

America's Rifle Challenge Guidebook

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The America's Rifle Challenge (ARC) presented by the National Rifle Association establishes an organized venue for owners of centerfire semi-automatic rifles or semi-automatic pistol caliber carbines to test their skills across the domains of marksmanship, manipulations, and mental management. This guidebook is intended to provide;

- Clubs and shooting ranges across the nation to run local NRA sanctioned matches
- Eventual structure required for state, regional, and national level matches
- A standardized methodology of skills evaluation
- A level degree of match difficulty
- Standardization of reasonable safety standards and control measures
- Direction on reporting of scores for future classification and award purposes
- A method to solicit end user analytics (demographics, equipment, etc.) to further refine the discipline

Level 1 (L1) course designs and Level 2 (L2) course guidelines will be provided via this guidebook. Level 3 (L3) and ARC Classic (retro division) guidance is in development and will be posted soon! ***It is intended to be 'a-la-carte', enabling a match director to pick and choose the matches they wish to use or even the matches that can be done on their ranges.*** For instance, if a match director wishes to run an L1 match, they may pick Matches 1, 3, and 5 and opt to not shoot 2 and 4 if their range doesn't allow for their execution. L1 and L2 matches specifically for classification purposes will be identified in the near future.



Event Preparation

Volunteers and Certified Firearms Instructors are vital to the success of any AR Challenge event and can be recruited other shooting clubs and organizations in the area as well as from the Department of Natural Resources (DNR) or local police departments. You will need staff to handle registration, ensure safety on the firing line and manage logistics.

Before your event, meet with all of the people who will be instructing on the firing line and provide them guide-lines for your event and make sure all instructors are familiar with the types of firearms that will be used. All shooters at your event will be required to attend a safety briefing prior to shooting. Your staff should also make sure all shooters' equipment meets the requirements for each firearm category to shoot and that their equipment is in good, safe, and working condition. Additionally, it is up to your event to ensure the compliance of all federal, state, and local gun laws. Make sure to contact your insurance provider to ensure that you are covered. NRA affiliated clubs can qualify for the NRA Endorsed Insurance program and they can be contacted at (877) 487-5407.

ARC targets shall be the NRA B8 bullseye (full face), the NRA B8C (repair center), USPSA metric cardboard target, and assorted steel targets (guidance further in this document) predominantly 12" in diameter and circular, oval or square in shape. Viking Tactics multi-purpose, double sided VTAC-CB (cardboard) and VTAC-P (paper) targets are also authorized for use at match director discretion as well as being highly suggested for training purposes. Targets can be sourced from dozens of retailers, particularly;

- www.nationaltarget.com
- www.midwayusa.com
- <https://shop.actiontarget.com>
- www.brownells.com
- <https://defensetargets.com>
- www.vikingtactics.com

The ARC standard barricade (in L1 Match 4 description) is used to give shooters a common obstacle and means of support for various stages. Plywood with a 2x4 frame is the most common construction method. It can be incorporated into the course of fire to be used by the shooter for stability, or as an obstacle.

Ranges will need white, black and brown target pasters, as well as white or orange spray paint to clean up a steel target. Range officers will have discretion which color paint to use to achieve the absolute highest possible contrast against the target backdrop, and are encouraged to repaint early and often.

Safety Rules

Welcome to the American Rifle Challenge shooting sport presented by the National Rifle Association. Safety and good sportsmanship are critical for conducting ARC events. *Everyone* has a responsibility to practice safe gun handling practices, be responsible competitors and promote good sportsmanship at all times. Each range has or should have its own Standard Operating Procedure. The NRA requires that each ARC event operates on a “cold range” environment in that shooters will only load, fire and unload under the commands of an ARC event match official. The NRA also requires that all competitors will have a proper and working Chamber Flag/Empty Chamber Indicator in their firearms when they are not firing. Additionally, NRA range rules and NRA safety rules apply:

NRA Safety Rules

1. Always keep the gun pointed in a safe direction
2. Always keep your finger off the trigger until ready to shoot
3. Always keep the gun unloaded until ready to use

ARC Event Match Directors : You **MUST** conduct a safety briefing prior to each ARC event. Your match staff should be informed regarding your ranges Standard Operating Procedure and emergency plan.



Unsafe Firearm Handling

Unsafe firearm handling will result in immediate Disqualification (DQ) from a match. The following is a nonexclusive list of unsafe behaviors.

1. Endangering any person, including yourself. This includes sweeping one's self or anyone else with a loaded firearm or a firearm without an inserted chamber flag. Sweeping is defined as allowing the muzzle of the firearm when being handled (loaded or unloaded) to cross or cover any portion of a person.
2. Pointing the muzzle beyond the 180° plane or beyond a muzzle safe indicator. The 180° plane is a designated infinite vertical plane drawn through the centerline of the shooter's body, perpendicular to the centerline of the shooting bay that moves with the shooter as the shooter moves through the stage.
3. Losing positive control of the firearm during a course of fire such as dropping the firearm on the ground. Dropping a firearm or causing it to fall while outside of stage boundaries is not within NRA's control, and is subject to local range policy.
4. A shooter who intentionally loses or dislodges eye and/or ear protection during a course of fire will be disqualified.
5. A discharge:
 - a. Intentionally discharging the firearm at anything other than a target
 - b. While slung at a rest position
 - c. Striking up range of the shooter.
 - d. Into the ground downrange closer to the shooter than 2 yards
 - e. Over a range impact berm.
 - f. During the loading, unloading, or stoppage clearance processes
 - g. Before the start signal
 - h. While transferring a firearm from one firing side to the other.
 - i. While handling a firearm except at the firing line

Safe Areas

Safe Areas must be provided for all matches, in convenient locations and in numbers adequate to handle the volume of expected shooters. A Safe Area is defined as a designated area where the following rules apply:

1. Each safe area must be identified by visible signage
2. Unloaded firearms may be handled at any time in a safe area. This area is used for bagging or unbagging a firearm, dry firing, or equipment adjustment.
3. A safe area may also be used for inspections, stripping, cleaning, repairs, and maintenance of firearms, or related equipment.
4. Handling of ammunition, loaded ammunition feeding devices, loose rounds, dummy ammunition, snap caps, simunitions, training rounds, or loaded firearms is NOT permitted in safe areas.
5. A safe area may also be used, while accompanied by an RO, to render safe a firearm that has locked up and contains a live round or rounds.

Standard Range Commands

Many of the range commands given to a shooter by the RO are for safety, while the rest are for stage administration. To allow a shooter to compete anywhere in the world and hear the same commands, the ARC range commands will only be given in English. Some of the specific classifier matches may have unique commands. These exact range commands must be used and local variations are not allowed. The complete set of range commands are:

1. “Range is hot! Eyes and ears!” - This is the first command given to each shooter starting the action of shooting a stage. The shooter will make sure that their eye and hearing protection is in place. It is also a notification to anyone in the shooting bay to check that their own eye and hearing protection is properly fitted.
2. If relevant, “Shooters you are in your 60 second prep time/5 minute walk-through time” – Shooters should always be afforded preparation time (L1) or a walk through time (L2) prior to beginning their course of fire. L1 prep times will be done with empty firearms (empty magazines okay) much like NRA High Power rifle matches. Walk throughs will be done with NO firearms.
3. “Shooter, load [with magazine of X rounds]!” - When the shooter has proper eye and hearing protection, the RO will issue this command. The shooter will prepare the rifle and magazines to match the start position for the stage. The shooter will then assume the start position necessary for the stage.
4. “Is the shooter ready?” - If ready, the shooter shall respond verbally, or by obvious nodding of the head. The shooter is required to give either the verbal or physical response. If not ready, the shooter will be given no more than 30 seconds to fix their issue. If the shooter continues to not be ready, they will be directed to unload, and will stand aside to let the next shooter in the cue go. The shooter that stepped down shall be bumped down on that stage’s list of shooters, and will shoot last.
5. “Shooter indicates ready. Standby!” – The start signal will be given approximately 1 second after standby is called.
6. “Finger!” - This command is given when the shooter’s finger is not obviously and visibly outside the trigger guard when it should be such as times of movement when the rifle is no longer mounted on the shoulder
7. “STOP!” - This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage is not correct. The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction. Failure to immediately stop and remove the trigger finger from within the trigger guard will result in DQ from the match
8. “Shooter, if you are finished, unload, show clear!” - This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition will be removed from the firearm and a clear chamber/cylinder will be shown to the RO. If the shooter is not finished, the shooter should finish the stage and the command will be repeated.
9. “CEASE FIRE!” – Command to stop all firing for any safety issue or to indicate expiration of par time
10. “Safety, insert Chamber Flag/ECI and sling” - Once the RO has visually and or physically inspected the chamber and found it to be clear, this command will be issued and the shooter will comply. **Triggers will not be pulled upon bolt closure. PERIOD!**

Legal Equipment and Ammunition - Universal

This section defines authorized equipment to include universally required characteristics and configurations, as well as for each respective class; stock, limited, and open.

