshoot is not possible or permissible for any reason, the following actions will prevail:

8.7.6.1 If the time is missing, the competitor will receive a zero score for the course of fire.

8.7.6.2 If insufficient hits or misses have been recorded on the score sheet, the hits and misses which have been recorded will be deemed complete and conclusive.

8.7.6.3 If excessive hits or misses have been recorded on the score sheet, the highest value scoring hits recorded will be used.

8.7.6.4 Procedural penalties recorded on the score sheet will be deemed complete and conclusive, except where Rule [3.6.2] applies.

8.7.6.5 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.

8.7.7 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 score for the affected course of fire.

8.8 Scoring Responsibility

8.8.1 Each competitor is responsible to maintain an accurate record of their scores to verify the lists posted by the Stats Officer.

8.8.2 After all competitors have completed a match; the provisional stage results should be published and posted in a conspicuous place at the shooting range by the Stats Officer for the purpose of verification by competitors.

8.8.3 If a competitor detects an error in the provisional results at the end of the match, they must file an appeal with the Stats Officer not later than 30 minutes after the Final Results are posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.

8.8.4 Competitors who are scheduled (or otherwise authorized by a Match Director) to complete all courses of fire in a match in 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 match literature and/or by way of a notice posted in a conspicuous place at the shooting range prior to commencement of the match.

8.9 Official Time

8.9.1 Only the timing device operated by a Range Officer must be used to record the official elapsed time of a competitor's attempt at a course of fire. If a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to reshoot the stage.

8.9.2 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 (see Rule [8.7.4]).

8.9.3 A competitor who reacts to a start signal but, for any reason, does not fire a shot or continue the 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 score for that course of fire.

8.10 Scoring Programs

8.10.1 The scoring program used for this match is Practiscore.

8.10.2 When electronic scoring is used, once stage scoring is completed, every competitor shall be provided the opportunity to review the PDA or handheld computer display to review their stage time and score entries. Range officers shall also create a hard copy record that includes the hit and penalty totals, time, time of day, competitor initials and range officer initials for each stage.

9. Match Structure

9.1 General Principles

9.1.1 Safety – ZITH must be designed, constructed and conducted with due consideration to safety.

9.1.2 Quality – The value of a ZITH is determined by the quality of the challenge presented in the course design. Courses of fire must be designed primarily to test a competitor's shooting skills, not their physical abilities.

9.1.3 Diversity – shooting challenges are diverse. While it is not necessary to construct new courses for each match, no single course of fire must be repeated to allow its use to be considered a definitive measure of shooting skills.

9.1.4 Freestyle – ZITH is freestyle. Competitors must be permitted to solve the challenge presented in a freestyle manner, and to shoot targets on an "as and when visible" basis (in a Multigun course of fire the course description must define which targets are to be shot with which type of firearm and may specify the order in which the different firearms must be used). Courses of fire must not require mandatory reloads nor dictate a shooting position, stance or location. However, conditions may be created, and barriers or other physical limitations may be constructed, to compel a competitor into shooting positions, locations or stances.

9.1.4.1 Because of the physical difficulty making courses that involve long range rifle targets totally freestyle course designs may restrict where to engage and reengage long range targets. This must be done by a.) requiring contact with a prop, b.) require shooting through a specific port or c.) require shooting from a designated area or location. Course designs may not dictate how these locations must be used. A long range target is defined as a target 50 yards and further.

9.1.4.2 Multigun course designers may present challenges which provide the shooter options with regard to firearm use within the context of a Multigun stage. Any such options must comply with rule [10.1.3] and section [11.2].

9.1.4.3 ZITH may use shooting boxes and specify where or when specific target arrays may be engaged.

9.1.5 Difficulty – ZITH present varied degrees of difficulty. No shooting challenge or time limit may be appealed as being prohibitive. This does not apply to nonshooting challenges, which should reasonably allow for differences in competitor’s height and physical build.

9.1.6 Scenarios and Stage Props — The use of scenarios and reasonable stage props is encouraged. Care must be exercised, however, to avoid unrealistic non-shooting requirements which detract from the shooting challenge and/or may expose competitors to potentially unsafe conditions.

10. Course Construction, Equipment and Modification

The following general regulations of course construction list the criteria, responsibilities and restrictions applicable to courses of fire in ZITH. Course designers, host organizations and officials are governed by these regulations.

10.1 General Regulations

10.1.1 Physical Construction – Safety considerations in the design, physical construction, and stated requirements for any course of fire are the responsibility of the host organization subject to the approval of the Range Master. Reasonable effort must be made to prevent injury to competitors, officials and spectators during the match. Course design should prevent inadvertent unsafe actions wherever possible. Consideration must be given to the operation of any course of fire to provide suitable access for officials supervising the competitors.

