

# ALPhAS Range OPS Manual<sup>©</sup>

## Definitions & Basic Range OPS<sup>©</sup>

### Definitions

1. **Stage Engagement:** Defined as the time from the beep until the last round is fired or the competitor declares completion or provides an affirmative response to the RTO asking, “are you done?”.
2. **Loss of Control of a Weapon:** Dropping, “juggling”, any instance of a weapon hitting the deck. Can be subjective as to the competitor having little or no control over his weapons during stage engagement.
3. **Shooting on The Move:** Either moving while shooting or, for less experienced competitors, taking a step in the required direction between engaging each target (i.e. bang-bang, step, bang-bang, step, etc.).

### Weapon Conditions<sup>©</sup>

These differ slightly from the classic military definitions due to safety requirement in a competition Area of Operation (AO).

1. **CONDITION 3 (PISTOL)<sup>©</sup>:** Holstered; magazine out; chamber verified empty; action closed; hammer/striker down
2. **CONDITION 3 (RIFLE)<sup>©</sup>:** Magazine out; chamber empty; action open; “on safe” if possible
3. **CONDITION 3 (SHOTGUN)<sup>©</sup>:** Magazine empty; chamber empty; action open
4. **CONDITION 2 (SHOTGUN STAGING ONLY)<sup>©</sup>:** Magazine loaded as required; chamber empty; action closed; hammer down; may be “off safe”
5. **CONDITION 1 (RIFLE & PISTOL STAGING)<sup>©</sup>:** Magazine inserted; chamber loaded; “on safe”

### Weapons Manipulation, Staging & Starting Positions

#### Weapons Manipulation

1. Rifles will be in Condition 1 and retained (or staged) at the start of stage engagement then discarded in Condition 1 with the muzzle safely within the 180
2. Pistol will be in Condition 1 and holstered (or staged per category SOP) at the start of stage engagement then discarded in Condition 1 with the muzzle safely within the 180
3. Shotguns will be staged in Condition 2 then discarded in Condition 3 with the muzzle safely within the 180

#### Starting Positions

1. **Unspecified by Stage ROE:** Hands hanging loosely at sides not touching any weapon, magazine or ammunition
2. **Rifle at “High Ready”:** Rifle in Condition 1, stock *off* shoulder, muzzle up, slightly downrange at approximately nose level (looking over the muzzle)
3. **Rifle at “Low Ready”:** Rifle in Condition 1, stock *in* shoulder, muzzle downrange at approximately a 45° down angle
4. **Rifle “On Target”:** Rifle in Condition 1, sights may be on target, awaiting the start signal
5. **Pistol at “Ready”:** Pistol in Condition 1, in both hands, finger off the trigger, elbows flexed in a “compressed ready”
6. **Shotgun at “Low Ready”:** Shotgun in Condition 2, stock *in* shoulder, muzzle downrange at approximately a 45° angle
7. **Shotgun “On Target”:** Shotgun in Condition 2, sights may be on target, awaiting the start signal

## Transition to Secondary

When the primary weapon (rifle or shotgun) malfunctions, it is tactically sound to transition to secondary (pistol) and continue engaging. If the rifle and/or shotgun malfunctions, the competitor may transition to secondary and complete stage engagement even if the pistol has already been discarded. The following conditions/restrictions must be met when transitioning to secondary:

1. Primary weapon (rifle or shotgun) malfunction must be declared.
2. Steel rifle targets may be engaged with pistol or shotgun.
3. Steel pistol targets may not be engaged with rifle or shotgun.
4. Steel shotgun knock-downs may not be engaged with the rifle.
5. Cardboard rifle targets may not be engaged with the shotgun.

## Basic Range OPS<sup>©</sup>

### Squad Deployment

Each squad will be broken into 2 groups. Those who are listed on the top half of the roster will be responsible for shooting, getting gear squared away, helping new and fellow competitors, etc. Those listed on the bottom half of the roster are responsible for working the stage. When the mid-point is reached, the two groups will switch; the top half will work the stage and the bottom half will shoot. All are expected to pull their share of the load.