1. The rifle must be safe and serviceable, free from bore obstruction, free from cracks or notable damage, user induced or otherwise, that would result in an interruption in the cycle of operations or mechanical failure
2. Mechanical safeties must be present and functional
3. Only semi-automatic fire is allowed. If provisions for full automatic fire are present (i.e., a selector switch, auto sear, etc.), the rifle must be able to be used in a semi-automatic manner only, or the full automatic provision must be removed or mechanically blocked. Triggers that fire the firearm upon release are not permitted for use unless able to be used as a conventional semi-automatic trigger (i.e., rifle discharges one round when moved to the rear, trigger resets when released).
4. Only closed bolt firearms are allowed
5. Total trigger weight may not be below 3.5 lbs.
6. Buttstocks may be adjustable for length of pull only. No mechanically adjustable cheek pieces are allowed.
7. Magazine accessories intended to assist in withdrawing from a pouch, or for use as a monopod are allowed
8. A sling must be attached to the firearm, in use during the stage of fire, and capable of supporting the full weight of the firearm with no assistance from the shooter. Two point slings are allowed, to include those of a rapid adjustable or non-adjustable design. Slings convertible from one to two point are allowed. Three point slings are not allowed.
9. Magazines may not be taped, banded, or otherwise clamped together to assist in a faster reload.
10. The use of bipods is allowed, provided the bipod legs are stowed up to the time of the start signal. If a bipod is to be used, that same bipod shall remain on the same mounting point on rifle for the entirety of the match. Bipod legs will be no longer than 13" fully extended (manufacturer advertised spec)
11. No buttstock-mounted monopods are allowed.
12. No artificial weights such as lead or tungsten may be added to a rifle
13. Muzzle brakes may be used, but must be cylindrical in design, flats for installation or suppressor compatibility notwithstanding (longitudinally), no more than 1.25" in diameter, and no more than 2.5" long from the rearmost surface to the face of the brake. The brake must be of a non-modular nature.
14. Suppressors are legal for all classes.
15. Visible or infrared laser aiming devices may be mounted but will not count as a sighting system for classification purposes.
16. Light gathering or artificial light generating provisions on sighting systems such as fiber optic or tritium are allowed
17. Bolt release aids may be used at the shooters discretion
18. No shooter shall have, on or about their person any firearm other than the rifle in use for the event

No shooter may change rifle, barrel assembly, optical system, or sling after the first shot is fired, unless the NRA ARC Match Director declares that the competitor's equipment is disabled. In the

(continued from previous page)

19. event of any equipment substitution authorized by the Match Director, the substituted part shall be of the same type as the part that it replaces. "Same type" means a rifle of the same platform type and caliber, barrel assembly of the same length, sighting system of the same type (i.e., iron, non-magnifying optic, or telescopic), and sling of the same type (i.e., one-point, two-point, etc.) attached in the same locations on the rifle

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Legal Equipment and Ammunition – Rifle Specific (L1-L2)

1. If a rifle caliber pistol is used, it must have a pistol brace installed. For the remainder of this guidebook, the term 'rifle' also will encompass all rifle caliber pistols or carbines with pistol caliber chambering
2. Small frame rifles are defined as rifles with bolt faces capable of firing .223/5.56mm (.384") through 7.62X39mm cartridges (.447")
3. Small frame rifles may fire bullets from .223-.308 in caliber (such as 5.56 NATO or 300 Blackout) or 9mm or 45 ACP pistol cartridges
4. Small frame rifles may have barrel lengths from 8-20"
5. Large frame rifles are defined as rifles with bolt faces capable of firing any .308/7.62mm based cartridges (.473")
6. Large frame rifles may fire bullets from .243-308 in caliber (such as 6mm Creedmoor or 7.62 NATO) no rifles larger than .308 will be permitted
7. Large frame rifles may have barrel lengths from 12.5-22"
8. Rifles must accept a detachable box magazine of a minimum 10 rounds capacity, and/or a maximum of 30 rounds capacity.

ARC Classes

Stock Class

1. A stock class rifle may only have one sighting system mounted
2. Fixed or flip up metallic sights are allowed.
3. Red Dot Sights (RDS) or prismatic optics with no magnification are allowed

Limited Class

1. A limited class rifle may have two one sighting systems mounted, one optic and one set of metallic sights be it fixed or flip up.
2. The optic may be up to 8 power fixed or variable power magnification
3. Use and or mounting of a magnifier in conjunction with an RDS will count as limited class

Open Class

1. An open class rifle may have three sighting systems mounted, one primary optic, one secondary optic, and fixed or flip up metallic sights.
2. The primary optic may be variable magnification anywhere within the range of 1 power minimum to 18 power maximum magnification
3. If a secondary optic is used, it shall be a non-magnified RDS

L1 Matches 1-5

These L1 matches exist primarily so shooters may be tested on each individual skill learned and executed in the act of firing a rifle, regardless of match location. Secondly, they exist for the purposes of eventually establishing a realistic skill classification for each shooter so they may compete against shooters of similar skill and with similar resources. Every effort in these matches is made to minimize the ability of a shooter to 'buy' their way into a higher classification, or onto an awards table. Third, the skills and standards required to move up in from the eventual classifications of 'qualified', 'journeyman' and 'master' are intended to cause shooters to automatically gravitate towards best accepted practices and equipment. Forth, they serve as pass through events for range officers and/or staff to ensure a shooter is complying with reasonable safety standards and control measures prior to progressing to other L2 matches. L1 matches 1-5 are all shot from 100 yards and in. There is an expectation of basic fitness to participate in these matches. You must ensure for yourself that you will not induce or aggravate existing injuries by participating.

Matches and individual stages are scored by some or all of the below metrics:

- Raw Time – Time from start signal to last shot fired
- Par Time – Maximum time allotted for a specific stage of fire
- Overall Time – Time from start signal to last round fired plus assessed penalties

Most matches are scored using the 'time plus' method. A shooter will execute each stage as per the stage description and either receive raw time or a par time. Then penalties for bad shots or procedurals will be added to the raw or par time, thus yielding an overall time. The shooter will then be ranked amongst their fellow competitors within respective classes. Each match time will be added to a cumulative total time to identify overall class winners and placement. Scoring is intended to be done electronically through Practiscore but can be done manually.

The universal start position is the standing, at the low ready (buttstock in the shoulder, firing hand on pistol grip with finger straight and off the trigger, the other hand on the handguard, muzzle at belt level, or resting on a spot on an obstacle/barricade as stage descriptions dictate. The rifle will be on safe. If the shooter has a variable power optic or RDS magnifier, the shooter will ensure the optic is on minimum magnification or magnifiers flipped to the side and then will take the start position. If shooters with either of these optical configurations wish, they may place their non-firing hand on the magnifier or throw lever, which will be recognized as a valid start position.

Shooters for L1 and L2 matches are allowed one alibi and re-fire per each sub match (eg, 1-5) in the event of a non-shooter induced stoppage. If the shooter clears the stoppage and continues, they accept firing conditions and forfeit the right to re-fire. The shooter must attempt to clear the stoppage and continue the match in order to rate the right to re-fire. The score attained during the re-fire string is final.

L1 Match 1

Stage	Drill	Target	Distance	Shots	Repetitions
1	One shot	B8	7 Yds	1	2
2	Reset			2	2
3	Sustained			10	1
4	Reload			2	2

Match 1 requires one NRA B8 target glued or stapled to a hard target backer. Shooters will report to the 7 yard line with their rifle with three magazines, one 6 rounds, and one of 10 rounds, one of 4 rounds. On command, all shooters will load the magazine of 6 rounds and stand by.

Stage 1, RO and scorekeeper step behind the shooter, the shooter comes to the start position. On the timer signal, the shooter will fire one round, and return to the start position. Time is recorded. This cycle will be repeated twice.

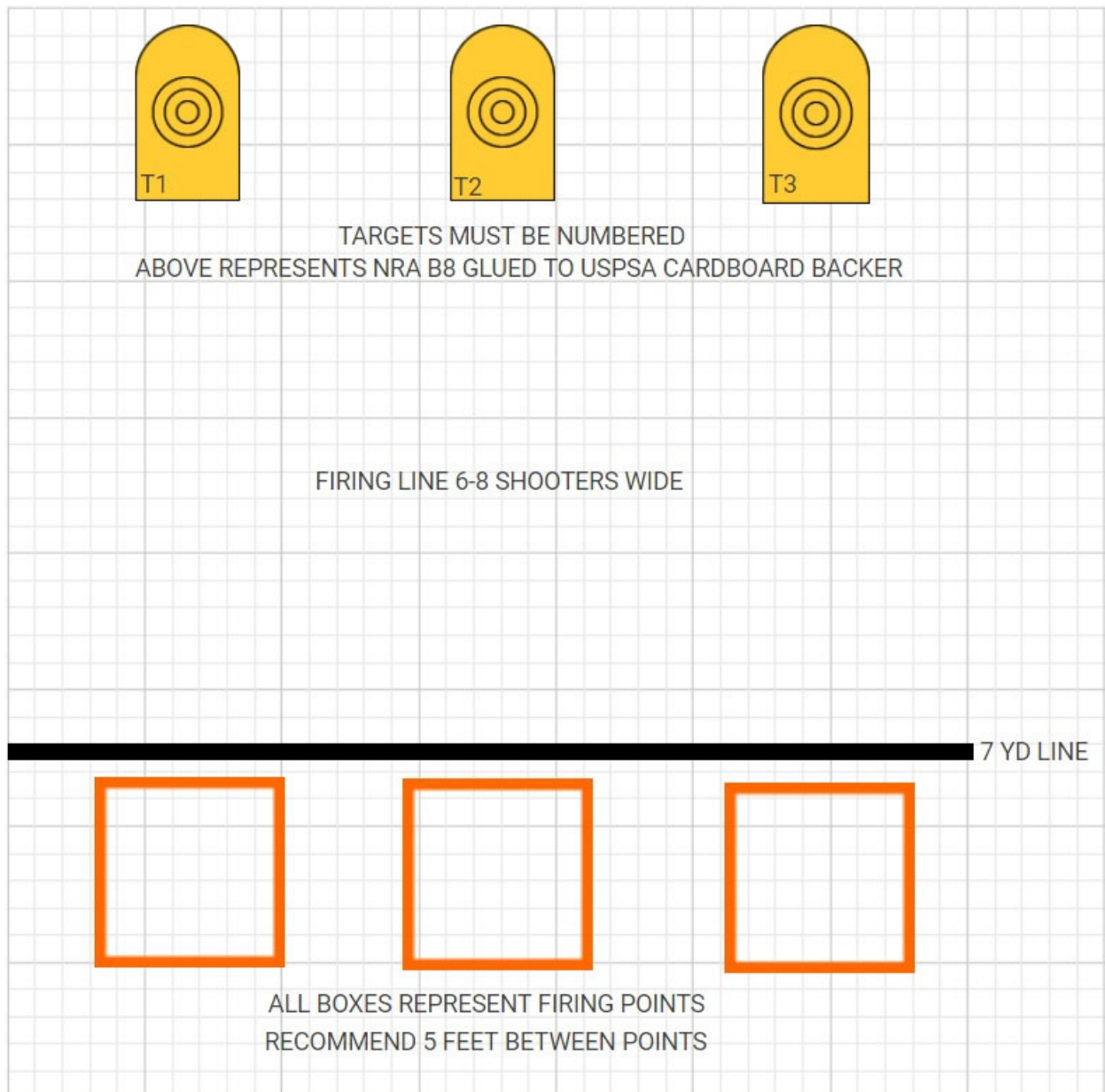
Stage 2, on the timer signal, the shooter will fire two rounds, and rest. This will be repeated a second time. Line cleared, shooters downrange, targets assessed for penalties and total penalties added to stage 1 & 2 cumulative time. The RO and scorekeeper may now move onto the next shooter. All shooters should shoot stages 1& 2 and then targets should be repaired (B8C reface or pasties)

