

NRA America’s Rifle Challenge (ARC) Program Rulebook

For Level 1, Level 2 & ARC 2Gun



NATIONAL RIFLE ASSOCIATION OF AMERICA
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Official Rules and Regulations

These rules establish uniform standards and rules for NRA ARC events effective August 4th, 2025. Recommendations for rule changes may be forwarded to the NRA Competitive Shooting Division [\(877\) 672-6282](tel:8776726282) or email ARCINFO@nrahq.org

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1. NRA ARC Program Overview

The America's Rifle Challenge (ARC) shooting sport, presented by the National Rifle Association of America, provides an organized venue for firearm owners to compete with semi-automatic rifles and semi-automatic handguns. Please visit <https://arc.nra.org/> for additional information.

The NRA America's Rifle Challenge (ARC) Program is a dynamic, marksmanship oriented, firearms competition, based on the AR-15 and/or other appropriate semi-automatic rifles. The NRA ARC program, administered by the NRA's Competitive Shooting Division provides for several different levels of sanctioned matches, Level 1 and Level 2 as well as an ARC 2Gun events which incorporates semi-automatic handguns and is similar to ARC Level 2. The NRA ARC Program also provides a structured NRA ARC Training Course which is under development.

NRA ARC Level 1: NRA ARC Level 1 is designed to be generally fired shoulder to shoulder on an appropriate 100-yard ranges (indoor or outdoor), on paper and steel targets, and primarily tests positional shooting skills and accuracy skills while being regulated by time limitations, governed by safety measures and managed by appropriate range staff. Reduced targets and modified courses of fire for Level 1 events are available for locations limited to 25-yards.

NRA ARC Level 2: NRA ARC Level 2 is fired on square ranges and/or on appropriate natural terrain areas from 3 yards out to 400 yards and in some cases out to and beyond 500 yards. Courses of fire are dynamic and generally require movement, positional shooting, shooting from props/barricades and test accuracy skills all under time limitations and are governed by safety measures and managed by appropriate range staff.

NRA ARC 2 Gun: NRA ARC 2Gun is fired on square ranges and/or on appropriate natural terrain areas from 3 yards out 400 yards and in some cases out to and beyond 500 yards. NRA ARC 2Gun courses of fire incorporate the use of semi-automatic handguns as explained in the NRA ARC rules below. Courses of fire are dynamic and generally require movement, positional shooting, shooting from props/barricades and test accuracy skills all under time limitations and are governed by safety measures and managed by appropriate range staff.

NRA ARC Training Level 1 & Level 2: NRA ARC training programs are under development and will be made available to hosting clubs & NRA affiliates that teach, and help beginning to intermediate level AR owners, operate their rifles with confidence to compete in NRA ARC Level 1 & Level 2 events and/or NRA ARC 2 Gun events.

NRA ARC Club Sanctioned Tournament: This is the base level competitive shooting event for Level 1, Level 2, or ARC 2Gun and must have the four (4) required Level 1 stages or four (4) stages for Level 2/ARC 2Gun event.

NRA ARC State Sanctioned Tournament: There can only be ONE (1) state level ARC event per state per calendar year. This event may contain Level 1, Level 2 and/or ARC 2Gun and must be applied for and have approval from the NRA ARC Program Manager. State ARC must have the four (4) required Level 1 stages or a minimum of six (6) stages for Level 2/ARC 2Gun event.

ARC Regional Sanctioned Tournament: The number of regional events is limited each year and subject to NRA competition division approval. This event may contain Level 1, Level 2 and/or ARC 2Gun and must be applied for and have approval from the NRA ARC Program Manager. Regional ARC must have the four (4) required Level 1 stages or a minimum of six (6) stages for Level 2/ARC 2Gun event.

ARC National Sanctioned Tournament: National ARC Events are coordinated and approved directly from the NRA Director of Competitive Shooting. This event may contain Level 1, Level 2 and/or ARC 2Gun. The National ARC event must have the four (4) required Level 1 stages and a minimum of eight (8) stages for ARC Level 2 and ARC 2Gun event.

All NRA ARC Sanctioned tournaments are officially applied for via the NRA Competitive Shooting Web Portal: <https://competitor.nra.org/>. Additional information on tournament sanctioning can be found here: <https://competitions.nra.org/competition-resources/sanctioned-tournament-information/>. All club level events are automatically approved within the system. Applications to host a state, regional, or national ARC tournaments require NRA staff review and approval. Clubs shall create a match registration page for all approved events on Practiscore: <https://practiscore.com/>. Competitors shall sign up for a free six digit competitor number on the NRA Competitive Shooting Web portal <https://competitor.nra.org/> and a free Practiscore account <https://practiscore.com/> to register for approved ARC events.

Activity Fees: Competitor match fees are established by the host. Activity Fees are tiered per competitor based on host NRA affiliation and competitors NRA member status. Host locations are highly encouraged to become NRA affiliated and should encourage NRA membership of competitors to receive the discounted rates. The tiered payments are listed below and shall be paid by the host directly to the NRA within 15 days of the event at which time the scores shall be uploaded to the NRA. All scores should be posted to Practiscore as soon as possible and claimed by the host club. All inquiries shall be sent to ARCINFO@nrahq.org.

- NRA affiliated club will have an activity fee per competitor of \$2 for each NRA member and \$4 for each non-NRA member.
- Non-NRA affiliated host will have an activity fee per competitor of \$4 per NRA member and \$6 per non-NRA member.
- State and Regional tournaments will have a flat fee of \$10 per competitor.

Become An NRA Club or Renew your NRA club status. Host locations are not required but are highly encouraged to affiliate with the NRA and promote memberships to ARC competitors. NRA affiliated Clubs and NRA members will receive discounted rates when participating in ARC event. <https://explore.nra.org/programs/clubs/>

Joining the National Rifle Association (NRA) offers numerous benefits for firearm enthusiasts, advocates of the Second Amendment and clubs. As a member, you gain access to a wealth of resources, including training programs, competitive shooting events, and educational materials that enhance your skills and knowledge. As an affiliated club, you gain access to educational and competitive shooting programs, club benefits, range service resources, on-site assistance and grants. The NRA also provides a strong community of like-minded individuals who share your passion for responsible gun ownership and self-defense. Additionally, members and clubs receive exclusive discounts on products and services, as well as opportunities to participate in various events and activities. By personally joining or your club affiliating with the NRA, everyone contributes to the ongoing efforts to protect and preserve the rights of gun owners and competitors across the nation, ensuring that future generations can enjoy our freedoms guaranteed by the Constitution. Competitors can join, renew, or increase their NRA memberships at this link now: <https://membership.nra.org/MultiStep/JoinToday>

Host organizations can become NRA affiliated as little as \$40 depending on your club category. Find out more by following this link or using the QR codes and links below.

<https://explore.nra.org/programs/clubs/benefits-of-affiliation/>



Individual Memberships



Life Memberships



Club Affiliation

2. ARC Divisions, Equipment & Ammunition Information

This section defines authorized equipment and defines ARC Level 1, Level 2, and ARC 2Gun Division Information. Where alternative types of equipment are shown, the least restrictive conditions apply unless the tournament program sets forth limitations.

Stock Division

Rifle: Rifles must be semi-automatic and chambered in one of the following calibers - .223Rem, 5.56mm, 7.62mm, .308Win, or 300 Blackout. Maximum Magazine capacity is 30 Rounds. The maximum barrel length is twenty inches.

A stock division rifle may only use non-magnified sighting systems. Mounted fixed or flip up metallic (iron sights) sights are allowed and may be co-witnessed with a Red Dot Sight (RDS) or prismatic optics with no magnification.

The use of tripods, bipods, monopods, or rifle support bags is restricted in the Stock Division unless provided for within the stage brief for use by all competitors.

Handgun: For NRA ARC 2Gun, the handgun must be a semi-automatic, be double action, double action only, or striker fired; must use 9mm, .40S&W or .45AUTO; DA/SA, Double Action Only (DAO),

or striker-fired firearms may have a manual safety engaged at the competitor's discretion. Sights must be traditional notch and post type and may include fiber, tritium, or colored inserts. No external modifications to the shape, size or function of stock parts are allowed. No compensated barrels or ports. The maximum magazine capacity is 21.

Firearm mounted lights are permitted. Devices shall be fully functional as designed by the manufacturer; blank castings used as a weight are strictly prohibited.

Limited Division

Rifle: Rifles must be semi-automatic and chambered in one of the following calibers - .223Rem, 5.56mm, 7.62mm, .308Win, or 300 Blackout. Maximum Magazine capacity is 30 Rounds. The maximum barrel length is twenty inches.

A limited Division rifle may have two sighting systems mounted; one magnified optic and one set of metallic sights be it fixed or flip up.

The optic may be up to 8x power, fixed or variable power magnification.

Use and or mounting of a magnifier in conjunction with a Red Dot Sight will count as limited class.

The use of non-mounted rifle support bags is optional for competitors in the limited division. Supporting bags may not be pre-staged on a stage prior to the start signal.

Handgun: For NRA ARC 2Gun, the handgun must be a semi-automatic, be double action, double action only, or striker fired; must use 9mm, .40S&W or .45AUTO; Selective DA/SA firearms may start cocked and locked or de-cocked, at the competitor's discretion. DA/SA with a de-cocking lever or button will be de-cocked using the lever or button. DA/SA, DAO, or striker-fired firearms may have a manual safety engaged at the competitor's discretion. Firearms may NOT be ported or compensated. Firearms may have factory designed or aftermarket mag-wells installed. Sights may be traditional notch and post type and may include fiber, tritium, or colored inserts co-witnessed with a passive miniature red dot attached directly to the slide between the rear and the ejection port. The maximum magazine capacity is 21 Rounds.

Firearm mounted lights are permitted. Devices shall be fully functional as designed by the manufacturer; blank castings used as a weight are strictly prohibited.

Open Division

Rifle: Rifle must be semi-automatic and chambered in one of the following calibers - .223Rem, 5.56mm, 7.62mm, .308Win, or 300 Blackout. For ARC Maximum Magazine capacity is 45 Rounds. Rifles may have a factory design or aftermarket mag-well installed. The maximum barrel length is 24 inches.

An Open Division rifle may have up to three sighting systems mounted, one primary optic, one secondary optic, and fixed or flip up metallic sights.

The primary optic may be any fixed or variable magnification. No maximum limit.

If a secondary optic is used, it shall be a non-magnified Red Dot Sight,

Bipods and supporting bags are authorized for use during Level 2 and ARC 2Gun events. The starting position for bipods shall be folded prior to the start signal. If bipods are used, they must remain mounted/attached during the entire competition. Supporting bags may not be pre-staged on a stage prior to the start signal.

Handgun: For NRA ARC 2Gun, the handgun must be a semi-automatic in 9mm, .40S&W or .45AUTO. Single Action (SA) firearms will start with the hammer cocked and the safety engaged. Selective DA/SA firearms may start cocked and locked or de-cocked, at the competitor's discretion. DA/SA firearms with a de-cocking lever or button will be de-cocked using the lever or button. DA, DAO, or striker-fired firearms may have the manual safety engaged at the competitor's discretion. Firearms may be ported or compensated. Handguns may have factory designed or aftermarket mag-well installed. Sights may be a passive miniature red dot attached directly to the slide between the rear and the ejection port or be an active red or green laser mounted on the frame of the firearm. For ARC Maximum Magazine capacity is 21 Rounds.

Firearm mounted lights are permitted. Devices shall be fully functional as designed by the manufacturer; blank castings used as a weight are strictly prohibited.

Additional Division Rules and Clarifications including NFA Items

Pistol Caliber Carbines (PCC): PCC's can be used in all ARC Level 1 stages and Match Director's may declare a Level 2 PCC or ARC-2Gun/PCC Specialty match. These specialty matches shall be limited to a maximum range of 200 yards. All division rules apply except for carbine calibers which may only be 9mm, .40S&W, or .45AUTO. The minimum engagement distance of all steel targets shall be 10 yards. Match directors shall designate all PCC steel targets as white and all handgun steel as yellow.

Rimfire: Semi-auto rimfire rifles can be used in all ARC Level 1 stages, all division rules apply.