### Stage Personnel Job Descriptions

1. **RTO<sup>©</sup>** – Range Timer Operator. The RTO assists the competitor safely through stage engagement. The RTO is vigilant of safety procedures and muzzle direction by the competitor. Coaching of all competitors is highly encouraged. The RTO will take report of hits/misses from the spotters/pasters and pass that information along with the raw time to the score keeper.
2. **SPOTTER/PAINTER** – Each stage will require a spotter/painter. The spotter/painter will spot for hits/misses on the steel pistol targets, confer with the RTO then “spot” spray paint the bullet impacts on the targets.
3. **PASTERS** – Each stage will require pasters. Pasters will assess cardboard rifle targets for hits/misses, report to RTO, paste the holes as well as help reset shotgun targets as needed.
4. **SCORE KEEPER** – The scorekeeper will record the stage times and penalties as well as keep the shooting order moving.
5. **BRASS PICKERS** – There will be plenty of brass to pick up; the shotgun hulls must come off the range. Picking up rifle/pistol brass should not interfere with match progress. Anyone wanting brass in quantity may get it after the match.

### Stage Flow

1. **LOADING TABLE/AREA** – This is where the weapons and related gear are readied for stage engagement.
  - Pistol magazines are made ready
  - Rifle magazines are made ready
  - Shotgun is placed in Condition 2
2. The competitor will move to the **FIRING LINE** where he will place the pistol and rifle in Condition 1 under the direct supervision of the **RTO** prior to holstering/staging.
3. The competitor will stage the shotgun (in Condition 2).
4. The competitor will engage the stage as per the ROE.

5. The competitor will clear all weapons after completing stage engagement. All weapons will be verified clear by the **RTO**.

## Scoring

Monthly “club level” matches will consist of individual stages (typically 4) and will be scored using a system of stage points. This system will rank each competitor’s total time (raw time plus penalties) and assign them a finishing number for every stage (the fastest total stage time will be the stage winner and be given 1 stage point and so on). Each competitor’s finishing numbers (ranks) for all stages making up the match will be added and the lowest total number will be the category winner. Ties in stage points will be broken by the competitor having the lower total time finishing higher. This system was chosen as it rewards consistency in performance and due to its simplicity because it can be done by hand if necessary. Due to the wide range of weapons and gear that are allowed, matches are scored in category only; no overall results will be posted due to the presence of several 2-gun categories. No other scoring methods are permitted for an ALPhAS affiliated match. ALPhAS Sanctioned State, Regional, the National and World Championships will be scored using stage points.

## Penalty Clarifications

1. Missed targets or knockdown targets left standing will each incur a 5 second penalty.  
*Unfinished engagements due to declared weapon malfunction will incur miss penalties only. No ROE penalty will be incurred (a miss cannot cause a ROE penalty).*
2. Not following stage ROE or procedure will incur a 15 second penalty. Only 1 “ROE” penalty can be incurred during a stage engagement.  
*The ROE penalty is for a competitor who **unintentionally** does not complete a specified engagement sequence or task. If the competitor realizes he has made the error, he may re-engage the targets in the correct sequence to avoid the penalty. Using weapons out of sequence will incur the penalty; the competitor has no recourse for avoidance. **Intentional** disregard for the stage ROE will incur a ROE penalty and a Code of Conduct (CoC) penalty.*
3. Safety infractions will each incur a 20 second penalty. Multiple safety penalties may be incurred during stage engagement.

### **The following will incur a safety penalty:**

- Not placing the rifle or pistol “on safe” prior to discarding
- Holstering a pistol during stage engagement
- “Overloading the shotgun”  
*This is defined as loading the shotgun magazine at the loading table with more shells than are required by the stage ROE.*
- Discarding the shotgun with the action closed
- Picking up dropped (dead) magazines/shells from the deck during stage engagement  
*If dropped on a flat table, it is permitted to recover magazines/shells without incurring a penalty. A discard “barrel” pointing into the ground is also considered “the deck” and **would** incur the penalty.*

4. Stage Disqualification (SDQ)

### **The following will incur a SDQ:**

- Use of equipment that violates the Weapon or Category SOP (State Championship level events only).