Stage 3, shooters report back to the 7 yard line and place the 4 round magazine in their pouch. On command, all shooters will load the magazine of 10 rounds and standby. RO and scorekeeper step behind the shooter, the shooter comes to the start position. On the timer signal, the shooter will fire ten rounds, and return to the start position. Time is recorded. The RO and scorekeeper may now move onto the next shooter. This will be done once.

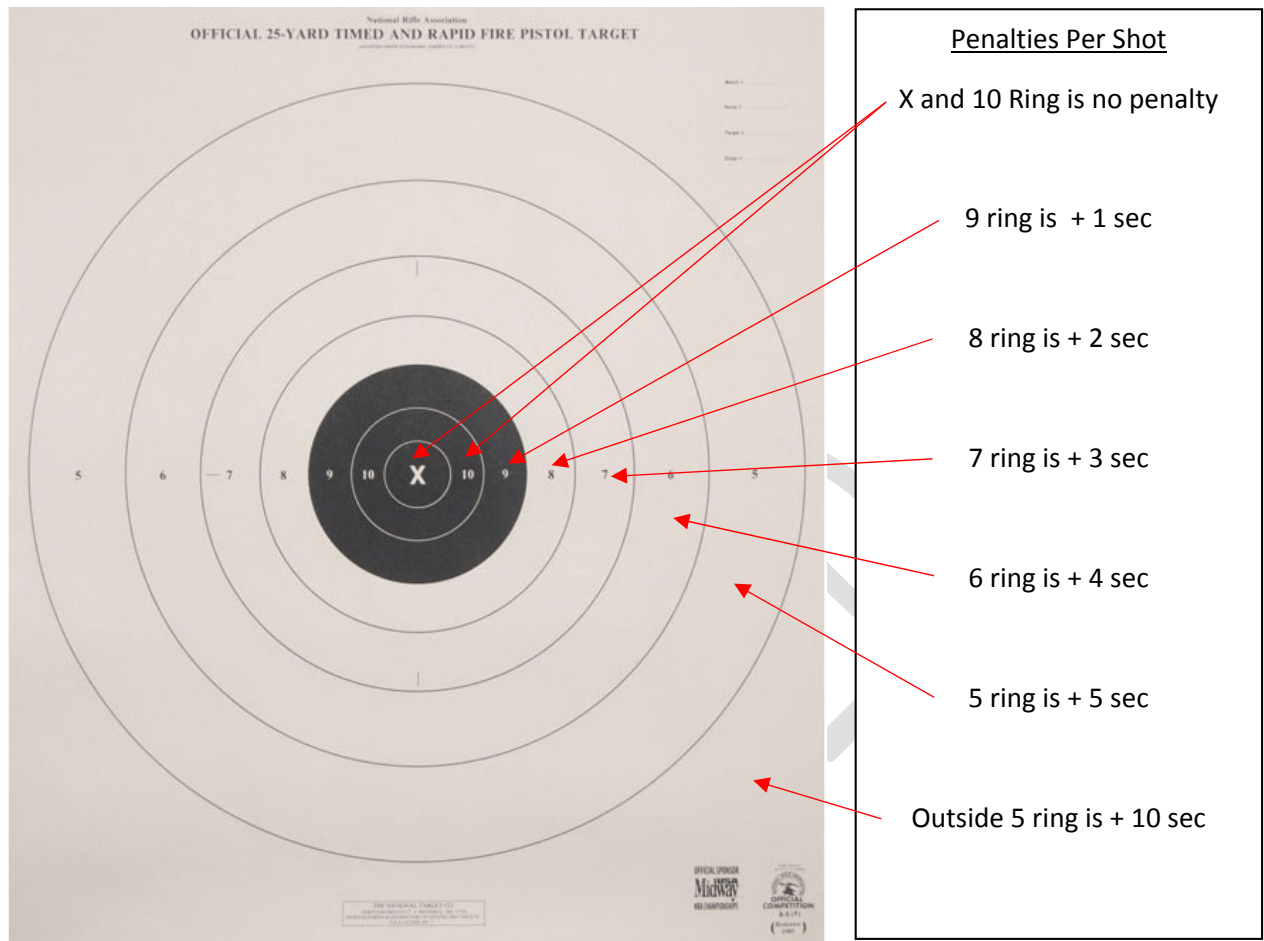
Stage 4, the shooter will load the magazine of 4 rounds, and conduct a magazine exchange on their own. The weapon shall have one round in the chamber, an empty magazine inserted, and the magazine of now 3 rounds in the pouch. RO and scorekeeper step behind the shooter, and the shooter comes to the start position. On the timer signal, the shooter will fire one round, conduct a bolt lock reload and fire one more round. After firing the shooter must conduct another magazine exchange on their own. The weapon shall have one round in the chamber, and empty magazine inserted, and the magazine of now 1 round in the pouch. Time is recorded. This cycle will be done twice. The RO and scorekeeper may now move onto the next shooter. Shooters downrange, targets assessed for penalties and total penalties added to stage 3 & 4 cumulative time. Targets repaired (reface or pasties)

Total score for Match 1 is the combined total time of stages 1-4 plus all penalties.

L1 Match 1 Range Setup



L1 Match 1 Scoring and Penalties



Insufficient Shots – Shots not fired or fired outside the 5 ring will be counted as misses and incur a penalty of 10 seconds per shot missed

Excessive Shots / No Crossfires – Shooter will be scored with lowest value of required hits for the stage.

Excessive Shots/Crossfires – Shooter with excessive hits will be scored with highest value of required hits on their target. Shooter with insufficient hits will be scored with all hits on their target.

L1 Match 2

Stage	Drill	Target	Distance	Shots	Repetitions	Time
1	Prone	B8 (Using multiple targets for less target changes optional)	100 Yds	10	1	60 sec.
2	Sitting		75 Yds			
3	Kneeling		50 Yds			
4	Standing		25 Yds			