Supporting Bags, and Bipods: NO tripods, bipods, monopods, or supporting bags or rifle mounted braces are permitted in Level 1 ARC events regardless of division. During level 2 events the use of supporting equipment may be provided for or restricted on specific stage as stated in the stage brief. Exemptions and modifications to the above restrictions are allowed for use by adaptive and disabled competitors with Match Directors approval. Regardless of Rifle Division a sling is required in ARC events, unless stage/match program limits its use on a given stage.

Suppressors/Short Barreled Rifles: Suppressors and Short Barreled Rifles (SBR) are both regulated by the National Firearms Act (NFA). The use of SBR's and rifle/carbine suppressors in all NRA ARC divisions is authorized. When suppressors are attached, they are NOT included in the overall maximum barrel lengths that are limited by divisions. Firearm sound suppressors, often referred to as silencers or moderators, and SBR's, are subject to increased regulation at the federal, state, and local levels. **Competitors are responsible for complying with all federal, state, and local laws regulating possession, use, transportation, storage, receipt, manufacture, making, and transfer of NFA items for use in NRA competitions. Firearms laws are subject to frequent change, so competitors must ensure compliance with current law.** For any particular legal situation, a licensed attorney in the appropriate jurisdictions should be consulted. At events where these types of NFA items are not allowed, Match Directors shall include

in their Match Programs the following Notice to Competitors: “Suppressors and/or Short Barreled Rifles are not allowed for use in this tournament and are not allowed on our range. Please consult with your attorney concerning possession in this jurisdiction.”

Muzzle Devices: Rifles in all divisions may use any muzzle device, to include compensators or brakes.

Rifle Lights/Lasers: Functioning lights and lasers may be attached to all rifles regardless of division but shall not be activated or used unless specifically stated in the Walk-Through Stage Brief (WTSB). Open Division may use lasers in all events without restriction.

Triggers: NO fully automatic, burst, binary, or forced reset type triggers are permitted for use in either carbines or handguns in any ARC event regardless of match program or venue. There is no minimum restriction on the trigger pull weight of firearms, however, at all times the trigger mechanism **must** function safely, and all safeties must be operational. **ANY** trigger that fails to function as designed or at the sole discretion of the Match Director, which is deemed unsafe, shall be immediately removed from the match. NRA strongly recommends competitors use a rifle trigger with no less than 3.5lbs.

Magazines: The use of aftermarket magazine base pads is authorized provided they do not make the magazine weigh more than 1 oz. over the same capacity factory magazine. Weighted (Brass or Tungsten) magazines baseplates and mag wells are prohibited for both rifles and pistols. Magazines shall not be coupled together by any means and spare magazines must be carried on the body, separately from the firearm. Deviations regarding magazine start capacity and placement may be incorporated within specific stage briefs. In jurisdictions where competitors are restricted by law to a maximum magazine capacity, that maximum capacity will be the maximum allowed for all competitors in the event. Any such limitation must be stated in the match program in advance and enforced by match staff.

Additional Rules:

- Every competitor will register and declare their division prior to the beginning of the match.
- No competitor may change divisions once the match has begun except with the express approval of the Match Director. For this to be permitted there must have been an error in good faith (such as a new competitor that did not fully understand classification rules).
- Any competitor whose equipment, ammunition, or firearm(s) is determined by the Match Director or other event staff to be out of compliance with his or her stated division may be placed into the Open Division. Should his or her equipment not meet the requirements of Open, the competitor may be disqualified or allowed to compete for no score at the Match Director's option.
- All range finding and electronic and optical sighting devices are permitted for use in NRA ARC events.
- Other Modifications: Due to the inherent modularity of the AR-15 base platform, no divisional restrictions are applied to the following types of parts or accessories: grips, buttstocks, rails/handguards, or other small parts such as anti-walk pins, ambidextrous controls, sling swivel/attachment points, hand stops, enhanced/curved trigger guards, and charging handles. **Accessories specifically prohibited for all divisions:** bayonets,

chainsaws, undermount shotguns, and other novelty items unrelated to the competitive and marksmanship nature of NRA ARC. The Match Director will be the final arbitrator of authorized or inappropriate accessories.

3. Classifications

In keeping with NRA Competitive Shooting Sports history, the following classifications are under consideration for ARC competitors:

- Unclassified, Marksman, Sharpshooter, Expert, Master, High Master

Data will be gathered from events, through a date yet to be determined, to develop a classification system. Until that time, host clubs should use a Lewis Class System dividing the total overall number of competitors into thirds, three groups: Gold, Silver, and Bronze, to recognize bracketed levels of performance. Example: If 66 competitors completed the event, the top 1/3rd (1st -22nd place) would be in the “Gold” division, the middle 1/3rd (23rd – 44th place) would be in the “Silver” division and the bottom 1/3rd (45th – 66th) would be in the “Bronze” division.

An NRA ID Number is required to participate in ARC and is used for classification purposes in all NRA Sanctioned Tournaments. Competitors shall visit the NRA competitive shooting web portal and register for this six-digit NRA ID number. This is separate from an NRA membership number. NRA membership is NOT required to participate in ARC events, but is highly encouraged. Use this link for your free NRA ID: <https://competitor.nra.org/>

Distinguished ARC Program

The NRA Distinguished America’s Rifle Challenge badge will be awarded to those competitors who earn a total of 30 points through unassisted individual competition in State, Regional, and National NRA ARC Level 2 or ARC 2Gun matches. Credit points will be awarded to the highest scoring 10 percent of all non-Distinguished ARC competitors firing the match ranked in order of merit within their division, if there are less than five competitors in a division they will be combined with the next highest division. The winning ten percent will be further broken down and credit points awarded as follows:

To the highest scoring 1/6 th of the 10%	10 points
To the next highest scoring 1/3 rd of the 10%	8 points
To the remaining competitors authorized credit points	6 points

All points qualifying for points during a Nationally Sanctioned shall be awarded 10 points each. A competitor’s 30-point total does not need to be earned in a single division, a competitor may earn points in multiple divisions.

# Eligible Non-Distinguished Competitors per Division	# Awards	10 Points	8 Points	6 Points
1-4	0	0	0	0
5-14	1	0	0	1
15-24	2	0	1	1
25-34	3	1	1	1
35-44	4	1	1	2
45-54	5	1	2	2
55-64	6	1	2	3
65-74	7	1	2	4
75-84	8	1	3	4
85-94	9	2	3	4
95-104	10	2	3	5

4. Competitor Eligibility & Sub-Categories

INDIVIDUALS: Any U.S. Citizen legally permitted to own firearms and use firearms may participate in NRA ARC events.

NON-U.S. CITIZENS: Law abiding and legally permitted, non-U.S. Citizens, both resident and non-residents, who are members in good standing of their respective National Shooting Federations or Associations may compete NRA ARC events unless further restrictions are imposed by law or the program.

Competitor Categories: The following categories should be recognized in State sanctioned matches and higher:

Lady	Media	Law Enforcement	Service	Reserve
Junior	Senior	Grand Senior	Veteran	

5. ARC Rules for Level 1, Level 2 & ARC 2Gun

Safety, Sportsmanship & Disqualifications

During the mandatory competitor and staff safety briefing explain the NRA gun safety rules:

- Always keep the gun pointed in a safe direction
- Always keep your finger off the trigger until ready to fire
- Always keep the gun unloaded until ready to use

The safety and pre-match brief should also include the following: (non-inclusive)

- List of sponsors, note any special guest or VIP's.
- Eye protection is mandatory for all competitors, staff and spectators.
- Safe table locations and procedures, initial unbagging/bagging.
- Emergency procedures, designate first responders, address, location of trauma kits.
- Unique Club rules or safety concerns.
- Match Admin items:

- Explain competitor squad numbers and starting locations.
 - Review rotation plan for squads.
 - Lunch plans, shoot-through or hard stop.
 - Arbitration plan.
- Eye and ear protection is MANDATORY and will be worn by competitors, spectators, and staff. Eye protection may be removed ONLY for the purpose of actively looking through a spotting scope to observe long range steel shots by designated spotters. Once an individual is no longer actively spotting, eye protection must be worn. A competitor whose eye or ear protection falls off during execution of a stage may, at Range Officer discretion, be given a reshoot provided that the safety equipment malfunction was genuine and not due to substandard equipment or intentionally caused by the competitor.
 - Cold Range: NRA ARC matches will operate as cold range events. This means that all firearms must remain unloaded, pistols holstered, and rifles slung or placed in carts with a chamber flag fully inserted **INTO THE CHAMBER** of the firearm unless under the direct supervision of an RO or safely handled while in a designated safe area or function fire area.
 - Any person can be denied access, disqualified, and/or removed from any event based on involvement in a circumstance that creates a safety risk, at the sole discretion of event management. This includes any competitor, spectator, or staff member found or reasonably suspected to be under the influence of a compromising substance such as, but not limited to, alcohol or narcotics.
 - No competitor may load a firearm except under direction by a Range Officer.
 - Designated Safe Tables/Areas are required during ARC events. No competitor may handle, bag or unbag, display, service, repair, or function check a firearm except at a designated Safe Table. Safe Tables will be visibly marked and verbally announced during the match briefing. **No competitor may load or handle live ammunition in a safe area.** Any competitor found violating these safety measures may be subject to disqualification.
 - Stage boundaries. Stage boundaries shall be used to visibly mark off areas of the bay for safety or to keep an area of the range clear of squad members or spectators. No one should be within the stage boundary unless access is granted by the Range Officer. Stage boundaries should be set no further than 10 yards behind the rearmost starting or firing point.
 - Transport of firearms during a match. When moving any firearm from one location to another (such as stage to stage) the firearm will be COMPLETELY unloaded. Handguns will be holstered or bagged, and rifles will be slung, fully cased, or carted with a chamber flag or empty chamber indicator (ECI) properly **inserted into the chamber** of the firearm.

- NRA ARC Level 2 & ARC 2 Gun are dynamic action sports. Holsters, slings and other equipment must be of sufficient quality and construction to retain firearm(s) and other items during vigorous movement. Any firearm dropped while loaded, a firearm with a round in the chamber or a loaded magazine inserted, will be grounds for immediate disqualification and MAY NOT be retrieved by anyone other than a Range Officer or Match Director. Any firearm dropped while unloaded, once retrieved by a Range Officer or Match Director and verified as unloaded, will be returned and a warning issued. (Unless host location rules differ). If the competitor drops an unloaded firearm for a second time, this is an immediate match disqualification. Should any competitor retrieve a firearm prior to the Range Officer and their verification status, he or she will be disqualified. Note: A dropped loaded firearm includes the circumstances surrounding the placing of a loaded handgun or rifle in a designated dump barrel, bucket, or container. If the competitor's loaded firearm "bounces" out of this container, even with a safety fully engaged, this is a disqualification.
- At some hosted events, competitors should expect to assist in the resetting of stages to expedite the flow of the match. Please be ready to tape targets and reset props only when prompted by the Range Officer.
- Handguns: Must be unloaded, cased with magazine removed or unloaded, holstered, de-cocked, with magazine removed. Once holstered, a handgun may NOT be removed from the holster unless in the safe table area and/or as directed to remove by a range officer in preparation for executing a stage.
- Holster Requirements: Handgun holsters must meet the following specifications:
 - o Securely retain handguns during vigorous movement. Only high quality, outside the waistband holsters attached directly to the belt are permitted.
 - o Cover 100% of the trigger guard area.
 - o Be positioned on the belt between the competitor's 2 and 4 o'clock positions for right-handed competitors, or 10 and 8 o'clock positions for left-handed competitors. There are no restrictions on the cant and orientation of the holster if the handgun can always be drawn safely, and the muzzle does not point more than three feet in any direction from the competitors' feet while standing.
 - o Hold the highest point of the pistol grip of the handgun no lower than three inches from the top of the belt. Use of thigh straps in combination with direct attachment to the competitor's belt is authorized.
- Holster Restrictions: The following styles of holsters are specifically prohibited: Appendix, shoulder, ankle, small of back, cross-drawn, chest, bag/fanny pack, or any style of trigger finger manipulated auto-locking/release holsters.
- Lanyards: No handgun lanyards of any type are permitted regardless of division. Certain grips and straps for use by adaptive athletes may be authorized upon review and approval from the Match Director.