5. Match Disqualification (MDQ)

### **The following will incur a MDQ:**

- Breaking the 180 during stage engagement

- Sweeping/flagging any person (including yourself) with the muzzle of a loaded weapon at any time
  - Loss of control of any weapon during stage engagement
  - Serious and/or repeated weapons manipulation violations will incur a MDQ.
  - Any accidental discharge while not on the firing line
  - Any accidental discharge impacting a prop not designated by the stage ROE as “OK to engage or impact” or impacting the deck within 10’ of the competitor
  - Any round discharged from any weapon during stage engagement while not directly engaging targets
  - Incurring 2 SDQs during the same event
  - 2 Code of Conduct violations incurred during the same event
6. Code of Conduct (CoC) violations will each incur a 30 second penalty  
*CoC violations are for conscious choices by a competitor to exploit the ROE for competitive advantage and usually involve a ROE penalty as well. This is also reserved for “unsportsmanlike conduct” which includes rude, belligerent behavior towards competitors or match officials. If a competitor incurs 2 CoC violations during the same event, he will be counseled on proper etiquette going forward and be excused from the event with a MDQ. Any subsequent CoC violations will result in the competitor being ejected from the event and being told not to return. This does not apply to “gaming”. “Gaming” is generally accepted as gaining as much competitive advantage as possible while remaining within the ROE.*

### Range Safety SOP Clarifications

1. All weapons are to be considered loaded and handled in a safe manner.
2. Muzzle awareness is paramount; all firearms are to be carried with the muzzles in a safe direction at all times when not engaging a stage.
3. Eye and ear protection are mandatory.
4. Cold range. **No weapons** will be loaded except at the designated loading area or on the firing line.
5. When not on the firing line, all long guns will have the magazines out/empty and actions open; chamber flag if desired.  
*Condition 3*
6. When not on the firing line, all handguns will be holstered with the magazine out, chamber verified empty with the action closed, and hammer/striker down.  
*Condition 3*
7. If you must handle weapons when not engaging a stage, take them to a designated “safe area”.
8. No weapon may be carried with a sling during stage engagement.
9. Breaking the 180 during stage engagement will incur a match disqualification (MDQ).
10. Any accidental discharge while not on the firing line will incur a MDQ.
11. Serious and/or repeated weapons manipulation violations will incur a MDQ.
12. During stage engagement, the loss of control of any weapon will incur a MDQ.
13. During stage engagement, any accidental discharge impacting a prop not designated by the stage ROE as “OK to engage” or impacting the deck within 10’ of the competitor will incur a MDQ.
14. Any round discharged from any weapon during stage engagement while not directly engaging targets will incur a MDQ.
15. Sweeping/flagging any person (including yourself) with the muzzle of a loaded weapon at any time will incur a MDQ.

## ROE Clarifications

1. After the beep, once the 1st round is sent downrange, the competitor is committed to the stage.
2. The competitor is ultimately responsible for their actions regarding range safety, weapons manipulation and stage engagement. The Range Timer Operator (RTO) is present to *assist* the competitor safely through stage engagement.

*It is understood that the competitor should have the necessary skills to manipulate the weapons safely. The RTO is present to assist the competitor but is in no way responsible for their performance.*
3. Any missed target may be re-engaged to “make up the miss”. Extra rounds placed on targets will incur no penalty.

*The competitor is ultimately responsible for their performance. If the competitor has doubt of a hit, more rounds on target are always better.*
4. Rifles will be placed in Condition 1 (magazine inserted, chambered, placed “on safe”) on the firing line prior to staging.
5. Pistols will be placed in Condition 1 (magazine inserted, chambered, placed on safe) on the firing line prior to holstering/staging.
6. Shotguns must be staged in Condition 2 (magazine loaded with the required shell count for the stage, hammer down on an empty chamber. Shotgun magazine is loaded in the loading area. Shotguns may be staged “off safe”).