10.1.2 Safe Angles of Fire – Courses of fire must always be constructed taking into account safe angles of fire. Consideration must be given to safe target and frame construction and the angle of any possible ricochets. Where appropriate the physical dimensions and suitability of backstops and side berms must be determined as part of the construction process.

10.1.3 Minimum Distances – Minimum distances for any metal target are specific for that firearm type:
Min Distance Fault Line

— Handgun: 23 26 Feet

— Shotgun Plates (bird & buckshot): 16 19

— Shotgun Poppers (bird & buckshot): 23 26

— Shotgun (slugs): 147 150

— Rifle: 147 150

Where possible, this should be done with physical barriers. If Fault Lines are used to limit the approach to metal targets, they must be placed in such a way that the competitor may inadvertently fault the line and still be outside the minimum distance (see Rule [5.3.19]). Care should also be taken in respect of metal props in the line of fire.

10.1.4 Stage designs must be configured in so that firearms, when staged, are pointed down range, and positioned in such a way that no person is ever allowed or required to pass in front of the muzzle of a staged firearm.

10.1.5 Target Locations – When a course is constructed to include target locations other than immediately downrange, organizers and officials must protect or restrict surrounding areas to which competitors, officials or spectators have access. Each competitor must be allowed to solve the competitive problem in his own way and must not be hindered by being forced to act in any manner which might cause unsafe action. Targets must be arranged so that shooting at them on an “as and when visible” basis will not cause competitors to breach safe angles of fire.

10.1.6 Range Surface – Where possible, the range surface must be prepared prior to the match, and be kept moderately clear of debris during the match, to provide reasonable safety for competitors and officials. Consideration should be given to the possibility of inclement weather and competitor actions. Range Officials may add gravel, sand or other materials to a deteriorated range surface at any time, and such range maintenance actions cannot be appealed by competitors.

10.1.7 Obstacles – Natural or created obstacles in a course of fire should reasonably allow for variations in competitors’ height and physical build and should be constructed to provide reasonable safety for all competitors, Match Officials and spectators.

10.1.8 Common Firing Lines – Courses of fire where multiple competitors are required to fire simultaneously from a common firing line (e.g. Standard Exercises, Shoot-Off), must provide a minimum of 5 feet of free space between each competitor (10 feet when using rifles or shotguns).

10.1.9 Target Placement – Care must be taken with the physical placement of a paper target to prevent a “shoot through”.

10.1.9.1 Target placement should be clearly marked on the target stands for consistent target replacement. Target stands should be securely fixed or their locations should be clearly marked on the range surface to ensure consistency throughout the entire match. Furthermore, target types should be specified and identified on the target frames or stands prior to the start of the match to ensure that a scoring target is not interchanged with a no shoot target after the match has commenced.

10.1.9.2 When paper and metal targets are used in close proximity in a course of fire, care must be taken to minimize the risk of splatter from metal targets.

10.1.9.3 When Poppers are used in a course of fire, care should be taken to ensure that the location or foundation area is prepared to provide consistent operation throughout the match.

10.1.9.4 Appearing scoring targets must be designed and constructed to be obscured to the competitor (during the course of fire) prior to activation.

10.1.10 All berms are “off limits” to all persons at all times, except when access to them is specifically permitted by a Range Officer (see Rule [5.4.1]).

10.1.11 As some types of slug ammunition have detachable wads, paper shotgun targets should either be ‘backed’ (e.g. with plywood or another product of a suitable thickness), or placed at a greater distance, to prevent such wads penetrating paper targets.

10.2 Course Construction Criteria

During the construction of a course of fire, a variety of physical barriers may be used to restrict competitor movement and to provide additional competitive challenges as follows:

10.2.1 Competitor movement may be restricted or controlled through the use of physical barriers, Fault Lines, Shooting Boxes, or Off-Limits Lines.

10.2.1.1 Shooting Boxes and Fault Lines should be constructed of wooden boards or other suitable material, must be fixed firmly in place, and provide both physical and visual references to competitors. For hard ground surfaces clear of debris, 0.75 inch material is the minimum allowable size. On other range surfaces, such as covered with turf, sand, gravel, wood chips or similar, thicker material which rises at least 1.5 inches above the surface is recommended.

10.2.1.2 Shooting Boxes and Fault Lines are used to define the limits of the shooting area(s).

10.2.1.3 Fault Lines extending rearward (uprange) should be a minimum of 3 feet in length, and unless otherwise stated in the written stage briefing, are deemed to extend rearward to infinity.

10.2.1.4 The use of Shooting Boxes and Fault Lines at prone shooting positions should be avoided or used with caution.

10.2.1.5 Off-Limits Lines may be used to define an area of the range floor which has been declared off-limits. The written stage briefing must identify the presence and location of Off-Limits Lines (if any). The off-limits area must be clearly delineated with rope, caution tape or other materials and must be at least 2 feet high and at least 2 feet from any Fault Line or Shooting Box.