- **Rifles:** Must be unloaded, cased (unless worn slung or carted) with the magazine removed. A **Chamber flag or ECI is required** to be immediately and properly placed **into** the rifle's chamber when initially uncased in the safe area. The chamber flag is NOT to be removed unless in the safe table area or as directed by a range officer in preparation for executing a stage. When rifles are "slung" during the match they shall be fully unloaded with magazines removed and **chamber flags/ECI properly inserted into the chamber**. Rifles may be placed in a dolly, cart, or caddy and secured, with the **chamber flag/ECI properly inserted** and the magazine removed when transported. Match Directors may provide rifle racks at each stage.
- **Unintentional Discharges:** An unintentional discharge shall be grounds for immediate disqualification. Unintentional discharge shall be defined as any discharge that is not intentional. This includes unintentional or intentional discharges that have rounds traveling directly over a backstop or berm, rounds that impact the ground within 5 feet of the competitor, any round discharged while; clearly not engaging targets, manipulating the firearm during reloading, unloading, loading, or performing corrective action during a perceived malfunction. This list of unsafe acts is NOT all inclusive.
- The Match Director is the final arbiter of safety concerns and disqualifications at all ARC events. Any disputes regarding rulings or stoppages by a Range Officer must be brought to the Match Director immediately.
- Violations of any safety rule may be grounds for penalties up to and including disqualification/expulsion.
- Sportsmanship is second only to safety and all people are expected to conduct themselves in a professional and courteous manner at an NRA event. Penalties up to and including disqualification from the match may be imposed at Match Director discretion. A warning may be issued but IS NOT required in the case of significant violations.
- Unsportsmanlike conduct includes but is NOT limited to the following acts: Any dishonest act, regarding the fair conduct of the match, commonly known as "cheating". Falsification of scoring records, alterations to targets, props, or range equipment. Any alteration to a competitor's firearm(s) or equipment that changes classification without prior approval from match staff. A competitive advantage is not required for the enforcement of this rule. ANY abusive or threatening behavior directed at fellow competitors or match staff will result in immediate disqualification. ANY action taken in bad faith with the intent to gain a competitive advantage. Intentionally causing safety equipment (such as eye or ear protection) to come off or claiming ignorance of rules/stage procedure for the purpose of claiming a reshoot are examples of such behavior. Behavior that could reasonably be expected to disrupt a competitor or staff during execution of a stage, this is not limited to willful and deliberate acts. The penalty imposed may be at the discretion of Match Director. For instance, a DQ may be warranted for a willful act such as yelling at or insulting a competitor during execution of a stage, but a verbal warning may suffice for excessive

conversation and volume among competitors waiting to shoot. Coaching a competitor during execution of a stage is not permitted. Coaching of a junior competitor by a parent, guardian, or responsible party will be allowed ONLY to maintain safety and proper execution of the stage. No person coaching under this exception may be downrange of the competitor at any time.

- Range Officers: May be competitors, volunteers, or staff. All shall always be treated with respect. Range Officers are responsible for first line calls on scoring, penalties, reshoots, or disqualifications.
- Arbitration: Any disputes or appeals should be brought immediately to the Match Director. In the event of a disputed action, the Match Director will be notified immediately. Any clarification, challenge, disqualification, or safety decision made by the Match Director will be final and decisions are not open to appeal at Club Tournaments. At National, Regional, and State Tournaments, the Match Director shall appoint a separate 3-member arbitration team composed of senior match staff. The challenge fee for this process is \$100.
- Any equipment, ammunition, or firearms deemed to be unsafe or faulty may be disallowed at the Match Directors discretion. If a competitor's equipment legitimately becomes unserviceable during a match, he or she may repair or replace said firearm with parts/equipment of similar types provided that the replacement does not violate the description or rules of the competitor's division. This repair or replacement requires Staff approval.
- Slings: Competitors MUST utilize a commercially manufactured sling on their rifle. The rifle must remain slung about the competitor's body during execution of a stage **UNLESS** specifically stated in stage description. The sling must fully support the rifle, muzzle down and on the front of the competitor's body without the competitor's hand(s) on the rifle. One, two, and/or three-point slings are permitted. Manufactured quick release slings MUST be used for ARC 2Gun events as slings may be required to be removed on stages that start with a rifle or carbine.
- ARC 2Gun stages may be written to stipulate retention of a COMPLETELY EMPTY rifle, slung on the front of a competitor's body or safely abandoned, once rifle engagements have been completed the safety shall be engaged. While on the clock, a competitor shall remove the source of ammunition and clear the chamber to the satisfaction of the Range Officer (magazine out and show an empty chamber) prior to letting the rifle hang on their sling and transitioning to handgun engagements. As a secondary method of clearing the rifle, the competitor may take the option to remove the magazine and then fire the last remaining round in the chamber. This will only be conducted in a manner in keeping with range safety rules.
- Abandonment: If a stage stipulates abandonment of a rifle, the rifle may be unslung and abandoned at the location designated in the stage description. Handguns and carbines

shall be properly abandoned in the specified dump bucket/container muzzle down in a safe condition.

- Rifles: A safe condition for rifles is defined by fully completing one of the following two actions: If by fully engaging the manual safety or by removing the magazine and clearing the chamber prior to abandonment.
 - Handguns: A safe condition for handguns is defined by fully completing one of the following applicable actions: by removing the magazine and clearing the chamber prior to abandonment or, SA handguns- by fully engaging the manual safety, SA/DA handguns- by decocking or engaging a manual safety (if handgun has one). All other action types can be placed in the container in a safe direction loaded or unloaded.
 - If, at the completion of firing, a competitor's firearm is found abandoned with the safety off and loaded, that competitor shall be disqualified from the entirety of the tournament. Once the competitor no longer has physical control over the firearm, it is considered abandoned and may not be retrieved.
- Muzzle orientation: At no time may a competitor orient the muzzle of a firearm in such a way that it breaks the '180'-degree plane, points at any part of the body, OR exceeds a muzzle safe indicator that reduces the angle further. Match Directors shall define the muzzle safe points for each stage, if used, within the WTSB. Muzzle Safe Points shall also be placed on both sides of the Level 1 target line, one to the left of target 1 and one to the right of the last target in the array. Additionally, any prop or actions that require a competitor to grab or reach shall have an area clearly marked that both the muzzle of the firearm and parts of a competitor's body shall not both be in the same location. Example, pointing a rifle at your feet while activating a stomp pad or turning a doorknob with one hand while pointing your handgun in the same marked area. Conducting any of these actions is an immediate disqualification. Match Directors shall ensure that the design of any stage in an ARC 2 Gun event does not require a competitor going prone with a loaded handgun.
 - A slung, completely empty rifle with an ECI inserted is exempt from the '180'-degree rule until ammunition is placed into the firearm. Placement of ammunition into the firearm, including insertion of a magazine, regardless of whether a round is chambered reinstates the '180'-degree rule. Stages with an up range facing start, shall NOT be designed with a loaded rifle, including closed bolt/empty chamber/magazine inserted conditions.
 - At no time may a competitor orient the muzzle of a loaded firearm in such a way that it points at the competitor's own body or the body of another person. Breaking this rule is an immediate disqualification. Additionally, competitors shall **NOT** sling a rifle in "Hunter Carry" mode with the muzzle up, **ALL RIFLE MUZZLES SHALL BE POINTED DOWN and be carried slung on the front of the body with a chamber flag inserted and visible.**
 - A competitor may not place a finger inside of a trigger guard when loading, unloading, reloading, or executing remedial action. Execution of commands by Range Officers to

include “Pull Trigger”-are considered exceptions but do not absolve the competitor of responsibility for negligent discharges.

- A competitor must not have their finger inside the trigger guard when moving and not actively engaging targets. Range officers shall issue a “Finger Warning”. Two such warnings will result in match disqualification for repeated violations of this rule.
- A competitor may not engage steel targets with handgun caliber ammunition at a distance less than 10 yards.
- A competitor may not engage steel targets with rifle caliber ammunition at a distance less than 100 yards. Match Directors may use frangible targets inside 50 yards.

Ammunition, Permitted and Restricted Cartridges

- All handgun and PCC ammunition must be 9mm, 40 S&W, or 45 AUTO. All rifle ammunition must be .223Rem/5.56, 7.62/.308Win or 300 Blackout.
- Restrictions: No projectiles of any type containing steel cores, steel jackets, or bi metal jackets, armor piercing (i.e. tungsten), incendiary, tracer components or surrogate rounds may be used. Match Directors, match staff or NRA staff reserve the right to inspect any competitor’s ammunition at any time.
- Any competitor who is found to accidentally or unintentionally use prohibited ammunition may be given the opportunity to replace his or her ammunition with approved ammunition if no damage to property has occurred. If the competitor is found to have caused damage or willfully used prohibited ammunition OR if the competitor argues or refuses to immediately comply with proper ammunition requirements the competitor will be disqualified. Remediation of any damage caused shall be resolved locally with the host facility. Ammunition restrictions shall be stated in match programs and registration applications.
- Squib. A squib is a potentially dangerous situation where a projectile or object is stuck in the barrel. If another round can be chambered and fired, this can result in catastrophic malfunctions and injury to the competitor or bystanders. Any time a Range Officer suspects a squib, they will give the “STOP” command or in the case of a 2Gun stage may have the competitor go to the second firearm and finish the stage, if safe to do so. If the competitor suspects a squib, they should stop themselves and inform the Range Officer of a possible squib. In a 2Gun stage the competitor may safely abandon the suspected squib firearm and continue with the second firearm. At no time shall competitors attempt to clear a suspected squib while on the stage.
 - Reshoot policy following a squib: If the firearm is found with a true squib, the stage will be scored as it stands with any penalties added, NO re-shoot is authorized. If

the Range Officer stopped the competitor and the firearm is confirmed as clear and safe, the competitor will receive an automatic reshoot.

Firearms

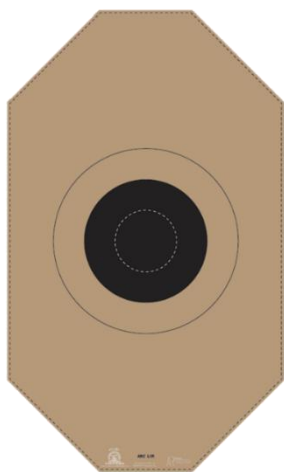
- Match Staff, Match Directors and/or NRA staff reserve the right to inspect any competitor's equipment at any time and this includes firearms. Any firearm considered unsafe, broken, damaged, or otherwise unserviceable by Match Staff, Match Directors and/or NRA staff will be removed from competition immediately and may only be reinstated with the approval of the Match Director.
- Competitors must use the same firearms (rifle and handgun) throughout the event. Repair, significant alteration, reconfiguration, or replacement requires Match Director approval. Any changes made without prior approval may result in disqualification.
- Removal or installation of support devices, scope caps/covers, chamber flags, etc. are not to be considered significant alteration.
- Handguns will be loaded to division capacity (unless otherwise specified) and holstered. Single Action Only firearms **will** start with the hammer cocked and the safety engaged. Selective DA/SA firearms may start cocked and locked or de-cocked, at the competitor's discretion. DA, DAO, or striker-fired firearms with a de-cocking lever or button will be de-cocked using the lever or button. DA, DAO, or striker-fired firearms may have a manual safety engaged at the competitor's discretion.
- Holding any ammunition or ammunition feeding device after the "Standby" command and before the audible start signal with the hands is prohibited. Magazines shall be held in magazine pouches or pre-staged if written in the WTSB. Stage designs mandating loose ammunition starts are prohibited.

6. Scoring:

- All levels of NRA ARC matches will be scored using "Time Plus Penalties." Total match score will be the sum of stage raw times plus accumulated penalties, measured in seconds. Finishing order will be determined by the lowest total time. At State level and higher matches, scores shall be posted for competitor review period prior to finalizing.
- Scoring must take place via Practiscore on approved Practiscore devices. To register for a free Practiscore user account visit: <https://practiscore.com/> For tutorials on how your club can get the most out of Practiscore web and app based features please visit: <https://community.practiscore.com/c/tutorials-learn-how-to-do-stuff/19> When registering as club, Practiscore recommends using a club email account and not personal accounts.