*The shotgun may only be loaded with the number of shells required by the stage ROE. Any further shell requirements (under capacity guns or missed targets) must be made up by combat loading on the clock with shells from the competitors person per their category SOP. Loading more shells that the stage ROE specifies will incur a safety penalty.*
7. Shotgun magazines may only be loaded with the number of shells required by the stage ROE up to 8 shells regardless of actual magazine capacity. *Shotgun shell requirements above 8 shells must be loaded on the clock (even if required by the stage ROE).*
8. During stage engagement, rifles and pistols must be placed “on safe” after engaging and discarded with the muzzle safely within the 180. This will be verified by the RTO upon completion of stage engagement prior to the competitor being allowed to clear the them.

*Get used to “working the safety”. It’s good practice and keeps everyone safe. Failing to place the rifle or pistol “on safe” prior to discarding will incur a 20 second safety penalty.*
9. During stage engagement, the shotgun must be discarded with the action open and empty with the muzzle safely within the 180.

*Extra shells left in the shotgun magazine/action after discarding will incur a safety penalty (a shell in the shotgun chamber after discarding it will incur a SDQ).*
10. When a mandatory magazine change for rifle or pistol is required, at least 1 round must be fired *before* the magazine is dropped from the weapon and at least 1 round must be fired *after* the fresh magazine is inserted into the weapon. Timing of the change may be further specified by stage ROE.

*An example would be the stage ROE stating, “engage this bank of targets, change the magazine, engage that bank of targets”.*
11. Any magazine or round of ammunition dropped on the deck during stage engagement is dead and may not be retrieved until stage engagement is complete.

*As above, if dropped on a prop from which a weapon was just retrieved, it is permitted to recover the ammunition/magazines without incurring a penalty. A discard “barrel” pointing into the ground is also considered “the deck” and would incur a safety penalty.*
12. Once a round is sent downrange from a weapon, the competitor is committed to that weapon.

*If out of the sequence specified by the stage ROE, this will incur a ROE penalty.*

13. In the event of declared catastrophic malfunction, the competitor may “transition to secondary” or another weapon to complete stage engagement. *See Transition to Secondary section.*
14. When specified by the stage ROE, all competitors may “shoot on the move”. *See Definitions section.*

### Did Not Finish (DNF)

In the event a competitor must leave an event without completing all the stages, this will incur a SDQ for each stage not completed.

### Re-Starts/Re-Shoots

ALPhAS matches are “no alibi” events. Once the first round has been sent downrange, the competitor is committed to the stage and must complete stage engagement. The competitor is ultimately responsible for adherence to the ROE during stage engagement. Re-starts/re-shoots are a clean start; no penalties will be carried from the competitor’s prior engagement attempt. At the RTO’s and/or Match Director’s discretion, the following are the only circumstances that shall be grounds for a re-start/re-shoot:

1. Match equipment or prop failure
2. RTO impeding the competitor’s progress through stage engagement
3. Improper coaching by the RTO (does not apply to calling hits/misses)
4. Timer failure (including unrecorded time)
5. Re-Start: Weapon failure prior to the 1<sup>st</sup> round being sent downrange

### Challenge

The Challenge is a process to address a competitor’s grievance when brought to the Match Director of any ALPhAS Sanctioned State Championship level or above event. Examples of things that may be challenged would be a ruling believed to be incorrect or a fellow competitor’s gear/weapons. Hits/misses may not be challenged.

### Challenge Process (Championship Events Only)

1. The competitor (or group of competitors) filing the challenge will put up the Challenge Fee of \$200. If the challenge result is in their favor, meaning that their concern was valid, the fee is returned.
2. The Match Director will convene a Challenge Committee. This committee will consist of the Match Director, the Chief Range Operations Officer, and one ALPhAS Life Member not competing in the category of the filing competitor. In the event there are no ALPhAS Life Members competing in the filing competitor’s category, the Match Director will pick a committee member who is not competing in the filing competitor’s category.
3. There is no appeal of the final decision reached by a Challenge Committee.
4. A competitor may only file one challenge per event.
5. A competitor may only be subject to one challenge per event.