10.2.2 Obstacles – Courses of fire may include the use of barriers or major obstacles to be surmounted by competitors. Obstacles used in this way must not exceed a height of 6.5 feet. Obstacles over 3 feet in height must be supplied with scaling aids to assist competitors and must be constructed to provide for the competitor’s safety in the following ways:

10.2.2.1 Obstacles must be firmly anchored and braced to provide adequate support when in use. Wherever possible, unduly sharp or rough surfaces must be removed to reduce the possibility of injury to competitors and/or Match Officials.

10.2.2.2 The descending side of any obstacle must be clear of obstructions or natural hazards.

10.2.2.3 Competitors must be allowed to test such obstacles before the course of fire and should be given a short period to do so.

10.2.2.4 Competitors must not be required to holster their handgun before ascending these obstacles.

10.2.3 Barriers – Must be constructed in the following manner:

10.2.3.1 They must be high enough and strong enough to serve the intended purpose.

10.2.3.2 They should include Fault Lines projecting rearward at ground level from the side edges.

10.2.3.3 Unless otherwise specified in the written stage briefing, all such barriers, walls, vision barriers and snow fence barriers will be considered to go from the ground to the height as constructed.

10.2.4 Tunnels – A tunnel that a competitor is required to enter or pass through must be constructed of suitable material and to any length. However, sufficient ports must be provided to allow Match Officials to safely monitor competitor action. Tunnel mouth edges must be prepared to minimize the possibility of injury to competitors and Match Officials. Course designers must clearly designate the entrance and exit portions of the tunnel as well as the parameters for shooting at any targets from within the tunnel (e.g. Fault Lines).

10.2.5 “Cooper” Tunnels – Are tunnels comprised of braced uprights supporting loose overhead materials (e.g. wooden slats), which may be inadvertently dislodged by competitors (see Rule [4.2.5]). These tunnels may be constructed to any height, but overhead materials must not be heavy enough to cause injury if they fall.

10.2.6 Stage Props – Where these items are intended to support a competitor in motion or while shooting targets, they must be constructed with the safety of the competitor and Match Officials as a priority. Provisions must be made to allow Match Officials to safely monitor and control competitor action at all times. Props must be strong enough to withstand use by all competitors.

10.2.7 Stages that require abandoning a firearm must provide a device which retains the firearm in a safe and stable position and orientation. Examples of suitable devices include boxes (with or without lids) which have sides high enough to prevent the firearm from being dislodged; tubes or barrels arranged to hold the firearm in place, etc. Any such devices must be securely fixed in a safe position and orientation, so that a firearm placed within is pointed towards a berm or other safe direction, cannot easily or inadvertently be dislodged, and so that no person may pass in front of the muzzle of a firearm placed in the device.

10.2.8 Competitors may be required to use a prop gun supplied by the Match Director on a stage to start the course of fire; it may not be required to engage more than three (3) targets before abandoning it. The prop gun and all related ammunition and equipment will be provided by the host match officials and be the same for all competitors.

10.3 Approved Targets – Paper

10.3.1 Paper targets may be used for engagement with rifle or pistol as specified in the stage briefing.

10.3.2 Paper targets must have scoring lines and non-scoring borders clearly marked on the face of the target, however, scoring lines and non-scoring borders should not be visible beyond a distance of 33 feet.

10.3.3 Scoring targets used in all ZITH may be of any color.

10.3.4 No-shoots must be clearly marked or be of a single color different from scoring targets. On handgun courses, metal no-shoots in the general size and shape of authorized paper targets may be used. Metal no-shoots do not have a non-scoring border.

10.3.4.1 The face of paper no-shoots must include a sufficiently distinguishable non-scoring border. In the absence of perforations or other suitable markings, the Range Master must order that all affected targets have a replacement non-scoring border drawn or fitted thereon.

10.3.5 Paper targets must never be required to receive more than 12 hits before being scored and patched.

10.3.6 Targets used in a course of fire may be partially or wholly hidden through the use of hard or soft cover:

10.3.6.1 Cover provided to hide all or a portion of a target will be considered hard cover. When possible hard cover should not be simulated but constructed using impenetrable materials (see Rule [10.1.3]). Whole paper targets must not be used solely as hard cover.

10.3.6.1 Cover provided merely to obscure targets is considered soft cover. Shots which have passed through soft cover and which strike a scoring target will score. Shots that have passed through soft cover before hitting a no-shoot will be penalized. All scoring zones on targets hidden by soft cover must be left wholly intact. Targets obscured by soft cover must either be visible through the soft cover or a portion of the affected target(s) must be visible from around or over the soft cover. Use soft cover to obscure Shotgun targets is prohibited.

10.3.7 When the scoring area of a paper target is to be partially hidden, course designers must simulate hard cover in one of the following ways:

10.3.7.1 By actually hiding a portion of the target (see Rule [10.3.6.1]).

10.3.7.2 By physically cutting targets to remove the portion deemed to be hidden by hard cover. Such targets must be fitted with a replacement non-scoring border, which must extend the full width of the cut scoring area (see Rule [4.2.2]).