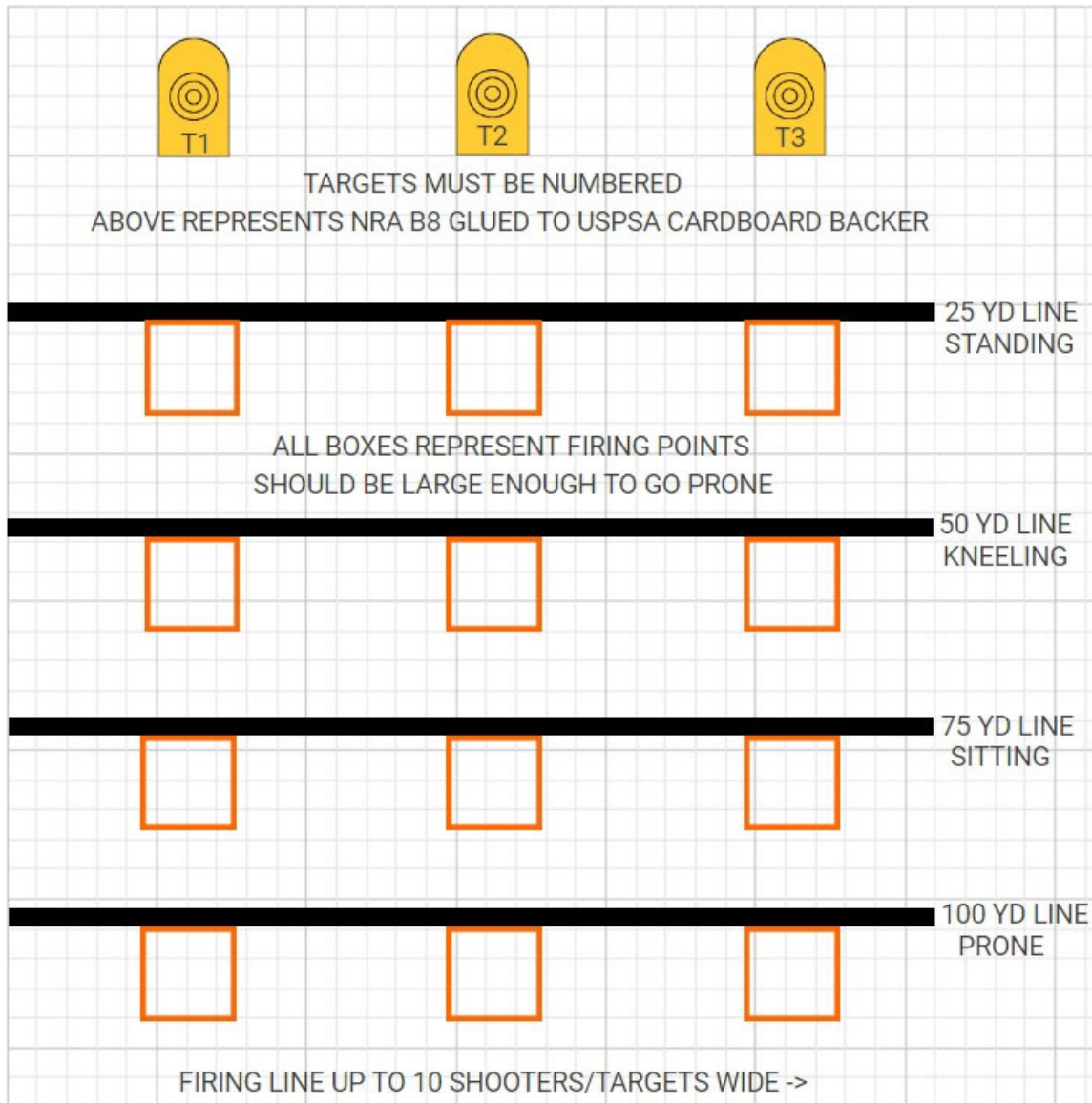
Match 2 requires one NRA B8 glued or stapled to a hard target backer. Ranges can use two targets at their discretion so as to reduce the number of times walk downs for scoring purposes are needed. If this is done, ROs will be responsible for directing shooters to fire the first two stages on the left target, and the second two stages on the right target. ROs may drop the alternate target when not in use. Shooters will report to the 100 yard line with their rifle with a minimum of two and maximum of four magazines, no more than 10 rounds in each magazine at any time. Shooters may use a shooting mat, setting it up during prep time. Prior to shooting, all shooters shall be afforded a 60 second (dry fire) prep time at each stage. After shooting, shooters will unload and declare any saved rounds to the scorekeeper. Shooters will stand, and carry or sling their rifles, then proceed downrange to review score. Shooters may not touch or repair the target until the scorekeeper has declared their score recorded. Scores must be collected prior to advancing the line to the next stage. Shooters must complete all stages in sequence. If a shooter is unable to do so, any shots fired will be scored. If a shooter receives cross fired shots from another shooter, the target with excessive hits during that stage will be scored using the high ten shots on paper.

Stage 1-4, RO and scorekeeper steps behind the firing line, on command all shooters will load a magazine of 10 rounds and take the start position. On the timer signal, the shooter will take any variation of the prone/sitting/kneeling/standing position and fire ten rounds within 60 seconds per time. Shooters downrange, targets scored and repaired (B8C reface or pasties)

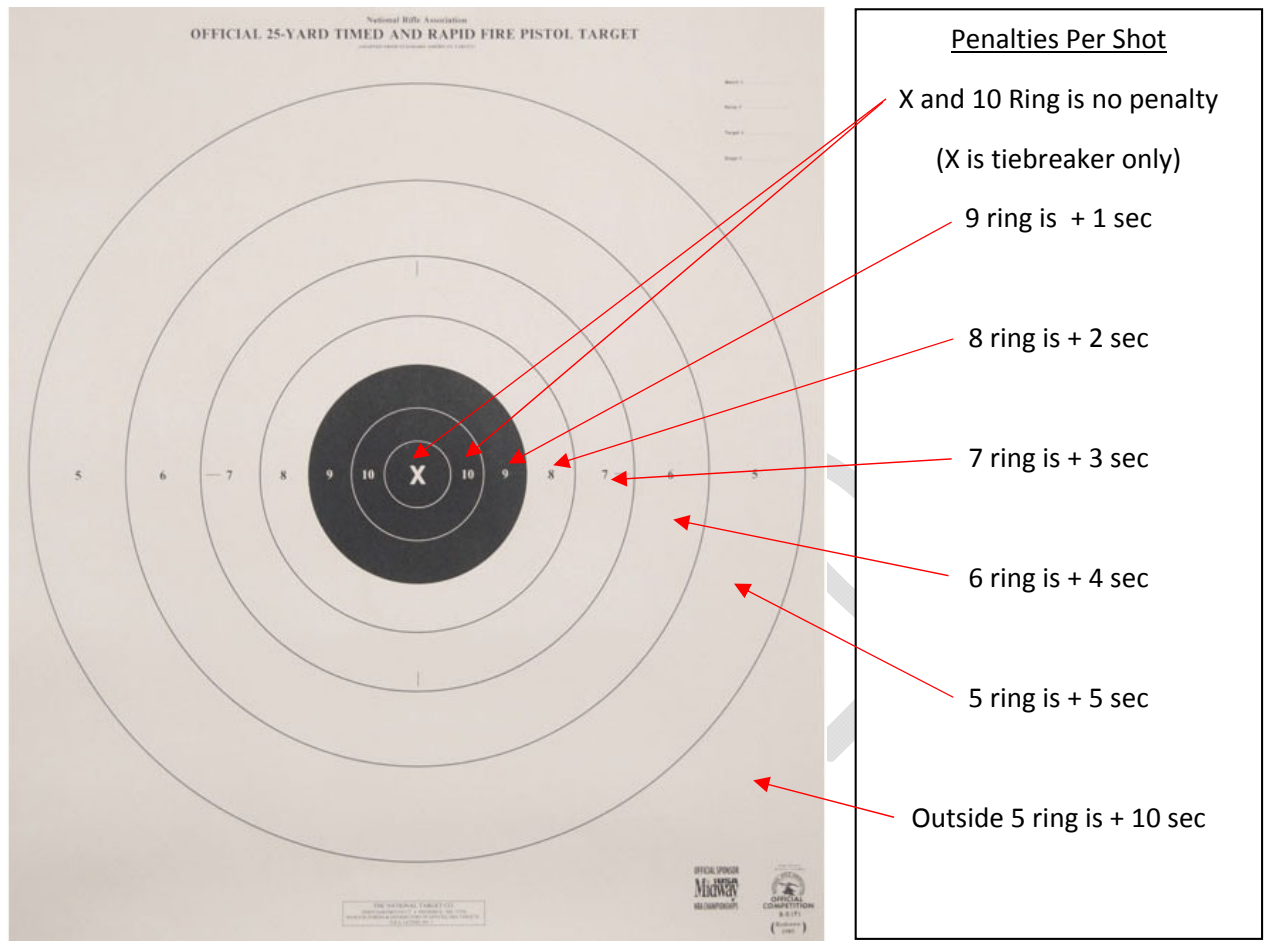
It is highly recommended to use a black permanent marker to mark the individual stage scores on the target near one of the corners. All competitors will start with 0 seconds, and have all penalties added. Thus, a perfect score for Stages 1-4 is 0 seconds. If a match director wishes to provide an award for Match 2, and there is a tie, total shooter X count will be maintained, and marked for each stage on the target (with a permanent marker or pen in an undisturbed location on said target). Two shooters may shoot perfect times of 0 seconds. If the first shooter fired 20Xs, and the second shooter fired 40Xs, the second shooter wins.

Shooters may not use bipods, shooting sticks, or bags/pillows for this match. Shooters may on any stage use a shooting mat if they choose. If a range wishes to use multiple targets, the targets shall be clearly numbered 1-4 and the RO will have to ensure every shooter understands which target to be shooting on. ROs may shoot the course in reverse, starting at the 25 yard line and completing at the 100 yard line.

L1 Match 2 Range Setup



L1 Match 2 Scoring and Penalties



Insufficient Shots – Shots not fired or fired outside the 5 ring will be counted as misses and incur a penalty of 10 seconds/points per shot missed

Excessive Shots / No Crossfires – Shooter will be scored with lowest 10 shots on paper on that stage

Excessive Shots/Crossfires – Shooter with excessive hits will be scored with highest 10 hits on their target. Shooter with insufficient hits will be scored with all hits on their target.