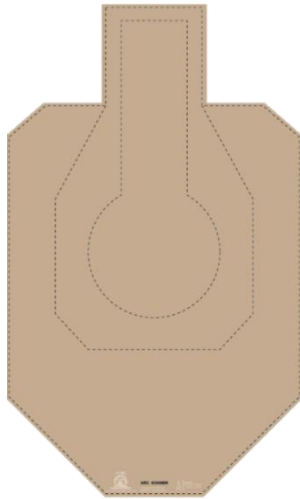
- A competitor must execute all match stages to be ranked in the final match standings. A competitor will be issued a match DNF, “Did Not Fire” if all stages were not executed.
- Scoring Ties: Match Director’s shall pre-designate a single stage/COF to use as a tie-breaker stage in the event of a statistical tie upon completion of the match. This stage must be listed in the match program and written into the WTSB prior to the start of the competition.
- Official targets for NRA ARC: Level 1, stages 1-4, is the NRA ARC L1R target and 12” rifle grade static steel plates. For Level 2 events, NRA ARC-Gunner cardboard targets and rifle grade steel can be used for host locations with 100-yard ranges. Official reduced size versions of the targets are available and may be used by host ranges limited to a maximum range of 25 yards. These targets can be used to simulate distances beyond their available ranges. Shooting at steel inside 100 yards with rifle caliber ammunition is prohibited at all NRA ARC events.
- During National, Regional, and State Tournaments cardboard targets should be replaced after 50 rounds or if scoring is hindered.
- Host facilities may use various types of props to enhance target presentations and create challenging stages, examples include but are not limited to movers, swingers, clamshell, bobbars, in & outs, spinners, plate racks, knockdowns, poppers, stars, dueling trees, etc. Many props are commercially available or can be designed and crafted locally.

Level 1, Target NRA ARC-L1R



Penalties:
4 Inch inside perforation No penalty
8 Inch outer black is +1 second
12 Inch ring is + 2 seconds
Outer target area is + 4 seconds
Missed target is +5 seconds

Level 2, and ARC 2Gun Target, NRA ARC-Gunner



Penalties:

Center zone is no penalty

Middle zone is + 1 seconds

Outer zone is + 3 seconds

Missed target is + 5 sec

Scoring Rules & Terminology

Raw Time: The total actual recorded time from start signal to last shot fired using an electronic pro-timer.

Par Time: A fixed maximum allotted time to complete all actions and firing during a string of fire. The standard max par limit is set at 180 seconds, unless a lower limit is stated in the WTSB. Competitors exceeding the max par limit will be stopped by the RO, entered time will be the max par time and targets scored. Any hits made after the timer shall be scored as a miss. The remaining unengaged targets will also be scored as missed, and in all cases, penalties will be applied as appropriate.

Time Plus Penalties: Time from start signal to last round fired plus assessed penalties.

Unlimited: The number of shots fired by a competitor on a target are UNLIMITED, competitors may fire additional times at targets within a stage.

Limited: The number of shots fired by a competitor on a target are LIMITED, competitors shall only fire the limited number of times specified in the WTSB.

Hits: A hole in a target counted for score or penalty must be the result of a direct hit by a bullet. Evidence that a direct shot produced a given hole on a target, such as a carbon ring, may be examined in case of doubt or question. Any holes that result from shrapnel, bullet fragments, obvious ricochet, or other objects will not be counted for score or penalty. Elongated hits, commonly referred to as “Skid Shot” shall only be counted at the impact point on the face of the target. Targets impacted on the back shall be counted as a miss. Only match staff can use an overlay or plugs. Holes touching a line receive the higher value score of the zone. Competitors and spectators shall not touch targets until all scoring is completed and the stage is being reset for the next competitor. Match Director call is final on all score.

Minimum Hits: For NRA ARC Level 2 & NRA ARC 2Gun Cardboard targets Match Directors shall require a minimum of two hits per cardboard target (both rifle and handgun).

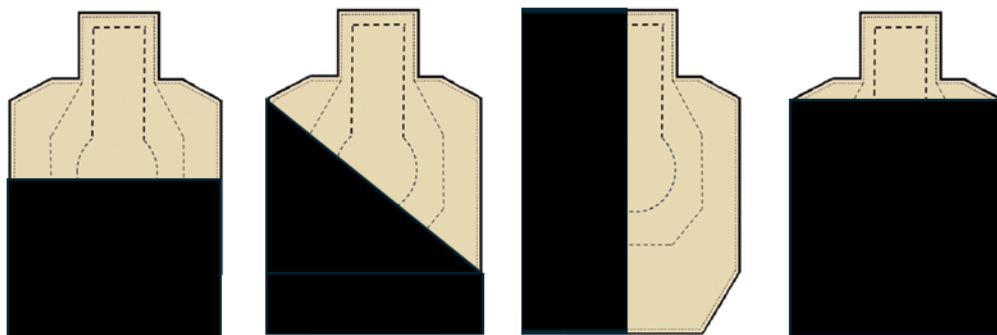
Miss on Cardboard: Each required hit that was scored as a miss, results in a 5 second penalty added to the raw time. Example: Competitor engages a target in an Unlimited stage with five rounds, only two are for score, no impacts are recorded on the target. The number of misses recorded on that target would be two for a total of 10 seconds added to the raw time. The total number of rounds fired is irrelevant, only the required scorable hits are factored.

Failure To Engage: All paper, cardboard, steel, and frangible targets inside 100 yards, not engaged will result in a 20 second penalty per target. Steel targets have a tiered FTE penalty based on target distance, targets greater than 100 yards will receive a “FTEX” 40 second penalty per target not engaged.

No-Shoot Target: Any No-Shoot target hit will result in a 10 second penalty per hit to a limit of two penalties per target (i.e. Engaged three times and hit three times will result in a max count of two hits. (2 x 10 sec = 20 sec penalty). These targets will be the solid white reversed side of an IPSC Classic or USPSA target.

Hard Cover: Hard cover shall always be designated as black and represents an area of the target where impacts do not count for score. Cardboard targets may be painted directly, and black tape shall be used to create a clean edge. Targets may be placed behind (black) materials that are safe to shoot through but obscure a portion of the target. Any other color represents “Soft Cover” or a “Vision Barrier” and impacts are scorable as long as it did not pass through another target. No more than 50% of the targets center scoring area may be marked as hard cover. Exception to the 50% center rule may only be made when exposing head only targets. Targets shall have both head and the tops of shoulders exposed. Maximum distance for head only limited targets; carbine engagement shall not exceed 50 yards, pistol engagement shall not exceed 12 yards.

Several examples of targets with painted hardcover:



Pass-Through: All paper/cardboard targets shall be considered as impenetrable and any hits that result from a pass-through shot from one target to a second will not count for score or penalty on the second target. Rounds that passed through a penalty target into a scored target shall result in penalties for the hits on a penalty target and misses on the scorable target.

Scoring Steel: All static steel targets and frangible targets must audibly and/or visibly react to be scored as a hit. Any frangible target (clay pigeons, etc.) must be fractured by the rounds to be scored. All reactive steel targets (poppers, knock offs, plate racks, swingers, etc.) must react as designed and demonstrated to the competitor to score. Spotters, scorekeepers and ROs shall loudly declare “HIT” (no alternative verbiage authorized) for each hit on a long-range target. In the event of target failure, such as a hit plate bouncing back up into a reset position after a solid hit inside of 100 yards, a Range Officer may call a “HIT”, allowing the competitor to proceed without penalty. Range Officer’s call on steel targets is final. The WTSB must state target scoring distance penalties based on the following:

- Misses on steel targets inside or at 100 yards or frangible targets will result in a 10 second penalty.
- Misses on steel targets beyond 100 yard or targets otherwise designated as long range in the stage description or brief will result in a 20 second penalty per target.

Bonus Targets: Match Directors may place bonus targets that offer competitors an option in their stage planning. These special targets shall not have a requirement to be engaged, nor shall any penalty points be issued for missing. Match Directors have the leeway to decide the targets, distance, and bonus value to invite competitors to take on the challenge. In stage planning competitors take a risk of adding additional time to engage the target for the bonus of time removed from their final stage score. If the challenge created is overly difficult, competitors will not even try.

Procedural Penalties

Failure to follow the procedures in the stage description or stage briefing will result in a 5 second Procedural Penalty per target improperly engaged or per action failed to complete. The maximum total procedural penalty is 50 seconds per stage. Examples of failing to follow the written procedures include but are not limited to; failing to activate a moving target, foot faults, false/early starts after standby is called, engaging targets from the wrong location or even with the wrong firearm, firing extra rounds on a limited stage, firing late rounds on a par-time stage, shooting in a manner other than specified such as using two hands versus one or other instances.

If an action was intentionally conducted to circumvent the rules or the stage and a competitive advantage is deemed to have been gained by violating stage procedure a 30 second Major Procedural Penalty will be assessed.

Entering a competitor’s score on an electronic scoring device or signing a score sheet is not a final act. A Range Officer, with approval of the Match Director, may amend a competitor’s score if such a revision is deemed necessary (this may include assessment or removal of penalties, alteration to time, or disqualification based on observed facts). Competitors may not make amendments, revisions, or alterations themselves once a score is entered.

Time Plus Penalty Scoring Summary:

Cardboard or Paper Targets

- No-Shoot target: 10 seconds per hit, max 20 seconds.
- Targets: Please refer to target zone diagrams listed on page 18.

Steel / Frangible Target Penalties

- Miss Inside 100 yards = 10 Second penalty per target required.
- Miss Beyond 100 yards = 20 Second penalty per target required.

Procedural Penalties Summary:

- PP: Procedural Penalty= 5 sec per target or action, max 50 sec.
- MP: Major Penalty = 30 sec penalty.
- FTE: Failure To Engage penalty = 20 sec penalty per target inside 100.
- FTEX: Failure To Engage at or beyond 100 yards = 40 seconds per target beyond 100 yards.
- NS: Hit on a No Shoot Target = 10 sec penalty, max 20 sec per cardboard target.

Finger Warning PP: First warning is recorded on the scoring tablet. A second recorded warning is a match disqualification.

7. NRA ARC Event Details & Stages

NRA ARC Event Preparation

NRA ARC Level 1 events are for safe but newer to intermediate level competitors. Experienced competitors are also welcome to compete in ARC Level 1 events as the accuracy demands and positional shooting requirements will challenge every level of competitor. With this understanding, Range Officers, volunteers and certified firearms Instructors are vital to the success of any ARC event and are needed to maintain a safe and organized competition. For Level 1 stages, the minimum ratio for Range Officers to competitors is one to two.

Before your event, the Match Director is required to meet with all the people who will be providing safety for and/or assisting with the event and ensure that all safety rules and regulations are followed. Additionally, as with any NRA event all personnel assisting with an ARC event should always be courteous and professional. Staff should be willing to help competitors understand the ARC rules and, where appropriate, help competitors improve their safe gun handling skills. Candidates for Level 1 Range Officers should be qualified NRA Instructors or Range Safety Officers. Law Enforcement and military firearm instructors, and qualified safety officers from similar shooting sports can also add safety and value to your team. Begin early to foster a network of dedicated volunteers that can assist in hosting a successful event.

All competitors and staff are required to attend a safety briefing prior to the start of the competition. Staff should make sure all competitors' equipment is in good, safe, working order and meets the requirements for each firearm division. Chamber flags/ECL's must be properly used by

inserting them **into the chamber**. It is up to the Match Director to ensure the event is conducted in compliance with all applicable federal, state, and local laws.

Targets and Supporting Gear for NRA ARC Level 1 Events:

Stages 1 through 3 require the NRA ARC L1R targets. Targets shall be set in pairs with alternating black and white number boards identifying the pairs. Hospital targets shall be used and muzzle safe points marked on both ends of the target array.

Stage 4 you will need a 12” inch diameter or hexagon static steel target made of AR500 or AR550 grade steel. White or orange spray paint should be used to achieve the absolute highest possible contrast against the target backdrop. However, range officers will have discretion for which color paint to use and are encouraged to repaint as needed. Host ranges should have a minimum of two firing points and targets to ensure a quick flow of competitors. Ranges with restrictions on steel may substitute the target with the ARC L1R target using the 12” ring as the scoring area.