10.3.7.3 By painting or taping the portion of the target deemed to be hidden by hard cover a single and visibly contrasting color.

10.3.8 Hard Cover (and overlapping no-shoots) must not completely hide the highest scoring zone on a partially hidden paper target.

10.3.9 Declaring a single, intact target to represent two or more targets by use of tape, paint or any other means is prohibited.

10.4 Approved Targets – Metal

10.4.1 Approved metal targets for use in Multigun matches include any metal target that provides an adequate method of determining hits which includes falling or self-indicating (flashers). Scoring metal targets by listening for hits is not permitted. Fixed metal targets where hits can be visually verified, like slug or close rifle targets, are approved inside of 100 yards. RO will call hits.

10.4.2 The entire front of scoring metal targets must be painted a single color, preferably white. Shotgun targets may be unpainted.

10.4.2.1 Self indicating metal scoring targets need not be painted after each competitor.

10.4.3 Self-resetting targets when used in a COF, may be engaged from multiple shooting locations as new targets.

10.4.4 All types of approved metal targets may be used as scoring targets or no-shoots.

10.4.5 Poppers and Mini Poppers are approved targets designed to recognize power and must be calibrated as specified below.

10.4.5.1 Initial Calibration the Range Master must designate a specific supply of ammunition and one or more handguns to be used as official calibration tools by officials authorized by him to serve as calibration officers. The calibration handgun(s) will be used to calibrate all poppers regardless of which firearm they will be engaged with by competitors. Prior to commencement of a match, the calibration ammunition must be chronographed. The calibration ammunition, when tested through each designated handgun, should achieve a power factor between 119

and 124 (sub minor) to qualify. 9x19mm is the recommended caliber. Once the supply of ammunition and the designated firearms have been tested and approved by the Range Master, they are not subject to challenge by competitors. The Range Master must arrange for each popper to be calibrated prior to commencement of a match, and whenever required during a match. For initial calibration, each popper must be set to fall when hit within the calibration zone with a single shot fired from the designated handgun using the calibration ammunition. The shot must be fired from the shooting location in the course of fire furthest from the popper being calibrated. Rifle and Shotgun Slug poppers must be calibrated from 30 feet. Calibration zones are indicated in the diagrams in Appendix B3.

All Poppers shall follow the guidelines below:

10.4.5.2 That a minimum of 50% of the calibration zone be available at some point in the COF. 10.4.5.3 That the calibration will be done from a point on the COF where the calibration zone is available, closest to where the contested shot was fired.

10.4.6 Metal no-shoot targets must, if hit, be repainted after each competitor ends their attempt at the course of fire, failing which subsequent competitors must not be penalized for hits visible on their surface.

10.5 Frangible and Synthetic Targets are approved for Rifle, Shotgun and Multigun matches.

10.6 Rearrangement of Range Equipment or Surface

10.6.1 The competitor must not interfere with the range surface, natural foliage, constructions, props or other range equipment (including targets, target stands and target activators) at anytime. Violations may incur one procedural penalty per occurrence at the discretion of the Range Officer.

10.6.1.1 Exception - a competitor is allowed to move stone, sand or other loose material at the starting position for the purposes of achieving level and stable footing.

10.6.2 The competitor may request that Match Officials take corrective actions to ensure consistency in respect of the range surface, the presentation of targets and/or any other matter. The Range Master will have final authority concerning all such requests.

10.7 Range Equipment Failure and Other Issues

10.7.1 Range equipment must present the challenge fairly and equitably to all competitors. Range equipment failure includes, but is not limited to, the displacement of paper targets, the premature activation of metal or moving targets, the failure to reset moving targets or steel targets, the malfunction of mechanically or electrically operated equipment, and the failure of props such as openings, ports, and barriers.

10.7.2 Scoring metal targets which a Range Officer deems have fallen, overturned, or self-indicated due to a shot on the supporting apparatus or prematurely fallen or moved for any reason will be treated as range equipment failure (Exceptions see Rules 8.4.22, 8.4.23 & 8.4.25)

10.7.3 A prop gun provided malfunction or fail; the competitor will be stopped immediately and given a reshoot once the malfunction has been repaired.

10.7.4 A competitor who is unable to complete a course of fire due to range equipment failure, or if a metal or moving target was not reset prior to his attempt at a course of fire, must be required to reshoot the course of fire after corrective actions have been taken.

10.7.5 Chronic malfunction of equipment in a course of fire may result in the removal of that stage from the match results (see Rule [10.8.4]).

10.8 Modifications to Course Construction

10.8.1 Match Officials may, for any reason, modify the physical construction or stage procedure for a course of fire, provided that such changes are approved in advance by the Range Master. Any such physical changes or additions to a published course of fire should be completed before the stage begins.