L1 Match 3

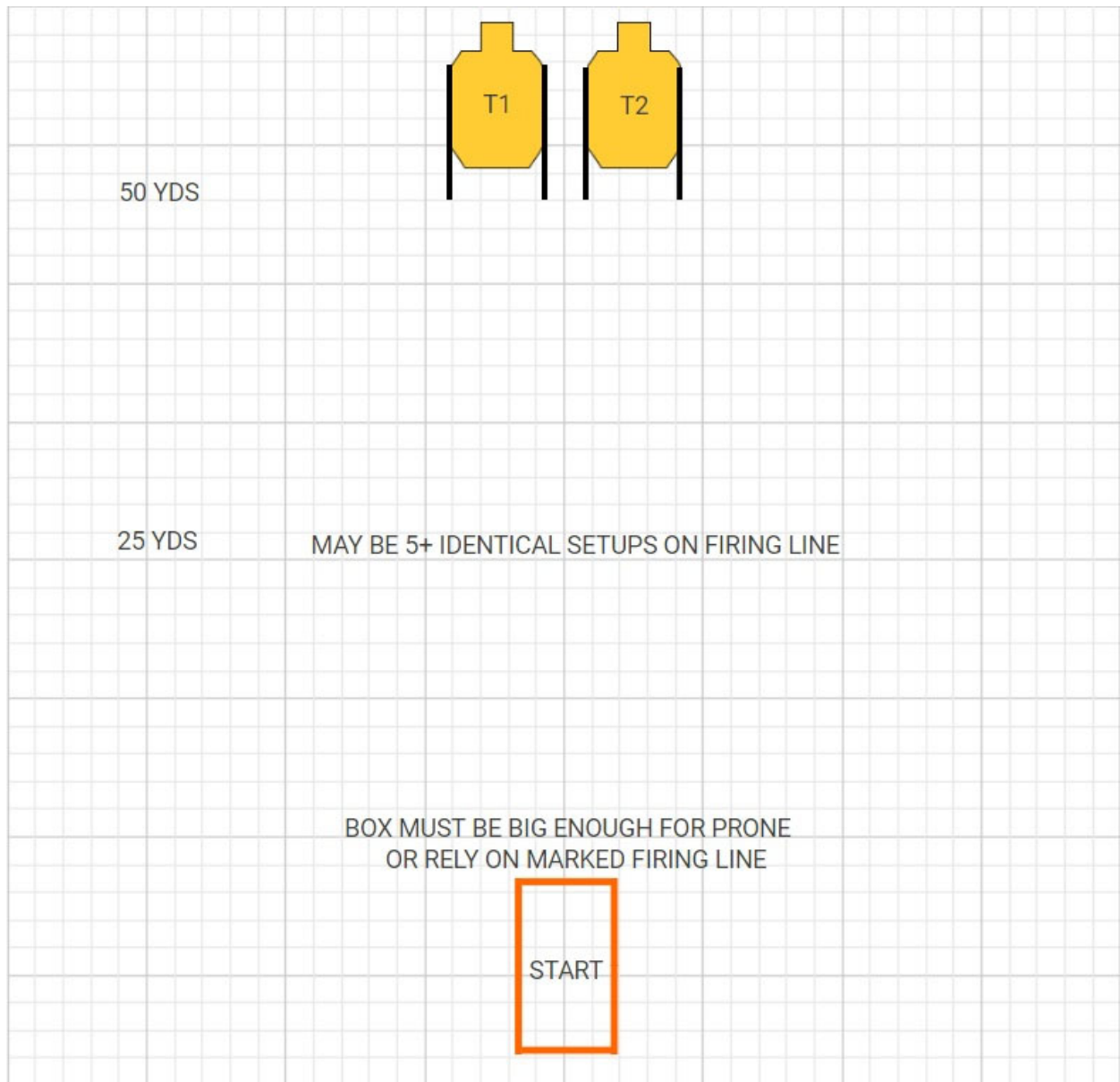
Stage	Drill	Target	Distance	Shots	Repetitions
1	Standing, kneeling, prone	USPSA Metric	50 Yards	15	2

Match 3 requires two USPSA metric cardboard targets on stands for each shooter, side by side with 5 foot separation between inboard edges. Shooters will report to the 50 yard line with their rifle with two magazines, one magazine with 5 rounds, one magazine with 10 rounds, and an extra 15 rounds. After shooting, shooters will stand, and carry or sling their rifles, then proceed downrange to review score. Shooters may not touch or repair the target until the scorekeeper has declared their score recorded. If a shooter breaks the firing sequence, no rounds will be counted for score. Score shall be the total time of string 1 and 2 plus penalties.

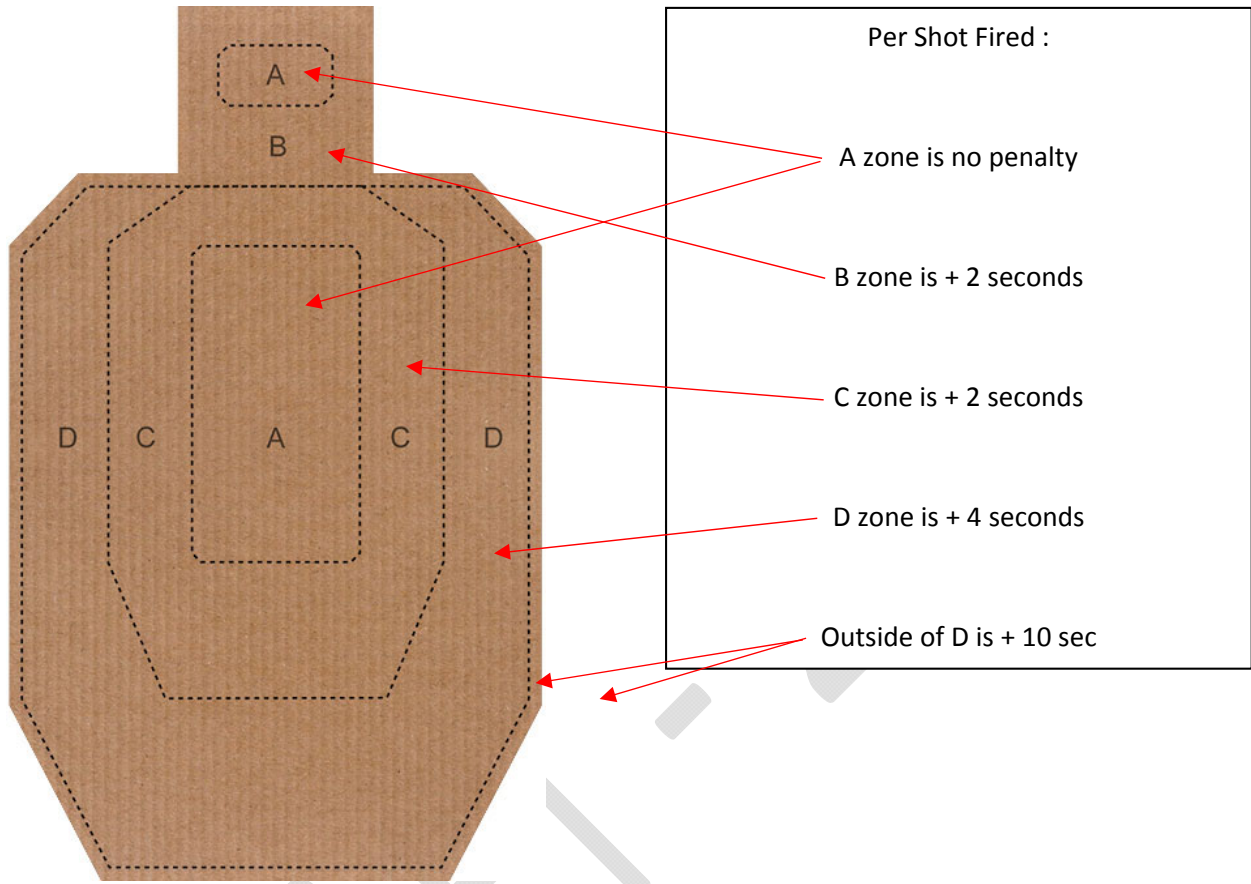
Stage 1, RO and scorekeeper step behind the shooter or firing line. On command, the shooter will load the magazine of 5 rounds and take the start position. If performed as entire firing line, ensure there is enough observation to witness proper sequences of fire, call cease fire to the line with sufficient volume, and identify rounds fired late. On the timer signal, all on the left target, the shooter will fire five rounds, conduct a bolt lock reload, take any variation of the kneeling position, fire five rounds, take any variation of the prone position, and fire the remaining 5 rounds. After shooting, shooters will unload. They will load magazines of 5 and 10 rounds respectively (for the second string) and stow them in pouches or pockets.

They will carry or sling their rifles, then proceed downrange to review score. After scoring and repairing the targets, they will drop the left target and return to the 50 yard line for the second string all fired on the right target. Shooters may not touch or repair the target until the scorekeeper has counted 15 shots and declared their score recorded. An RO may shoot several shooters on the line, run them one at a time, and then walk all of them down to examine their first string scores prior to pasting their targets and shooting the second string.

L1 Match 3 Range Setup



L1 Match 3 Scoring and Penalties



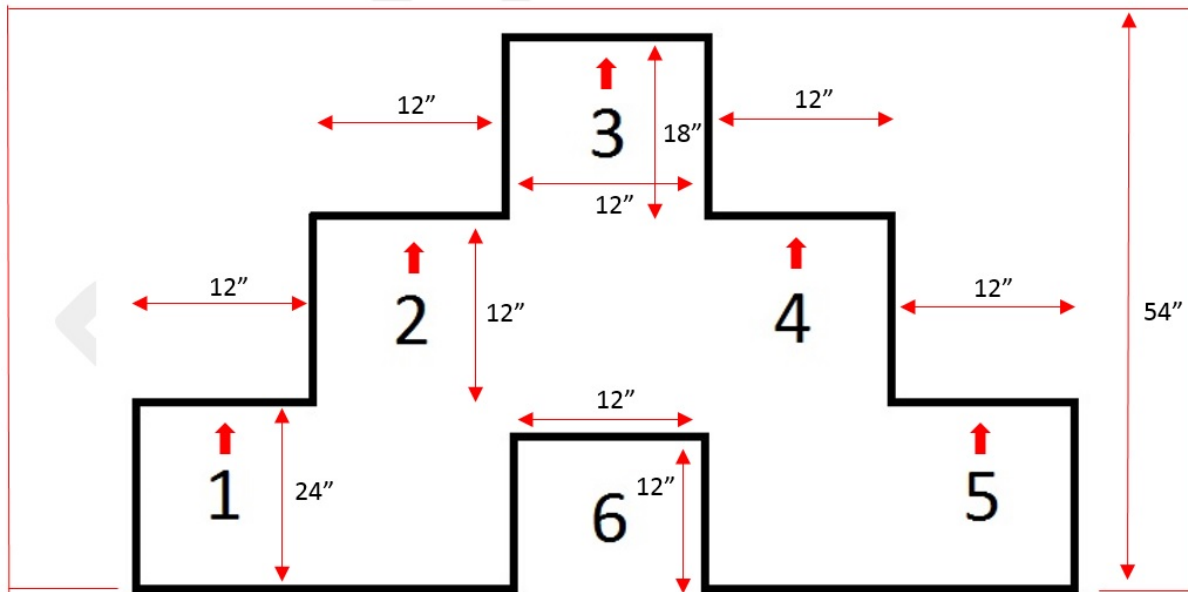
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L1 Match 4

Stage	Drill	Target	Distance	Shots	Repetitions
1	Low & high kneeling, standing, prone	12" Steel Circle/Oval	100 Yds	12	1

Match 4 requires one 12" circular reactive steel target (will move when hit, ring audibly and quickly return to the ready position), and one reinforced and rigid barricade (dimensions below). Both stages will require use of the barricade. Shooters will report to the 100 yd. line with, with one magazine of 15 rounds. Spotters, scorekeepers and ROs shall loudly declare 'IMPACT' (no alternative verbiage authorized) each hit spotted. Misses do not require any verbal confirmation. RO will call 'NEXT POSITION' if shooter fails to hit a target with the make-up shot and must move on. Once the shooter is complete, they will safe their rifle, stand, and move behind the firing line. Score shall be raw time plus penalties.