Firing Points- Competitor boxes may be made of spray-painted lines on an outdoor range OR thin wooden or metal strips. The center of each competitor box shall not be less than 5 Feet apart measured from the center of the box to the center of the adjacent box.

The NRA ARC standard barricade (in L1 Stage 4 description) will need to be locally constructed for stage 4 and may be used during ARC training events or during Level 2/ARC 2Gun events. Building plans are available to download from the NRA ACR landing page at: <https://arc.nra.org/>



Examples of Standard Range Command & Range Terminology for all ARC events

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. These exact range commands must be used, and local variations are not allowed unless specifically stipulated by the host range.

“Range is HOT! Eyes and Ears!” This is the first command given to each competitor starting the action of a shooting stage. This alerts both the competitor and the others in the bay that the status of the bay has change from “Cold” to “Hot” for the on-deck competitor. It also notifies everyone in the area to ensure their own eye and hearing protection is properly in place.

“Load and Make Ready” The RO will issue the Load and Make Ready command. The competitor will prepare the firearm(s) and assume the start position listed in the stage brief.

“Are You Ready” Following the “Load and Make Ready” command the RO will ask the competitor “Are You Ready?” If ready, the competitor should respond verbally, or by obvious nodding of the head, but may also choose to stand ready. If there is no response from the competitor in approximately 3 seconds, the competitor is assumed to be ready. If the competitor is not ready when this question is asked the competitor must respond “Not Ready”. If the competitor continues to not be ready, the competitor must take a step out of the starting position. When ready, the competitor will assume the starting position and the “Are You Ready” question will be asked again. The competitor is expected to be ready to proceed approximately 15 seconds after the “Load And Make Ready” command. If the competitor is ill prepared and needs more than fifteen seconds to get ready, the competitor will be advised that they are being given approximately 15 seconds more to prepare. If the competitor is still not ready after that period, they may receive a Procedural Penalty and after clearing the competitor they will be moved down in the shooting order.

“Standby” This command is given after the competitor is ready. This command will be followed by the start signal within 1-3 seconds. The competitor may not move or change positions between the “Standby” command and the start signal.

“Finger” This command is given when the competitor’s finger is **not** obvious and visibly outside the trigger guard when the competitor is **not** actually aiming or engaging targets.

“Muzzle” This command is given when the muzzle of the competitor’s firearm is nearing the ‘180’ degree angle or pointing near a muzzle safe point. The competitor shall quickly correct the errant muzzle direction and continue with the stage. Disqualification is NOT dependent on a Range Officer shouting a warning, if the competitor breaks the ‘180’ or points beyond the muzzle safe point, the competitor shall be disqualified.

“If Finished, Unload and Show Clear” This command will be issued when the competitor has apparently finished shooting the stage. The firearm shall always be pointed in a safe direction. The manual safety (if the firearm has one) shall be engaged. All ammunition shall be removed from the firearm. The empty chamber and magazine well will be checked by the Range Officer.

At the direction of the range officer:

- **Rifles:** The action on the rifle shall have a chamber flag/EIC inserted into the chamber, and the bolt closed.
- **Handguns:** The action of the handgun shall be closed. Pull the trigger on an empty chamber while pointing in a safe direction. The handgun will then be secured in the holster.

“Range is Clear” This command indicates to everyone within the stage boundaries that the range is clear. This command ends the COF and begins the scoring and resetting of the stage.

“FIRING LINE” A line, either imaginary or marked, from which people shoot their firearms down range.

“LOAD” To load a firearm with ammunition by a detachable or fixed magazine or other means.

“MAKE READY” Safeties shall be engaged on Rifles/Carbines prior to loading and chambering a round and shall remain engaged until after the start signal has been given and the competitor is on target and sighted in. Competitors shall “Make Ready” for the stage assuming the start position listed in the WTSB. Unless otherwise listed the competitors shall ensure safeties are engaged as listed below depending on action type, load, chamber a round and assume the ready position. Rifles and single action handguns shall have the manual safety engaged, SA/DA handguns shall be decocked or have the manual safety engaged. Handguns shall be holstered unless an alternate start is listed in the WTSB. (Command is typically combined with the “Load” command).

“IS THE LINE READY” Range officers are ensuring those on the firing line are ready to fire.

“CEASE FIRE” Stop firing, remain in position, keep the muzzle pointed downrange, remove the finger from the trigger, place the rifle on safe, repeat the command to other competitors to hear and wait for further instructions from the Range Officer.

“UNLOAD” Remove all ammunition feeding devices/sources (magazines) and clear the chamber of ammunition. Visually and physically inspect the magazine well and the chamber to ensure the firearm is completely clear.

“MAKE THE LINE SAFE” Once the rifle is shown clear of all ammunition, insert a chamber flag/ECI **into the chamber**.

“THE LINE IS SAFE” The Range Officer has verified all firearms are clear; rifles have chamber flags/ECI’s **installed in the chamber** with the bolt closed and/or handguns holstered.

“THE RANGE IS COLD” Term used when the firing line is clear/made safe, and people may move freely about the range. Firearms may not be handled.

“THE RANGE IS HOT” Term used when competitors are on the firing line preparing to shoot. Eye and ear protection is required, and all non-authorized people are behind the ready line.

“STOP!” This command may be given at any point in the stage when a gross safety violation has or may occur. It may also be given in cases of stage malfunctions or resets. If this command is given, the competitor **MUST** immediately ceasefire, place their finger outside the trigger guard, and stop all movement. Failure to immediately stop will result in disqualification.

NRA ARC Level 1 Stages 1-4

NRA ARC Level 1 stages exist primarily so competitors may be tested on a variety of rifle skills which will prepare safe but novice and intermediate competitors for success in NRA ARC Level 2 events. To complete all four stages in the Level 1 program competitors will need a minimum of four magazines, approximately 100 rounds, and may use an optional shooting mat.

Most Level 1 stages 1-4 are conducted out to 100-yards using ARC L1R targets and for locations limited to 25 yards there are modifications to the courses and targets available. Refer to section 9 for target descriptions and usage. There is an expectation of basic fitness to participate in these matches, although this is not a series of strenuous physical fitness tests. You must ensure for yourself that you can get into and out of the prone and kneeling positions.

All matches are scored using the time plus penalties method. A competitor will execute each stage as per the stage description and receive their actual time (or no time recorded in par-time stages). Then penalties based on marksmanship or procedural penalties will be added to the time yielding an overall score for each stage. Each stage will be added to a cumulative total score to identify overall class winners and final placement. The competitor will then be ranked amongst their fellow competitors within respective classes. Scoring must be done electronically using tablets capable of running the most updated Practiscore application. In the event of a statistical tie at the completion of an ARC Level 1 match, scores from stage 4 shall be used as the tiebreaker.

The universal start position is standing, rifle loaded with the safety on, pointed at the low ready. The buttstock shall be in the shoulder with the firing hand on pistol grip. The trigger finger must be straight, resting on the frame and off the trigger. The competitor's other hand shall be placed on the handguard with the muzzle at belt level pointing down range at approximately 45 degrees or as directed in the stage description. "Muzzle Safe" points shall be placed on each end of the target array to act as right and left lateral limits.

NRA ARC Level 1, Stage 1 (Fundamentals Test)

String	Drill	Target	Distance	Shots	Time
1	One shot	Left	10 Yds	1	3 Seconds
2	One shot	Right	10 Yds	1	3 Seconds
3	Reset	Left	10 Yds	2	4 Seconds
4	Reset	Right	10 Yds	2	4 Seconds
5	Sustained	Left/Right	10 Yds	5/5	12 Seconds
6	Reload	Left/Right	10 Yds	2	8 Seconds
7	Reload	Left/Right	10 Yds	2	8 Seconds

NRA ARC Level 1, stage 1: This is a limited stage and will be scored as a par time plus penalty. This stage requires two NRA ARC L1R targets per competitor with an indicated firing line at 10 yards. The recommended minimum distance between competitors is 5 feet. Muzzle safe points shall be placed on both ends of the backstops. Competitors will complete this stage firing shoulder-to-shoulder using the listed par times for each string. Competitors will report to the 10-yard line with their rifle and a minimum of three magazines, one each of 6 rounds, 10 rounds, and 4 rounds.

Once the range is ready and prior to loading the Range Officer shall give the command “Eyes and Ears, the range is going hot”.

String 1 & 2, One Shot Drill. Procedure: Range Officer will give the command to the competitors on the line to load with a magazine of 6 rounds. On the start signal, the competitors will fire one round on the left target in a time limit of 3 seconds, place the rifle on safe, and return to the start position. On the second start signal the competitors will fire one round on the right target in a time limit of 3 seconds, place the rifle on safe, and return to the start position.

String 3 & 4, Reset Drill. On the start signal, the competitors will fire two rounds on the left target in a time limit of 4 seconds, place the rifle on safe, and return to the start position. On the second start signal the competitors will fire two rounds on the right target in a time limit of 4 seconds, place the rifle on safe, return to the start position and await commands from the line.

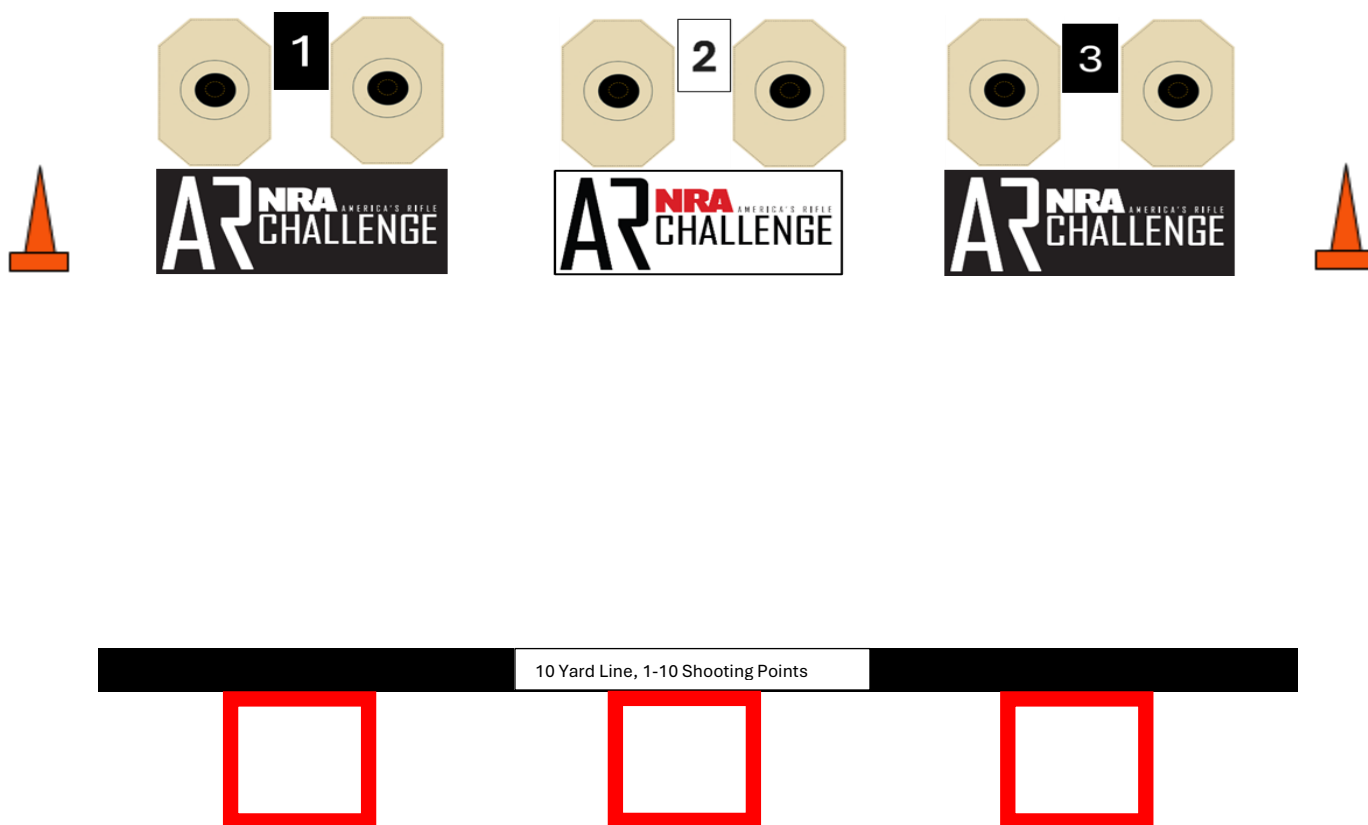
String 5, Sustained Fire Drill. Competitors will place the 4-round magazine in their pouch. On load command, all competitors will load a magazine of 10 rounds and standby. At the start signal, the competitors will fire five rounds on the left target and five rounds on the right target in a time limit of 12 seconds. Once competitors are finished, place the rifle on safe and return to the start position.