10.8.1.1 In lieu of modifying course design or physical construction, a Range Master may explicitly forbid certain competitor actions in order to maintain competitive equity.

- a. Declaration of a Forbidden Action may be made to prohibit competitor movement which is likely to result in an unsafe condition or to prohibit exploit of an unintended course loophole in order to circumvent a course requirement and/or gain unfair competitive advantage.
- b. The declaration of a Forbidden Action cannot be used as a means of compelling or limiting competitor movement within a course of fire (e.g., to prevent a shooter from “cutting the corner” on an L-shaped shooting area). Except as provided in Rule [9.1.4.3], a course designer wishing to compel or limit competitor movement must do so using target placement, vision barriers and/or physical barriers.
- c. Subject to [10.8.1.1(a) and (b)], an area of the range floor may be declared off limits. The area must be clearly delineated with Off-Limits Lines (Rule [10.2.1.5]). Crossing an Off Limits Line is considered a Forbidden Action.
- d. Any Forbidden Action or Off Limits Area must be specified in the Written Stage Briefing (See Rule [11.2.3]).

10.8.2 All competitors must be notified of any such changes as soon as possible. As a minimum, they must be notified by the official in charge of the course of fire during the squad briefing.

10.8.3 If the Range Master approves any such action after the match begins he must either:

10.8.3.1 Allow the course of fire to continue with the modification affecting only those competitors who have not already completed the stage. If a competitor’s actions caused the change, that competitor must be required to reshoot the altered course of fire; or

10.8.3.2 If possible, require all competitors to complete the course of fire as revised with all previous attempts removed from the match scores.

10.8.3.3 A competitor who refuses to reshoot a course of fire, under this or any other section, when so ordered by a Range Official, will receive a zero score for that stage, irrespective of any previous attempt.

10.8.4 If the Range Master (in consultation with the Match Director) determines that the physical or procedural change results in a loss of competitive equity and it is impossible for all competitors to attempt the revised stage, or if the stage has been rendered unsuitable or unworkable for any reason, that stage and all associated competitor scores must be deleted from the match.

10.8.5 During inclement weather, the Range Master may order that paper targets be fitted with transparent protective covers and/or overhead shelters, and this order is not subject to appeal by competitors (see Rule [1.6.1]). Such items must be applied and remain fitted to all affected targets for the same period of time, until the order is rescinded by the Range Master.

10.8.6 If the Range Master (in consultation with the Match Director) deems that climatic or other conditions have, or are likely to, seriously affect the safety and/or conduct of a match, he may order that all shooting activities be suspended, until he issues a “resume shooting” directive.

10.9 Long gun Staging Area

10.9.1 Each stage must provide a place for competitors to place their long guns. It may take the form of a rack or table or both. Tables must be oriented near a berm so that no one can walk in front of it. All firearms in the staging area must have their actions locked open or have chamber flags on a closed bolt or be cased.

10.10 Safety Areas

10.10.1 The host organization is responsible for the construction and placement of a sufficient number of Safety Areas for the match. They should be conveniently placed and easily identified with signs. Safety Areas should include a table with the safe direction and boundaries clearly shown.

10.10.2 Competitors are permitted to use the Safety Areas for the activities stated below provided they remain within the boundaries of the Safety Area and the firearm is pointed in a safe direction. Violations are subject to match disqualification.

10.10.2.1 Casing, uncasing, and holstering unloaded firearms.

10.10.2.2 Practice the mounting, drawing, “dry-firing” and re-holstering of unloaded firearms.

10.10.2.3 Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.

10.10.2.4 Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.

10.10.3 Dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines, loaded speed loading devices and live rounds must not be handled in a Safety Area under any circumstances.

10.11 Unloading/Loading Station

10.11.1 If it is possible that some competitors arriving at a range where a ZITH is being held may be in possession of a loaded firearm on their person (e.g. law enforcement officers, persons duly authorized to carry a loaded firearm, etc.), match organizers should provide an Unloading/Loading Station to enable such competitors to safely unload their firearms prior to entering the range, and to safely load their firearms again on departure from the range. The Unloading/Loading Station should be conveniently located outside the entrance to the range (or outside the portion of the range allocated to the ZITH match), it should be clearly sign-marked and it must include a suitable impact zone.

10.11.2 Where no Unloading/Loading station is provided, a competitor who arrives at a match in possession of a loaded firearm and proceeds immediately to a match official for the express purpose of safely unloading the firearm shall not be subject to disqualification per the provisions of Rule [5.3.15].

11. Course Information

11.1 General Regulations

11.1.1 The competitor is always responsible to safely fulfill the requirements of a course of fire but can only reasonably be expected to do so after verbally or physically receiving the written stage briefing, which must adequately explain the requirements to the competitors.