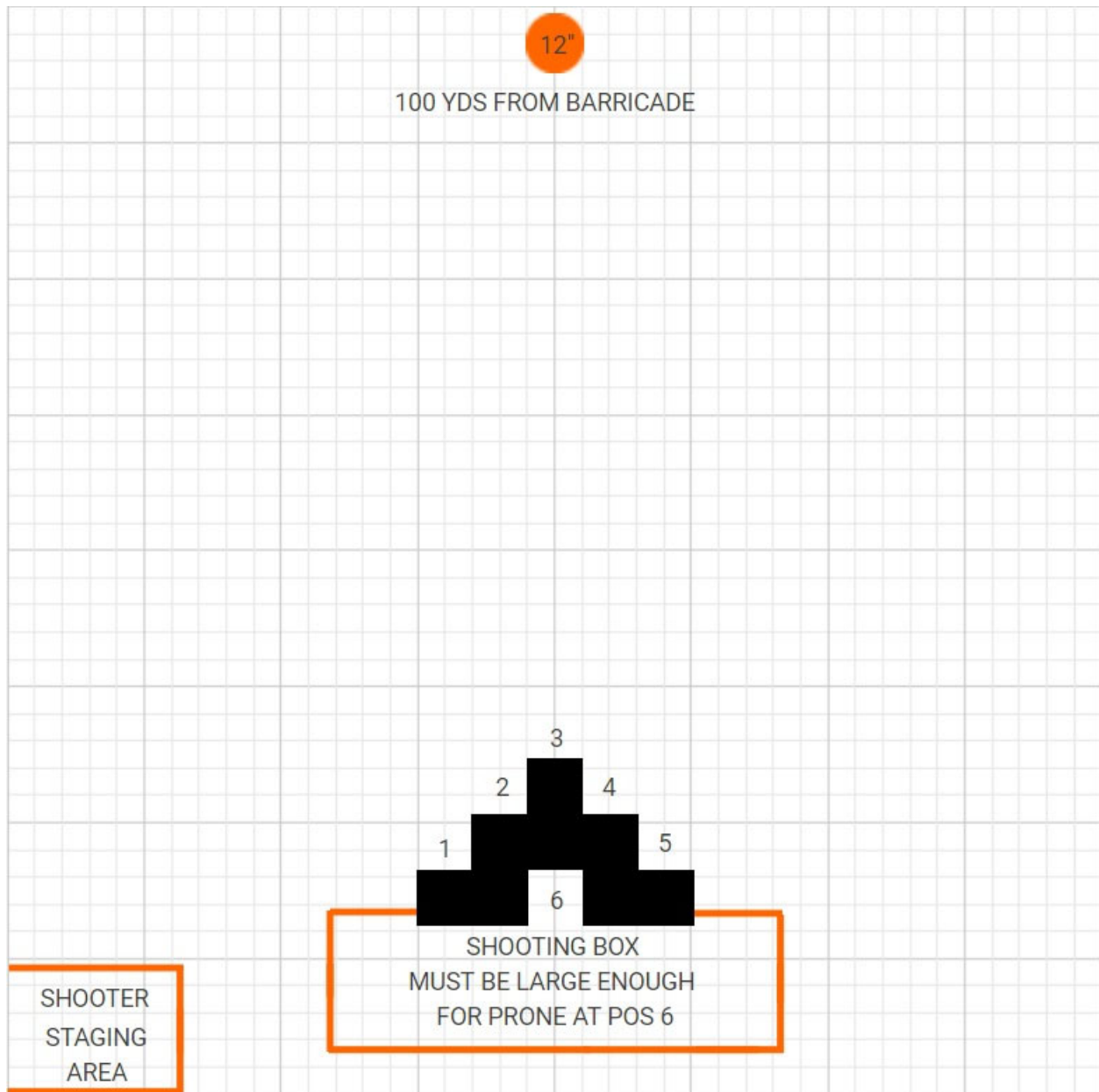
Stage 1, RO and scorekeeper step behind the shooter or firing line. On command, the shooter will load the magazine of 10 rounds and take the start position. The start position will require the shooter touch the muzzle to the barricade in a clearly marked spot. On the timer signal, the shooter will fire up to two rounds each from positions 1-6 in that order, using the barricade for support, at the 12" steel target.



Above – ARC Standard Barricade. NOTE – NOT DRAWN TO SCALE

Positions are intended to be low reverse kneeling (positions 1 & 5), medium or double kneeling (positions 2 & 4), standing (position 3) and prone (position 6)

L1 Match 4 Range Setup



L1 Match 4 Scoring and Penalties

Failing to Neutralize – Failing to achieve at least one hit on each shooting position, i.e., failing to hit within two shots from each position, will incur a 10 second penalty per target not neutralized.

Shooting Out Of Sequence – Shooting the target out of order will incur a 10 second penalty per shot fired out of sequence.

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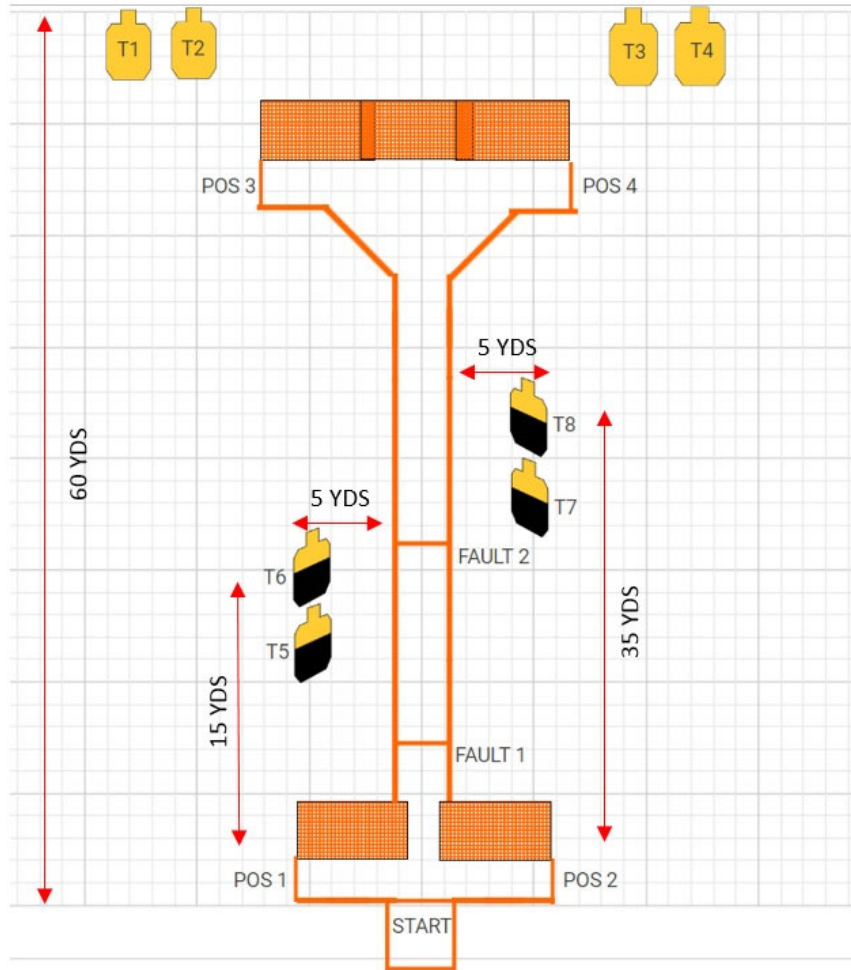
L1 Match 5

Stage	Drill	Target	Distance	Shots	Repetitions
1	Movement	USPSA Metric	~ 3 - 60 yards	16	1