String 6 & 7, Reload Drill. Competitors will retrieve and stow both empty magazines. On command, competitors will load a magazine of 4 rounds and then conduct a magazine exchange with an empty magazine. The firearm will now have one round in the chamber and an empty magazine inserted. The magazine of now 3 rounds shall be stowed in the competitor’s magazine pouch. At the start signal, the competitor will fire one round on the left target and conduct a bolt lock reload

and fire one round on the right target in a time limit of 8 seconds, place the rifle on safe, return to the start position, and standby for commands from the Range Officer. On command from the Range Officer, competitors will conduct a magazine change with their second empty magazine from the stowed location. The magazine containing only one round shall be stowed in the competitor's magazine pouch. On the second start signal competitors will fire one round on the left target, conduct a bolt lock reload, fire one round on the right target in a time limit of 8 seconds, place the rifle on safe, return to the start position and await commands from the Range Officer. Only after all firearms have been cleared and have ECI/Chamber Flags **installed into the chamber** shall competitors pick up magazines or go down range to score and paste targets.

Scoring for stage 1: This is a "Limited" stage. A total of twenty rounds are counted for score, ten on each left and right target. On targets with excessive hits, only the lower ten shall be counted. On targets with insufficient hits, the target shall be scored as is. Competitors should inform the scorekeeper of any saved rounds. Any competitor firing late rounds shall have the highest scoring round(s) counted as a miss in their final score. Repeated firing of late rounds may result in a PP or a MP. Total score in Practiscore shall be entered as Time Plus Penalties. In stage 1, the time entered in the tablets shall be a raw time of 0 seconds for all competitors for this stage. Any additional time penalties shall be recorded for each competitor. Once scores are recorded, targets may be repaired for the next squad or changed out for the next stage.

NRA ARC Level 1, Stage 1, Example Range Setup



NRA ARC Level 1, Stage 2 (Positional/Precision Test)

String	Drill	Target	Distance	Shots	Repetitions	Time
1	Prone	Left	100 Yds	10	1	45 sec.
2	Sitting	Right	50 Yds			
3	Kneeling	Right	50 Yds			
4	Standing	Left	25 Yds			

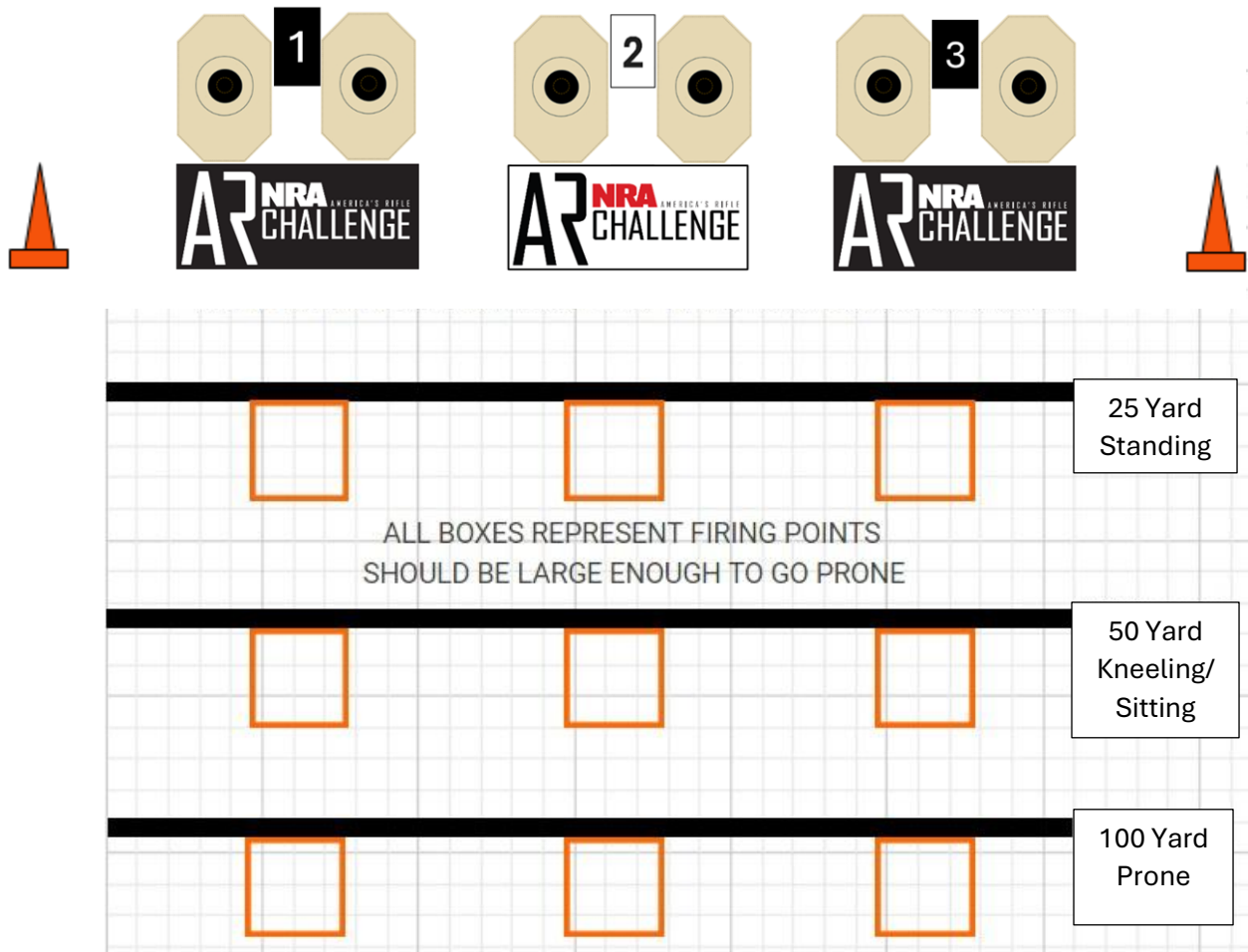
NRA ARC Level 1, Stage 2: This is a limited stage and will be scored as par time plus penalties. This stage requires two NRA ARC L1R cardboard targets per competitor. Competitors will report to the 25-yard line with their rifle with a minimum of four magazines of 10 rounds each. Competitors may use a shooting mat during strings 1,2, and 3. Setup shall be during the 45 second (dry fire) prep period prior to each string. Competitors may NOT use bipods or any other supplemental form of support except for a sling for this stage. Given the 100-yard distance, targets should be clearly numbered with point numbers to ensure every competitor understands which target to be shooting on.

Once the range is ready and prior to loading the Range Officer shall give the command “Eyes and Ears, the range is going hot”.

Strings 1-4, Procedure: On each firing line 100/50/25, the Range Officer will ensure the line is dressed. Competitors will be given a 60 second dry fire prep period and will remain in the designated positions. The Range Officer will issue the command to load with a magazine of 10 rounds. On the start signal, competitors will engage the target with 10 rounds in a time limit of 45 seconds. Strings 1 and 4 will be fired on the left target and strings 2 and 3 will be fired on the right target. After the cease fire signal is given, all competitors shall immediately stop firing. Any competitor firing after the cease fire signal will have one of the highest scoring hits removed for each round fired late. All competitors shall place their rifles on safe, unload and **fully insert** a chamber flag/ECI **into the chamber**. Any saved/non-fired rounds must be declared to the scorekeeper. The Range Officer will check and call the line cold prior to competitors moving out of position. Competitors shall wait for the Range Officer’s commands to shift the firing line to a new yardage.

Scoring: Scoring for stage 2 is a limited stage and will be scored as time plus penalties. Upon completion of firing all four strings each target will be scored, a total of 20 hits per target is required. If a competitor receives cross fired shots from another competitor, the target with excessive hits will be scored using the highest 20 shots visible. The competitor that has been determined to have cross fired on another competitor’s target will have their targets scored as they stand. If a crossfire is determined to be the competitor on their own two targets, the target with the excessive hits will be scored with the lowest 20 hits. The target with insufficient hits will be scored as it stands. All competitors will be scored on the tablets with a raw time of 0 seconds entered plus any additional time penalties.

NRA ARC Level 1, Stage 2 Example Range Setup



NRA ARC Level 1, Stage 3 (Movement Test)

String	Drill	Target	Distance	Shots	Time
1	Standing to Kneeling	5 Left/5 Right	25 Yards	10	15
2	Advancing	Left	20-15 Yards	5	8
3	Advancing	Right	15-10 Yards	5	8

NRA ARC Level 1, Stage 3: This is a limited stage and will be scored as par time plus penalties. This stage requires two NRA ARC L1R targets per competitor, side by side with a minimum of a 2-foot separation between the pairs and 5 feet between competitors. Competitors will report to the 25-yard line with their rifle and two magazines of 10 rounds each placed into their magazine pouch. This is a movement stage completed in three strings. The first string is static standing to kneeling and strings two and three are engaging while advancing forward. The max par times are 15 seconds for the first string and 8 seconds each for strings two and three.

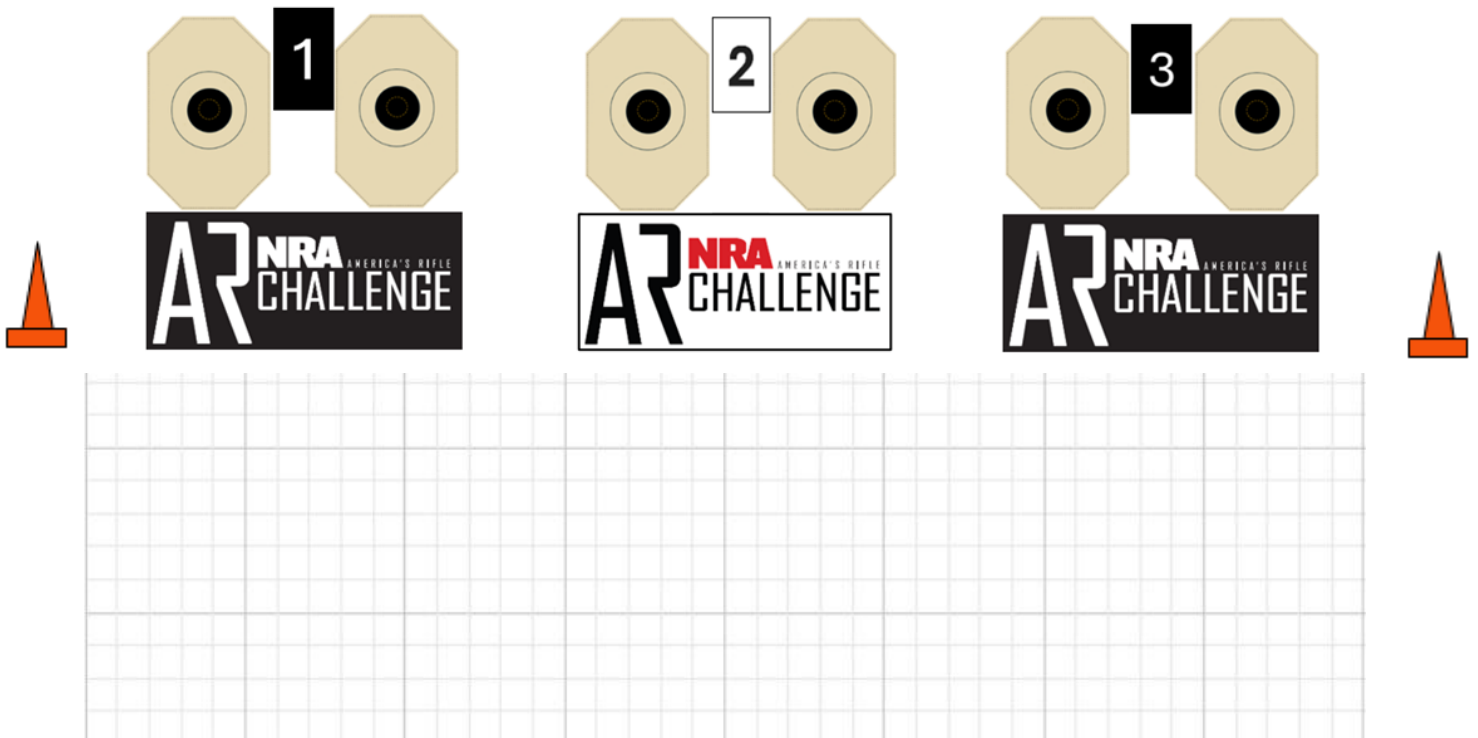
Once the range is ready, the Range Officer shall give the command “Eyes and Ears, the range is going hot”.