11.2 Written Stage Briefings:

11.2.1 A written stage briefing approved by the Range Master must be posted at each course of fire prior to commencement of the match. This briefing will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match, and it must provide the following minimum information:

— Scoring Method:

— Any time limits for Fixed Time or Limited Time Comstock stages

— Targets (type & number):

— Minimum number of rounds:

— Ammunition type or types that are acceptable or required (shotgun).

— Start position:

— When time starts/stops : audible or visual signal:

— Procedure:

— Identification of specific targets to be shot with specific firearms (i.e., T1-T4 are to be engaged with Handgun, T5-T8 with Rifle, T9-10 with either).

— Location and ready condition for all firearms used on the stage.

— Designation of locations and conditions where firearms may be abandoned.

— Need for a Shooter Delegate to clear firearms during the course of fire.

11.2.2 The Range Official in charge of a course of fire must read out the written stage briefing verbatim to each squad.

11.2.3 The Range Master may modify a written stage briefing at any time for reasons of clarity, consistency or safety (see Section [10.8]).

11.2.4 After the written stage briefing has been read to competitors, and questions arising there from have been answered, competitors should be permitted to conduct an orderly inspection (“walkthrough”) of the course of fire. The duration of time for the inspection must be stipulated by the Range Officer, and it should be the same for all competitors. If the course of fire includes moving targets or similar items, these should be demonstrated to all competitors for the same duration and frequency.

11.2.5 A written stage briefing must comply with the current Multigun rules.

11.2.6 In the event that a competitor action contravenes the course requirements but is not specifically prohibited in the Written Stage Briefing, the Range Master must be immediately summoned for a ruling. The Range Master may rule that the action is allowed and the competitor's score will stand.

Alternatively, the Range Master may require modifications to the course of fire, and/or may declare that the action is "forbidden". (See Rule [10.8], including subsections)

11.2.6.1 Following the declaration of a Forbidden Action, the shooter(s) whose action(s) resulted in such a declaration shall be required to reshoot the course of fire. Subsequent violations by any competitor will be subject to the provisions of Rule [4.2.12].

12 Match Management

12.1 Match Officials

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

12.1.1 Range Officer ("RO") – 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 Chief Range Officer and Range Master).

12.1.2 Chief Range Officer ("CRO") – is the primary authority over all persons and activities in the courses of fire under his control, and oversees the fair, correct and consistent application of these rules (under the authority of the Range Master).

12.1.3 Stats Officer ("SO") – collects, sorts, verifies, tabulates and retains all score sheets and ultimately produces provisional and final results (under direct authority of the Range Master). Any incomplete or inaccurate score sheets must be promptly referred to the Range Master.

12.1.4 Quartermaster ("QM") – distributes, repairs and maintains all range equipment and supplies (e.g. targets, patches, paint, props, timers, batteries, staplers, clipboards etc.), (under direct authority of the Range Master).

12.1.5 Range Master ("RM") – 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. All match disqualifications and appeals to arbitration must be brought to his attention. The Range Master is usually appointed by and works with the Match Director.

12.1.6 Match Director ("MD") – handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff and the provision of services. His authority and decisions will prevail 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.

12.2 Discipline of Match Officials

12.2.1 The Range Master has authority over all Match Officials other than the Match Director (except when the Match Director is actually participating as a competitor at the match), and is responsible for decisions in matters concerning conduct and discipline.

12.2.2 A Match Official who is disqualified from a match for a safety infraction while competing will continue to be eligible to serve as a Match Official for the match. The Range Master will make any decision related to an official's participation.

13. Miscellaneous Matters

Appendices

All Appendices included herein are an integral part of these rules.

Language English is the official language of the ZITH Rules. Should there be discrepancies between the English language version of these rules and versions presented in other languages, the English language version will prevail.

Disclaimers

Competitors and all other persons in attendance at an ZITH 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. Neither ZITH nor Heartland Public Shooting Park, nor any organization affiliated to ZITH nor any staff, volunteers or sponsors affiliated to ZITH accepts 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.

Competitors at a ZITH are solely and personally responsible for the safety of any and all equipment and ammunition they bring to the match. Neither ZITH, Heartland Public Shooting Park or any staff, volunteers or sponsors affiliated to ZITH, accepts 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 and ammunition.

Gender

References made herein to the male gender (i.e. "he", "his", "him") are deemed to include the female gender (i.e. "she", "her").

Measurements

Throughout these rules, with minor exceptions, measurements are expressed in inches, feet or yards.