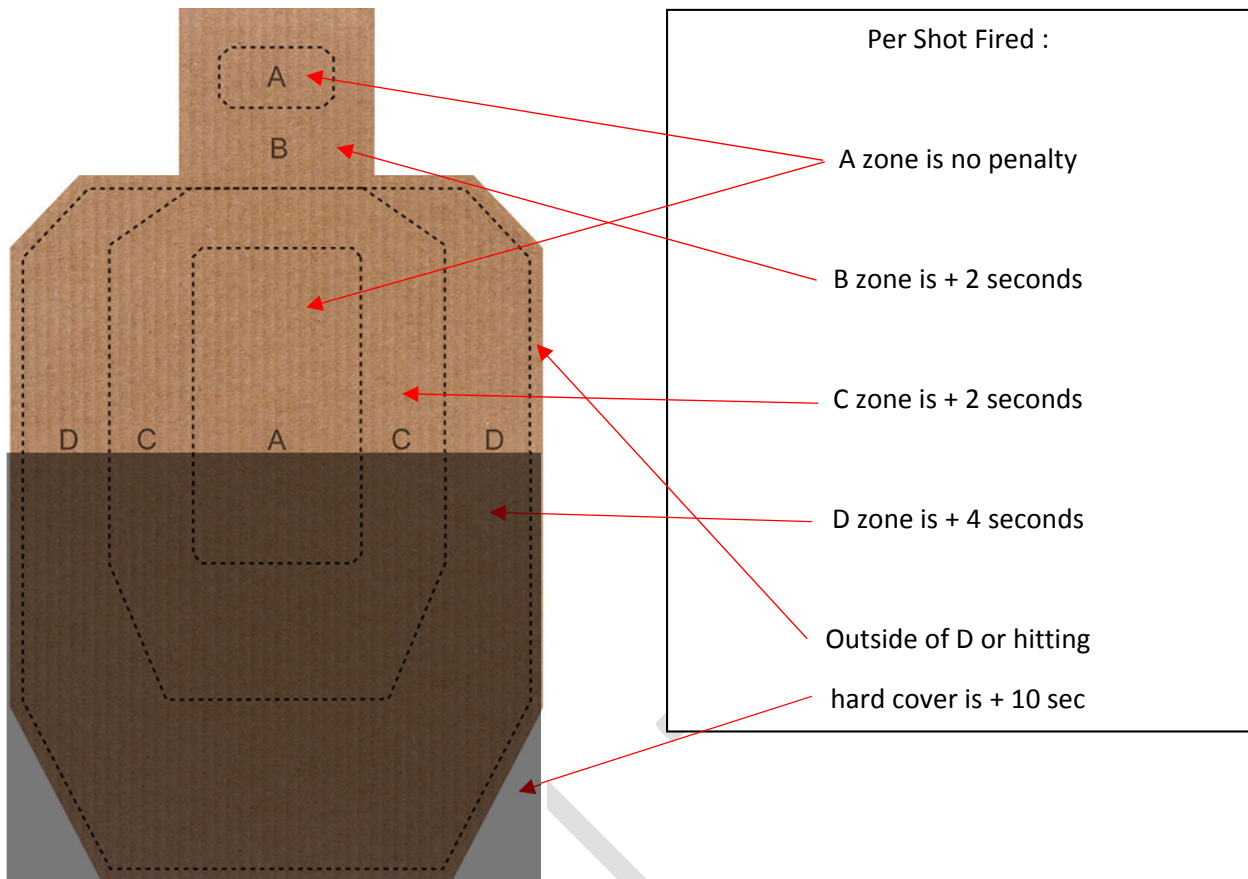
Match 5 requires 8 USPSA Metric targets, wood planks with stakes for fault lines and start boxes, and several barricade walls. Barricades should be no shorter than 72" tall. ROs may extrapolate the target distances and angles as closely as possible from the diagram below. Score will be raw time plus penalties and procedural.

Stage 1, the RO and scorekeeper step behind the shooter. On command, the shooter will load one magazine of 16 rounds and take the start position. On the timer signal the shooter will go to POS 1 and fire one round each on T1 and T2. The shooter will then go to POS 2 and fire one round each on T3 and T4. The shooter will then go through the center of the wall to the designated pathway and fire two shots each at T5 through T8. T5 and T6 must be engaged prior to crossing FAULT 1. T7 and T8 must be engaged prior to crossing FAULT 2. Once POS 3 (not before), the shooter will fire one round each on T1 and T2, then move to POS 4, firing one round each on T3 and T4.

L1 Match 5 Range Setup



L1 Match 5 Scoring and Penalties



Failing to Neutralize – Failing achieve a total of two hits on each target, will incur a 10 second penalty per target not neutralized. In this case, due to Virginia count scoring, any misses result in a FTN and shooters will be assessed a single 10 second penalty per target without two total hits.

Shooting Out Of Sequence/Over Fault Lines – Shooting the target out of order will incur a 10 second penalty per shot fired out of sequence. Shooting past FAULT 1 or 2 as described in this match will result in a match DQ (shooter will end up firing past 180 degree limit)

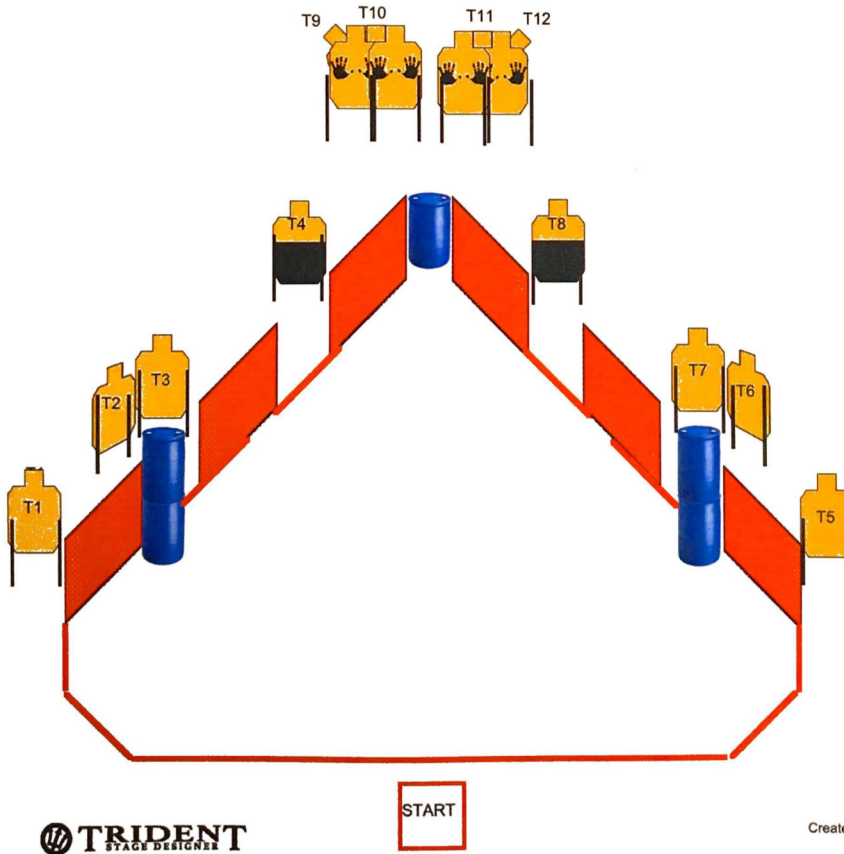
L2 Stage Design Principles

1. The value of an ARC match 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 solely their physical abilities, or skill in finding holes within the rules or intent to be exploited.
2. 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 owner. Reasonable effort must be made to prevent injury to competitors, officials and spectators during the match. Design should prevent inadvertent unsafe actions wherever possible.
3. Courses of fire must always be constructed to ensure 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.
4. Match sites should make every attempt possible to have an even distribution of USPSA metric cardboard, VTAC paper or cardboard and steel targets, steel targets generally from 100-400 yards
5. 'Virginia' rules are generally the standard, i.e., two shots maximum per cardboard or steel target (unless otherwise stated in a stage description for steel). Excessive hits on cardboard shall be scored with the lowest two hits. Excessive shots on steel shall be scored only for the first two shots (unless otherwise stated in a stage description for steel) – all other shots are just wasted time on the competitor's part.
6. One must ensure that by shooting one target the bullet may not inadvertently strike another target
7. On ranges with 100-400 yard capability, cardboard to steel distribution will be 2/3 cardboard, 1/3 steel. All cardboard must be within 50 yards of the start box. Steel may be distributed anywhere from 100-400 yards. Steel shall be circular, oval, square, or 2/3 scale IPSC. Steel size for circular, oval or square targets shall not be less than 4 MOA at its most narrow point, and not more than 5 MOA.
8. Ranges that wish to run L2 matches within 100 yards may use steel at 100, and 1/3 of all USPSA metric cardboard will be obstructed to create a half profile horizontal or vertical target (reduced). Impacts on the obstruction/barrier will not count as a hit.
9. Steel may not be shot inside of 100 yards, unless frangible or reduced ricochet/limited penetration ammo is provided by the match site. No armor piercing, bi-metal, steel core or tracer ammunition may be used for ARC matches. If a magnet sticks to your projectile it is not permitted.
10. L2 match stages should require no more than 2 magazine reloads/exchanges (deviations granted to states with un-American magazine restrictions, and all magazines must come from a shooter's pouches. Magazines shall be retrieved after the stage of fire.
11. Care must be taken to ensure cardboard targets are at a reasonable height off the ground, chest/head level to most competitors.
12. Caution must be exercised in trying to overtly apply specific tactics in stage design – ARC is intended to teach and evaluate the mechanical skills and principles needed to perform with an AR at a high level. Individuals are free to take those skills and correctly incorporate them into their one personal or team tactics on their own accord, during their own activities.
13. The next page contains L2 stage examples. The following stages are not mandatory for L2 matches, but may be duplicated and run as such. The intent is to give ranges ideas and concepts for them to run with.

