



Infraction Cheat-Sheet (Current as of April 2002) = Stage Disqualification; "MDQ" = Match Disqualification "MSV" Minor Safety Violation = 10 Second penalty	"SDQ"	M S V	S D Q	M D Q
Loading/Unloading at other than designated location			√	
Loading too many rounds (long gun)		√		
Empty or live round in long gun (magazine or carrier) at end of stage		√		
Live round in long gun (chamber)			√	
Holstering or staging gun with hammer cocked or down (on a live round)			√	
Pistols not returned to leather (unless stage instructions to the contrary)		√		
Retrieving "Dead" dropped ammo rounds		√		
Dropped gun (unloaded/empty)			√	
Dropped gun (loaded)				√
Unsafe accidental discharge or discharge impacting 5-10 feet from shooter			√	
Accidental discharge impacting within 5 feet from shooter				√
Cocked pistol leaving shooter's hand			√	
Changing location with a cocked gun/gun w/hammer down on live round			√	
Unsafe gun handling (fanning, etc.)			√	
Open, empty long guns that slip/fall (don't break 170 or sweep anyone)		√		
Use of illegal or illegally-modified firearm			√	



Infraction Cheat-Sheet

“SDQ” = Stage Disqualification; “MDQ” = Match Disqualification
 “MSV” Minor Safety Violation = 10 Second penalty

	M S V	S D Q	M D Q
Not leaving long gun action open after shooting	√		
Violation of 170 rule (without sweeping anyone)		√	
Sweeping anyone with unloaded firearm		√	
Sweeping anyone with loaded firearm			√
Any two (2) stage DQ's during the course of a match			√
Belligerent attitude/unsportsmanlike conduct			√
Shooting under the influence of alcohol, drugs, or impairing medications			√

Procedural: Unintentional errors caused by confusion or mistakes. If unable to comply with stage instructions due to physical limitations or handicap, the RO may make allowances for the shooter to complete the stage w/o penalty, adhering as closely as possible to the spirit of the game. **10 seconds; no more than one procedural penalty may be assessed per stage**

Failure to engage/Spirit of the Game: Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage. **30 seconds**

Re-shoots are granted for failure of props/match equipment; Range Officer impeding shooter progress; or timer failure. Failure of shooter equipment or firearms may be granted at the discretion of the Match Director (except at annual or state/regional championships and above). Only safety penalties carry over.