Appendix A

Appendix A1: Tactical Division, a competitive division with recognition and prizes distribution as listed in Appendix B

	Handgun	Rifle	Shotgun
Firearm type restrictions	No	No	No
Action type restrictions	No	No	No
Minimum caliber/Cartridge	.354 or 9mm/9x19	5.45x39mm	20 ga
Power factor min.	No *	No *	No *
Maximum ammo capacity	No	No	Maximum of 9 at start
Maximum Magazine length	140.	None	N/A
Barrel porting allowed	No	Yes	No
Compensators allowed	No	Yes	No
Optical sights	No	Yes	No
Flashlights attached	Yes	Yes	No
Use of Bipods and similar	N/A	Yes	No
Legally owned suppressors allowed	Yes *** **	Yes ****	Yes ****
Speedloading devices	Yes	Yes	No
Detachable Magazines allowed	yes	yes	No

Appendix A2: Open Division, a competitive division with recognition and prizes distribution as listed in Appendix B

	Handgun	Rifle	Shotgun
Firearm type restrictions	No	No	No
Action type restrictions	No	No	No
Minimum caliber/Cartridge	.354 or 9mm/9x19	5.45x39mm	20 ga
Power factor min.	No *	No *	No *
Maximum ammo capacity	No	No	No
Maximum Magazine length	7.742" 171.25mm	None	N/A
Barrel porting allowed	Yes	Yes	Yes
Compensators allowed	Yes	Yes	Yes
Optical sights	Yes	Yes	Yes
Flashlights attached	Yes	Yes	Yes
Use of Bipods and similar	Yes	Yes	Yes
Legally owned suppressors allowed	Yes *** **	Yes ****	Yes ****
Speedloading devices	Yes	Yes	Yes
Detachable Magazines allowed	Yes	Yes	Yes

Appendix A3: PCC Division a competitive division with recognition and prizes distributed as listed in Appendix B No Rifle OR Handgun in PCC Division

	PCC	Shotgun
Firearm type restrictions	No	No
Action type restrictions	No	No
Minimum caliber/Cartridge	.354 or 9mm/9x19	20 ga
Power factor min.	No *	No *
Maximum ammo capacity	No	Maximum of 9 at start
Maximum Magazine length	None	N/A
Barrel porting allowed	Yes	No
Compensators allowed	Yes	No
Optical sights	Yes	No
Flashlights attached	Yes	No
Use of Bipods and similar	Yes	No
Legally owned suppressors allowed	Yes ****	No
Speedloading devices	Yes	No
Detachable Magazines allowed	yes	No

Appendix A4: Amateur Division: No winner recognition and prizes completely done as random draw

	Handgun	Rifle	Shotgun
Firearm type restrictions	No	No	No
Action type restrictions	No	No	No
Minimum caliber/Cartridge	.354 or 9mm/9x19	5.45x39mm	20 ga
Power factor min.	No *	No *	No *
Maximum ammo capacity	No	No	No
Maximum Magazine length	None	None	N/A
Barrel porting allowed	Yes	Yes	Yes
Compensators allowed	Yes	Yes	Yes
Optical sights	Yes	Yes	Yes
Flashlights attached	Yes	Yes	Yes
Use of Bipods and similar	Yes	Yes	Yes
Legally owned suppressors allowed	Yes ***	Yes	Yes
Speedloading devices	Yes	Yes	Yes
Detachable Magazines allowed	yes	yes	yes

* Note: Ammunition: Sections 2.3.5-2.3.10 for ammunition restrictions.

Ammunition must be strong enough to knock down targets. Targets will be calibrated using match calibration ammo with a USPSA power factor of 119-124 for handguns, 20 ga. 7/8 oz. #7, #8 or #9 shot shells loaded at 1200-1210 fps for shotguns with a modified choke. If ammo is not capable of knocking down the calibrated targets, the stage will be scored as is with all applicable misses and penalties. Recommend rifle ammunition with a minimum of 1000 ft-lb of energy at the muzzle, capable of shooting to 200 yards.

Shotgun ammunition must be 7 ½ or smaller, 1 1/8 oz max. No steel or tungsten shot allowed.

No AP, tracer, or incendiary ammunition allowed.

** Suppressors can act as a method of recoil reduction and are not allowed on pistols and shotguns in Tactical Division.

*** Handgun must safely fit in holster with suppressor attached.

**** If staff finds a suppressor reduces the noise signature to the point where the timers cannot pick up the shots, competitors will be required to remove the suppressor for the remainder of the match.

Appendix B

ZITH Recognition

Prior to the commencement of a match, the organizers must specify which Division(s) will be recognized.

Unless otherwise specified, ZITH will recognize Divisions and Categories based on the number of registered competitors who actually compete in the match, based on the following criteria:

1. Divisions Recognized

- Amateur Division will not recognize Division Winners/Category winner. ALL prize distribution for Amateur Division will be random draw.
- Tactical, Open and PCC divisions will recognize Division Winners/Category winners. Up to the top 3 will be recognized with plaques and will walk their respective tables in order of finish.
 - Top 25% of shooters in each will walk order of finish
 - Remaining shooters will be random draw
 - i. 10-19 Shooters recognize 1
 - ii. 20-50 Shooters recognize 2
 - iii. 50+ Shooters recognize 3

2. Categories

Division status must be achieved before Categories are recognized. Minimum of 10 competitors per Division Category.