String 1: Procedure: At the 25-yard line, on command, the competitors will load and make ready with a magazine of 10 rounds and come to the ready position. At the start signal the competitors will fire five rounds on the left target, place the rifle on safe, drop to a kneeling position and fire 5 rounds on the right target. When finished the competitors will place their rifles on safe and await commands from the Range Officer. Once all rifles are confirmed clear and safe and **chamber flags/ECI's installed into the chamber**, the Range Officer will direct the entire line back to a standing position.

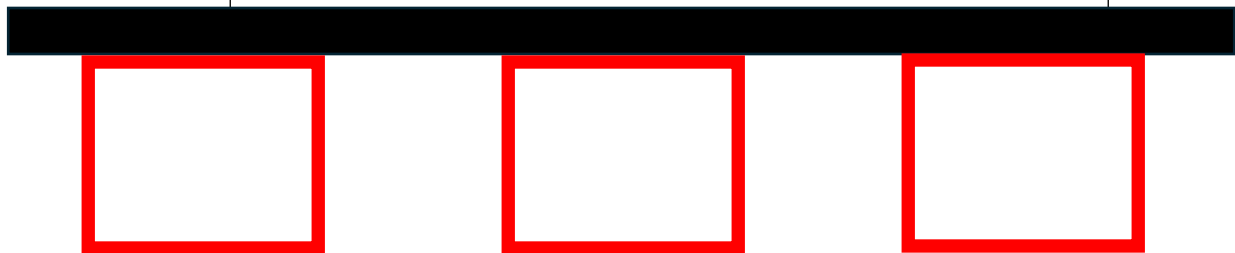
Strings 2 and 3: Procedure: The Range Officer will have one competitor at a time, advance to the 20 yard line, and load with the second magazine of 10 rounds for strings 2 and 3. On the start signal the competitor will fire five rounds on the left target while advancing to the 15 yard line in a time limit of 8 seconds, stopping at the 15 yard line. On the next start signal the competitor will fire five rounds on the right target while advancing from the 15-yard line to the 10-yard line in a time limit of 8 seconds, stopping at the 10-yard line. Upon completion of firing the competitor shall place the firearm on safe, **unload/show clear, and install a chamber flag/ECI into the chamber**. The competitor and the Range Officer will return to the 25-yard line for the next competitor and repeat the process until the entire line has completed all strings of stage 3.

Scoring: Stage 3 is a Limited stage and will be scored as par time plus penalties. A total of 10 hits per target is required. If a competitor receives cross fired shots from another competitor, the target with excessive hits will be scored using the highest ten shots visible. The competitor that has been determined to have crossfired on another competitor's target will have their targets scored as they stand. If a crossfire is determined to be the competitor on their own two targets, the target with the excessive hits will be scored with the lowest 10 hits. The target with insufficient hits will be scored as it stands. All competitors will be scored on the tablets with a raw time of 0 seconds entered plus any additional time penalties.

NRA ARC Level 1, Stage 3 Example Range Setup



25 Yard Line, multiple shooting points, only ONE competitor shall engage at a time under while advancing.



NRA ARC Level 1 Stage 4 (Speed and Accuracy Test)

String	Drill	Target	Distance	Hits	Repetitions
1	Positional Barricade: Low & high kneeling, and port hole.	12" Static Steel	100 Yds	12	1
Modified	Ranges w/restrictions	ARC L1R	25/100	12	1

NRA ARC Level 1, Stage 4: This is a limited count stage and will be scored as time plus penalties. Only one competitor will fire at a time under the direction of the Range Officer. This stage requires one 12" static steel target that will ring audibly and one reinforced and rigid barricade. Ranges with restrictions on steel may host this stage using ARC L1R cardboard targets. If cardboard targets are used, Match Directors should set up a full line of marked targets. Competitors will report to the line with one magazine of 12 rounds. (Restricted jurisdictions may use two magazines of 6 rounds each.) The Par Time for this stage is 90 seconds.

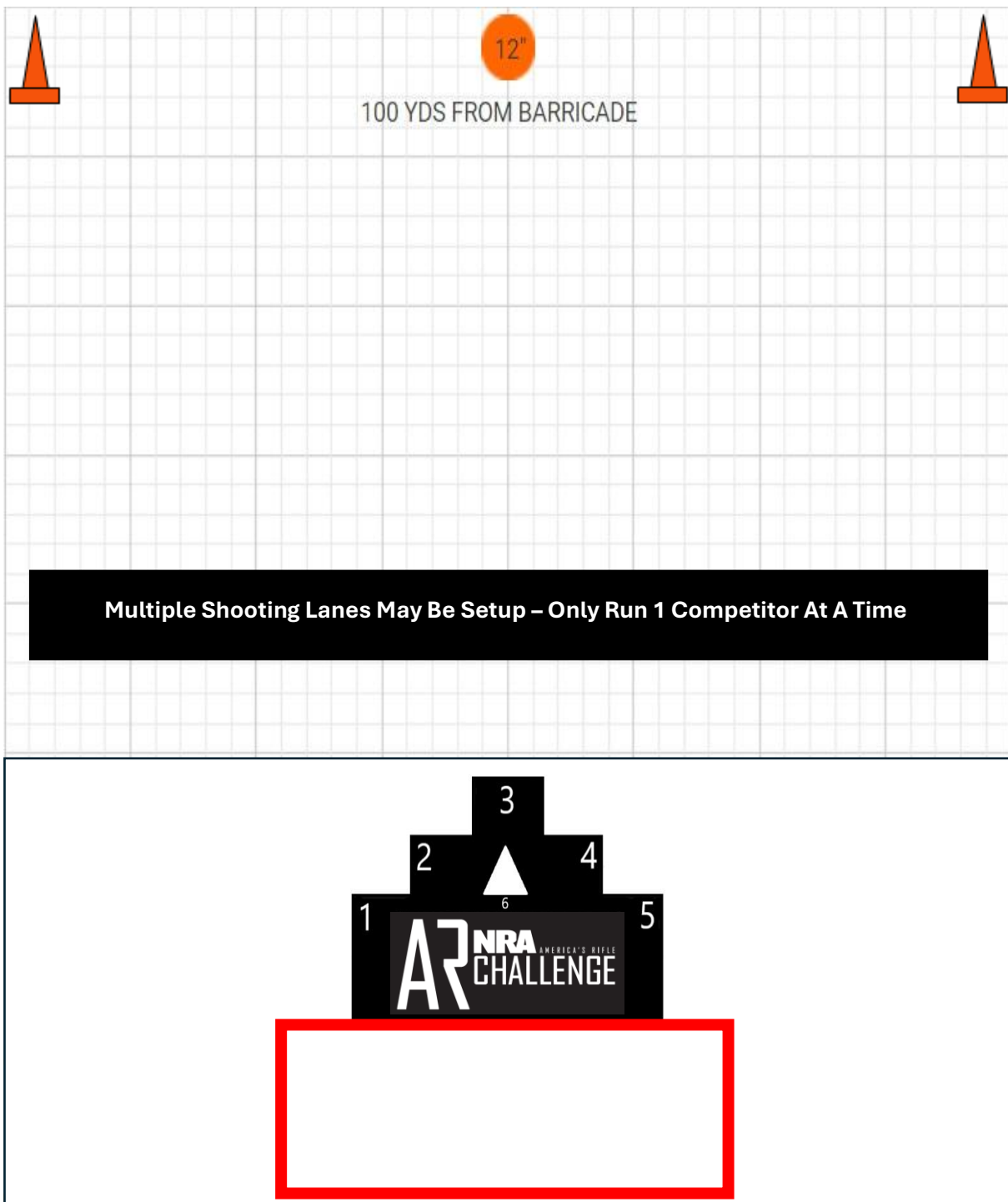
Once the range is ready the Range Officer shall give the command "Eyes and Ears, the range is going hot".

String 1, Procedure: On command, the competitor will load the magazine of 12 rounds and assume the start position. The start position for this stage is standing at the ready with the muzzle pointing at the port. On the timer signal, the competitor will fire one round from each of the six numbered positions 1 through 6 and back again 6 through 1. Competitors may use the barricade for support. Spotters, scorekeepers and ROs shall loudly declare "HIT" (no alternative verbiage authorized) for each hit spotted. Misses do not require any verbal confirmation. Once the competitor has completed firing the rifle shall be placed on safe. The competitor shall follow the commands of the RO to unload, show clear, and **install a chamber flag/ECI into the chamber**. Score shall be raw time plus penalties, maximum scored hit count on steel is 12. Misses shall be recorded as inside of 100 yards +10 Seconds.

ARC Standard Barricade.



NRA ARC Level 1, Stage 4, Example Range Setup



8. NRA ARC Level 2 and 2Gun Stage Design & Additional Rules

NRA ARC Level 2 is intended to test the competitor in every area surrounding the use of the AR or other semi-automatic rifles. From accuracy, positional, movement, distance, firing from either shoulder, use of the sling, reloading to stage planning. ARC Level 2 includes these tests at different degrees depending upon host range capability.

The value of an ARC match is determined by the quality and simple complexity 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 with intent to be exploited.

Safety considerations in the design, physical construction and stated requirements for any course of fire is the responsibility of the host organization. Host organizations should routinely inspect the condition of their range(s) to ensure the highest levels of safety are maintained. The NRA Range Technical Team offers services that can assist host organizations using a nationwide network of volunteers trained in the field of shooting range development, design, and operations.

Range Officer Requirements: Chief Range Officers (CRO) and Range Officers (RO) should be highly experienced in firearms safety and have a strong background in volunteering and/or competing in action shooting sports. The NRA is working to develop and release a comprehensive training and certification program in the future. Until then, host ranges should use keen discernment to appoint Range Officers that have the experience, knowledge, judgement, and demeanor to facilitate safe and enjoyable events for both competitors and spectators.

Courses of fire must always be constructed to ensure safe angles of fire. Safety considerations must be addressed when designing COF to ensure all projectiles safely impact in the desired backstop or location when competitors engage the targets and the area around them. A laser pointer is a helpful tool to double check and confirm potential impact locations. When designing stages, consider the range of competitor heights and abilities such as those competing from a mobility device. Ensure appropriate materials for target frames, stands, and other props are used and in working order and replacement parts and supplies are available.

Where appropriate, Match Directors should make every attempt possible to have an even distribution of cardboard, frangible, and steel targets. Rifle grade steel targets should be placed from 100 to 400 yards, with 100 yards being the minimum distance for rifle cartridge engagements. Steel targets designated in the COF to be engaged with handguns shall be no closer than 10 yards. Maximum distance for handgun steel should be considered by the size and shape of the targets and allow a high percentage of competitors to make confident solid impacts.

Steel rifle targets shall NOT be used beyond 400 yards except in State, Regional and National matches. Targets at or beyond 400 yards can be problematic for those competitors using non-magnified optics. Targets at longer distances should be larger in size and Match Directors should consider using "strobe" style impact lights affixed to the back of longer-range steel targets to make calling hits easier. Steel can be circular, hexagon, oval, square, or other reasonable shape and appropriate size. Ranges that wish to run NRA ARC Level 2 matches within 100 yards may use serviceable rifle steel at 100 yards but NOT inside 100 yards.