L2 Stage Examples

L2 Match 1

ARC - L2 - MATCH 1	
RULES: Other	Created By: NNS
START POSITION: Start box, ready position, both hands on rifle, stock in shoulder, muzzle belt level	
PROCEDURE: Shooter loads magazine of 24 rounds. On timer signal, shooter will move into shooting area and fire two rounds each at T1-T12 in whatever order they deem fit. The shooter may move their person uprange if need be, but must abide the 180 degree rule at all times. Shooter does not have to shoot on the move. All targets require two hits to be neutralized.	
SCORING: Virginia Count	
ROUND COUNT: 24	
TARGETS: 12	
DISTANCE: Range discretion	
SCORED HITS:	
PENALTIES: (All in seconds) A No Pen. B + 2. C +2. D + 4. FTN + 10, NS + 20.	
NOTES: Blue barrels by T2/3/6/7 are there to prevent shooter from engaging far uprange. Should obscure wall gap from start box. All paper requires 2 hits to be neutralized	



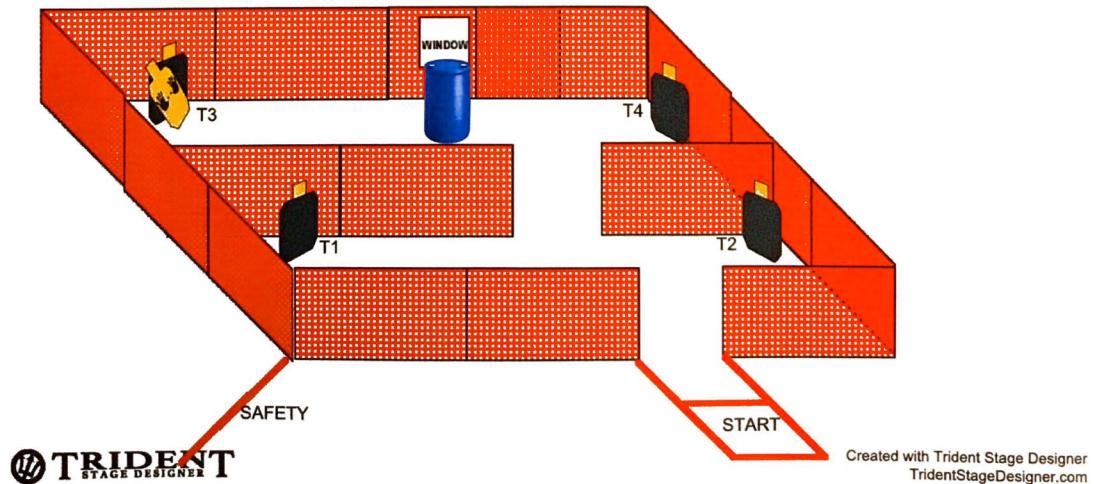
L2 Match 2

ARC - L2 - MATCH 2

RULES: Other	Created By: NNS
START POSITION: In start box, at ready (both hands on rifle, stock in shoulder, muzzle belt level)	
PROCEDURE: Shooters begin in start box with magazine of 14 rounds loaded in rifle. On start signal, proceed into the structure and fire two rounds each at targets T1 and T2 in any order. Then move to fire two rounds each at targets T3 and T4 in any order. Move to the window and fire up to two shots each at T5, 6, and 7. Shooters may not move uprange during this event, and may not shoot through the walls. Shooter does not have to shoot on the move. PAY ATTENTION TO 180 DEGREE RULE.	
SCORING: Comstock	
ROUND COUNT: 14	
TARGETS: 07	
DISTANCE: 2 to 100 yards	
SCORED HITS:	
PENALTIES: (All in seconds) A No Pen. B + 2. C +2. D + 4. FTN + 10, NS + 20.	
NOTES: RO must stay behind shooter. No personnel allowed forward of safety lines of building. Paper requires 2 shots to be neutralized, steel requires 1	

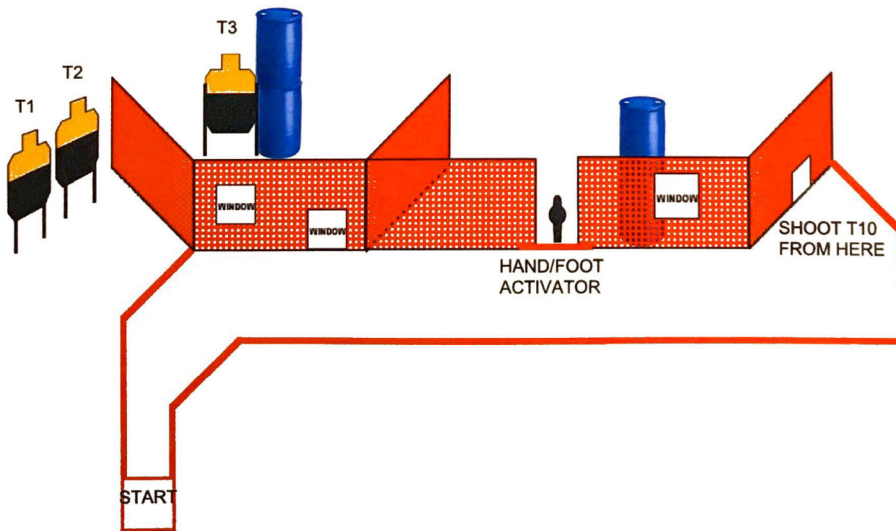
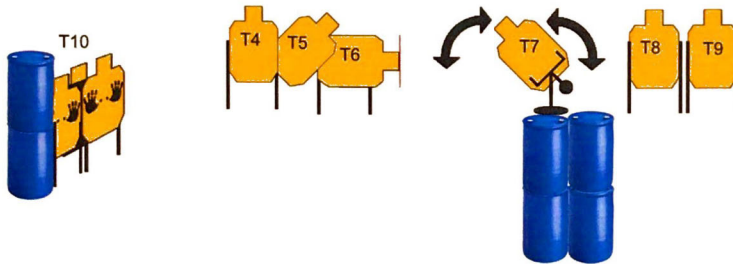


Steel should be 75-125 yards away from window, 8-12" diameter



ARC - L2 - MATCH 3

RULES: Other	Created By: NNS
START POSITION: Start box, at ready, both hands on rifle, stock in shoulder, muzzle belt level. 20 total rounds, any loadplan shooter wants	
PROCEDURE: Begin in start box, engage T1-10 at shooter discretion. T10 must be shot from ground level window on the right. Each target must receive two impacts to be considered neutralized. Shooter must execute a reload on this stage for score to count. Load plan at shooter discretion. Shooter does not have to shoot on the move. PAY ATTENTION TO 180 DEGREE RULE.	
SCORING: Virginia Count	
ROUND COUNT: 20	
TARGETS: 10	
DISTANCE: Range discretion	
SCORED HITS:	
PENALTIES: (All in seconds) A No Pen. B + 2. C +2. D + 4. FTN + 10, NS + 20.	
NOTES: All targets require 2 shots to be neutralized	



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TridentStageDesigner.com

ARC - L2 - MATCH 4

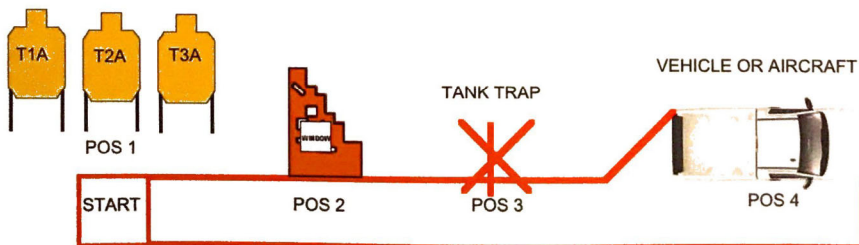
RULES: Other	Created By: NNS
START POSITION: Start position, both hands on rifle, stock in shoulder, muzzle belt level	
PROCEDURE: On timer signal, fire 2 rounds each at T1A, B and C. Conduct a bolt lock reload and fire 2 more rounds each at T1A, B and C (essentially El Presidente). Must remain in shooting box until complete. Move to POS 2, using barricade window for support. Shooter may not be prone. Achieve 2 hits on T2. Move to POS 3 using tank trap for support in any other position than prone. Achieve two hits on T3. Move to POS 4 using vehicle or aircraft body for support on designated point. Achieve two hits on T4, ending the stage. Load plan is at shooter discretion.	
SCORING: Comstock	
ROUND COUNT: 24	
TARGETS: 06	
DISTANCE: 7 and 300 yards	
SCORED HITS:	
PENALTIES: (All in seconds) A No Pen. B + 2. C +2. D + 4. FTN + 20	
NOTES: Paper requires 4 shots to be neutralized, steel requires 1	



T1, T2, T3 300 YARDS AWAY FROM FIRING LINE

TARGETS MUST BE BETWEEN 12-15" AT NARROWEST POINT
SHOULD BE CLEARLY MARKED/NUMBERED FOR VISUAL ID

T1A, T1B, T1C ALL 7 YARDS
FROM FIRING LINE



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TridentStageDesigner.com

ARC - L2 - MATCH 5

RULES: Other	Created By: NNS
START POSITION: POS 1, start position, both hands on rifle, stock in shoulder, muzzle at belt level	
PROCEDURE: On timer signal, move to POS 1 and achieve 2 hits each on T1-T3. All must be engaged from the POS 1 box only. Move to POS 2, using barricade for support in any other position than prone, achieve two hits each on T1-T3. Move to POS 3 using any position other than prone and achieve two hits on T4 to stop time. Two A zone hits on T4 will reward shooter with 20 seconds off your stage time. Don't hit the no shoots - really - just don't. Loadplan is up to shooter, 30 rounds maximum. Sandbag stack at POS 3 should be high enough to prohibit seeing T4 from any prone position.	
SCORING: Comstock	
ROUND COUNT: 30	
TARGETS: 04	
DISTANCE: 50, and scaled 100-300 yards	
SCORED HITS:	
PENALTIES: (All in seconds) A - 20. B + 2. FTN + 20. NS +40	
NOTES: All targets require 2 hits to be neutralized	