3. Individual Categories:

Categories approved for individual recognition are as follows:

- Lady
- Junior Competitors who are under the age of 18 on the first day of the match.
- Senior Competitors who are over the age of 55 on the first day of the match
- Super Senior Competitors who are over the age of 65 on the first day of the match. A competitor over the age of 65 on the first day of the match may enter senior category only if Super Senior is unavailable.
- Military/LE: Military personnel on current active duty orders or Full-time law enforcement officers with arrest powers

Categories meet the same requirements for walking the prize table as Appendix B- 1.

Category winners can be recognized for awards twice, but are only entitled to walk the prize table one time.

It is the sole responsibility of competitors to verify they are registered in the correct division/category at check-in.

Appendix C Vendors

1. Vendors (i.e. individuals, corporations and other entities displaying or selling merchandise at an ZITH) are solely responsible for the safe handling and security of their products, and ensuring they are displayed in a condition that must not endanger any person. It is recommended that assembled firearms be deactivated prior to being displayed.
2. The Range Master (in consultation with the Match Director) must clearly delineate the vendor area, and he may issue “Acceptable Practice Guidelines” to all vendors, who are responsible for their implementation in respect of their own merchandise.
3. Competitors may handle unloaded vendor’s firearms while remaining wholly within the vendor areas, provided reasonable care is taken to ensure that the muzzle is not pointed at any person while being handled.
4. Competitors must not handle their competition rifles in the vendor area (see Rule 10.5.1). Competitors seeking gunsmithing services for their competition rifles must first place them in a rifle bag or rifle case, in a designated safety area, before passing them to a vendor in the vendor area.

Appendix D Glossary

Glossary

Throughout these rules, the following definitions apply:

Aftermarket Items: not manufactured by, or available directly from, the OFM.

Allied equipment: Holsters, magazines, speed loading devices and/or their respective pouches.

Appearing target A target which is not visible until activated or revealed.

Berm: A raised structure of sand, soil or other materials used to contain bullets and/or to separate one shooting bay and/or COF from another.

Bi-Pods or Similar: Similar refers to monopods, tripods or other items used as such, however, they must be a part of the rifle.

Boundary Line: A physical ground reference line in a course of fire outside of which competitor movement is prohibited.

Bullet: The projectile in a round intended to strike a target.

Caliber: The diameter of a bullet measured in millimeters (or thousandths of an inch).

Burst Operation: More than one round can be discharged on a single pull or activation of the trigger.

Cartridge: case The main body of a round, which contains all component parts.

Compensator: A device fitted to the muzzle end of a barrel to counter muzzle rise (usually by externally diverting escaping gasses).

Course of fire (Also “course” and “COF”) An expression used interchangeably with “Stage”.

Cross Draw: When a competitor draws with their strong hand while wearing their holster on the opposite side of the body.

Detonation: Ignition of the primer of a round, other than by action of a firing pin, where the bullet does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped).

Disappearing target: A target which when activated and after completing its movement is no longer available for engagement.

Discharge: See Shot.

Dry firing: The activation of the trigger and/or action of a firearm which is totally devoid of ammunition.

False start Beginning an attempt at a COF prior to the “Start signal”.

Fault Line: A physical ground reference line in a course of fire which defines the limit(s) of the shooting area.

Grain: A common unit of measurement used in respect of the weight of a bullet (1 grain = 0.0648 grams).

Kneeling: A body position wherein at least one knee is in contact with the ground or stage surface.

Loaded Firearm: A firearm having a live or dummy round in the chamber or cylinder, or having a live or dummy round in a magazine inserted in the firearm.

Loading: The insertion of ammunition into a firearm.

Location: A geographical place within a course of fire.

Match Official: A person who has an official duty or function at a match, but who is not necessarily qualified as, or acting in the capacity of, a Range Official.

Movement: Taking more than one step in any direction, or changing body position (e.g. from standing to kneeling, from seated to standing etc.)

Must: Mandatory.

No-shoot(s): Target(s) that incur penalties when hit.

Not Applicable: The rule or requirement does not apply to the particular discipline, Division or match level.

OFM: Original firearm manufacturer.

Primer: The part of a round which causes a detonation or a shot to be fired.

Prototype: A firearm configuration which is not in mass production and/or is not available to the general public.

Radial tears: Tears in a paper radiating outwards from the diameter of a bullet hole.

Range Official: A person who is officially serving at a match in the capacity of a Range Officer.

Reloading: The replenishment or the insertion of additional ammunition into a firearm.

Reshoot: A competitor's further attempt at a course of fire, authorized in advance by a Range Officer or an Arbitration Committee.

Round: A cartridge of ammunition used in a rifle or rifle.

Shooting Box: A small shooting area (generally square) formed of four connected fault lines.

Shooting position: The physical presentation of a person's body (e.g. standing, sitting, kneeling, prone).

Shot: A bullet which passes completely through the barrel of a firearm.

Should: Optional but highly recommended.