Course designers should ensure that by shooting one target the bullet may not inadvertently strike another target AND that bullets stay on backstops for the entire course of fire. To prevent long scoring and resets of stages, all cardboard should be within 50 yards of the start box. No targets will depict actual images or people or have profane or inappropriate statements. Also, as a general guideline, steel target size should be of sufficient size to fairly test the competitor's skill.

Walk-Thru Stage Brief: WTSB shall be created and posted on the stage. It shall contain all the information necessary for a competitor to complete the course of fire as designed and scored. At a minimum it shall state the following: the start condition of the competitor and the competitors equipment, type of scoring system (either Limited or Unlimited), the scored round count, types and numbers of targets for each type of firearm, the Par time if applicable, the full stage procedure, walk-thru time limit, any stage specific muzzle safe points and any special safety notes or conditions related to that stage. RO's shall conduct a verbal stage brief for the entire squad reading verbatim from the WTSB and answer any questions competitors may have. Special targets shall then be activated for a visual demonstration for the competitors followed by the timed walk through.

Admin Loading: The practice of using an administrative pre-loading area for firearms is prohibited.

Shooting Areas/Fault Lines: The use of tactile fault lines staked into the ground, raised roped off lanes or shooting boxes to designate shooting areas. All designated areas shall be clearly marked and pointed out during the WTSB. Competitors who engage targets while faulting these areas will be assessed with one PP per target where shots are fired. Willful and egregious engagements outside of a fault area to purposely gain a competitive advantage will be assessed with an MP. Match Directors are encouraged to use physical barriers and natural terrain, when possible, to limit the competitors' path.

Malfunctions: If, during an ARC Level, 2Gun stage, a competitor cannot continue with their initial firearm due to a malfunction, they may safely proceed to an abandonment location (if provided) and continue the remainder of the COF. All targets passed shall be scored as misses without an FTE assessed. If it is unsafe to proceed in certain circumstances the Range Officer will give the "STOP" command halting the competitors actions. The stage will be cleared, the time recorded, and all targets scored, any unengaged targets will be scored as misses and not FTE penalties. If upon inspection of the firearm, it is found to not be a credible malfunction, all penalties may be assessed including FTE's.

Reshoots: Reshoots are not authorized for a competitor's mental malfunction. Reshoots will be provided for RO interference or stop commands, stage/prop malfunctions, UNINTENTIONAL loss of personal protective equipment, and safety mitigations (Ex: Competitor stops on their own after noticing another competitor down range). Interruptions in the cycle of operations of a competitor's firearm shall not be a reason for a reshoot, competitors are required to perform immediate action attempting to continue through the stage.

9. NRA Competition Key Terms and Targets

NRA Competition — A competition that is authorized in advance of firing by the National Rifle Association. The program, range facilities and officials must comply with standards established by the NRA. The types of tournaments which are Sanctioned are listed in Rule 1.6.

Authorization—Before a match is publicized in programs or otherwise, the sponsoring organization of each type of competition mentioned in NRA Rule 1.6 shall have agreed to comply with the current regulations for such competition and shall have received notice from the NRA that the competition has been authorized.

Rules—The local sponsor of each type of competition must agree to conduct the authorized competition according to NRA Rules, except as these Rules have been modified by the NRA in the General Regulations for that type of competition. Questions or clarifications in regard to the rules should be submitted to ARCINFO@nrahq.org.

General Regulations—The local sponsor of each type of competition must agree to comply with the General Regulations published by the NRA for the competition concerned.

Refusal or Withdrawal of NRA Authorization—The NRA may refuse to authorize or may withdraw its authorization for any competition that cannot, or does not, comply with the requirements for that competition.

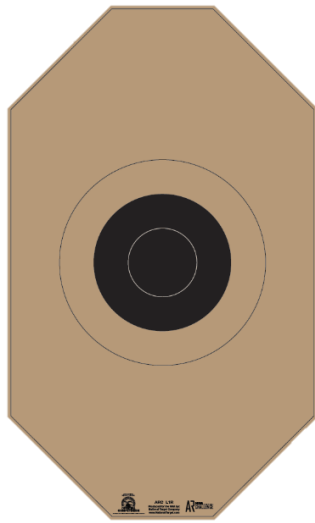
Types of Tournaments— The NRA America's Rifle Challenge (ARC) Program is a dynamic, marksmanship oriented, firearms competition, based on the AR-15 and/or other appropriate semi-automatic rifles. The ARC program, administered by the NRA of America's Competitive Shooting Division provides for different levels of sanctioned matches, Level 1, Level 2, ARC 2Gun and specialty matches along with structured ARC Training Courses.

Rulebook — The current version of the rulebook is posted on the ARC landing page at <https://arc.nra.org/> or by following the QR code below.

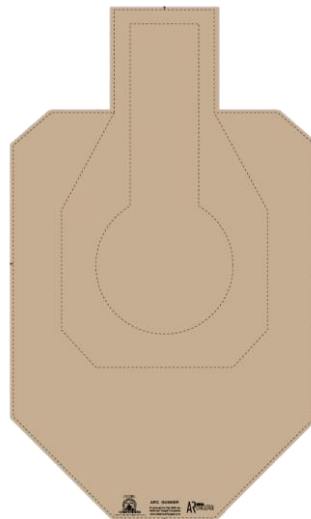


Targets—

Full Size Cardboard: The 18x30 cardboard targets are commercially available and applicable for use in all levels of ARC events and training. The reverse side of the ARC Gunner target is white and is used as a penalty target in all level 2 events. Clubs and training centers are encouraged to use the ARC-Gunner target as needed.

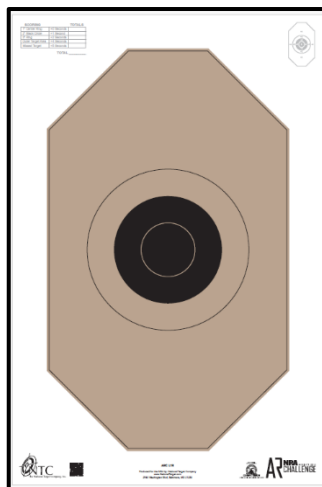


ARC L1R

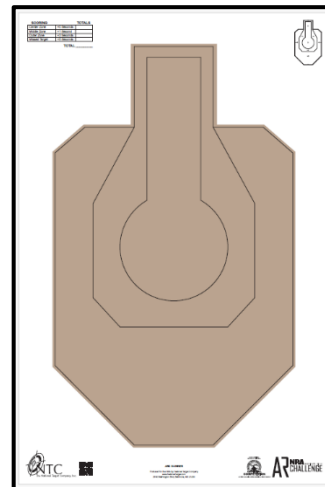


ARC Gunner

Full Size Paper: The 23x35 paper targets are commercially available and provide a cost-effective way to train and prepare for a match. The scoreable areas are an exact replica of the cardboard competition targets.

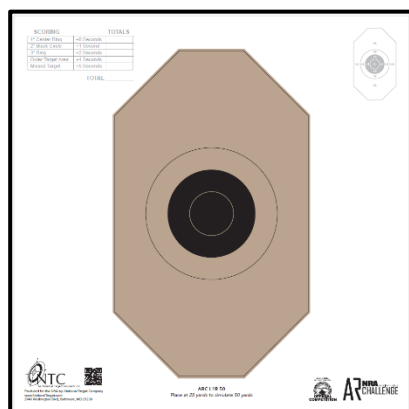


ARC L1R (P)

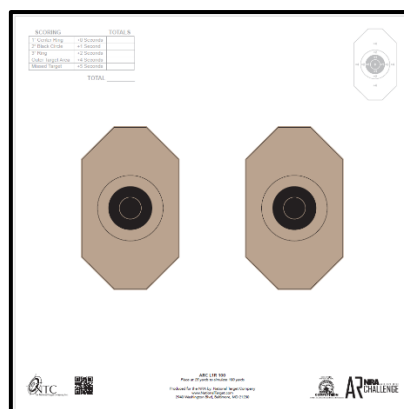


ARC Gunner (P)

Reduced Size Paper: The 18"x18" paper targets are commercially available and may be used at host facilities that have limitations that prevent full distance courses from being conducted. They may also be used for formal training or personal target practice. These targets are sized and designed to be attached to the face of the ARC L1R target center during level 1 reduced course events.

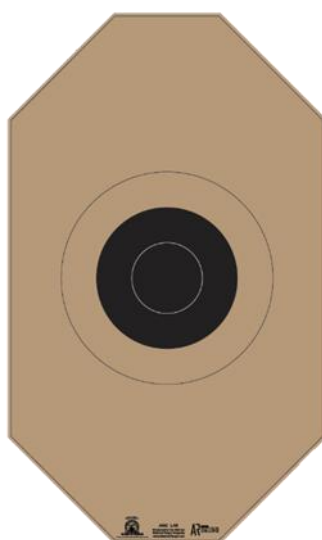


ARC L1R 50 (P)



ARC L1R 100 (P)

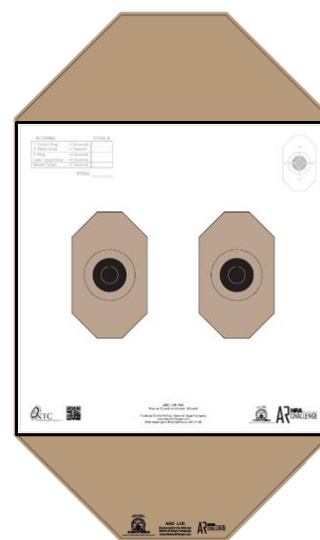
Example of reduced target placement during Level 1 stages:



ARC L1R (CB)
All distances

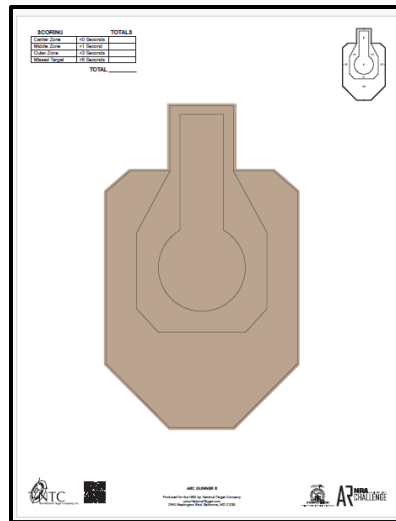


ARC L1R (CB) + ARC L1R 50 (P)
For use at 25 yds simulating 50 yds
For use at 50 yds simulating 100 yds

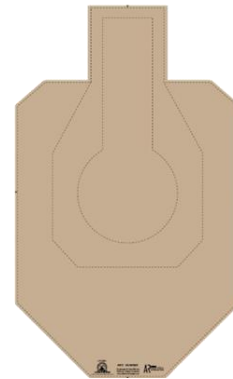


ARC L1R (CB) + ARC L1R 100 (P)
For use at 25 yds simulating 100 yds

Reduced ARC Gunner targets: Reduced half size cardboard and paper versions are commercially available. The paper version is 17.5" x 23" and is suitable for both training and practice. The half-sized cardboard ARC Gunner target is designed to be an optional target authorized for use during all types of level 2 events. This option allows Match Directors and stage designers the opportunity to simulate longer distances without placing targets beyond the 50-yard maximum distance.



ARC Gunner R (P)



ARC Gunner R (CB)

Reduced range Course of Fire recommendations-

It is recommended that Match Directors running a level 1 COF on a 25-yard range run the stages in a modified order to help facilitate the use of the targets.

- Stage 1, new full-size cardboard L1R target, distances, as per COF.
- Stage 3, full-size cardboard L1R target with all prior impact taped, distances as per the COF.
- Stage 2, full-size cardboard L1R target with all prior impacts taped and a L1R 50 and L1R 100 overlapped according to the string of fire. Distances will be from the 25-yard line, targets will simulate longer distances. Strings should be fired 4,3,2,1 finishing up on the simulated 100-yard target as the last target. Scores should be marked on the target after completing each simulated distance prior to resurfacing the targets for the next distance.
- Stage 4, full-size cardboard L1R target with all prior impacts taped and covered with an L1R 100, distance will be from the 25-yard line. This target may be cut in half vertically as only one target is needed for this stage. When fired from the 25-yard line, the outer ring is the correct reduced dimension for the 12-inch simulated steel plate used in the full COF.