

The graphic features the text 'AR NRA CHALLENGE' in a large, bold, sans-serif font. The 'AR' is white, 'NRA' is red, and 'CHALLENGE' is white. To the right of 'NRA' is the text 'AMERICA'S RIFLE' in a smaller, white, sans-serif font. Below 'CHALLENGE' is the text 'Presented By DANIEL DEFENSE' in a white, serif font, with 'DANIEL' and 'DEFENSE' stacked vertically.

AR **NRA** AMERICA'S RIFLE
CHALLENGE
Presented By
DANIEL
DEFENSE

NRA America's Rifle Challenge Guidebook



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NRA Staff are available to assist each event host with their program development and logistics:

For information on Training Events call (703) 267-1500 option 5 or email NRA-ARC@nrahq.org.
For information on Matches call (703) 267-1487 or email NRA-ARMatch@nrahq.org.

Two AR-15 style rifles are leaning against a grey wall. The rifle on the left is black, and the one on the right is a dark brown or charcoal color. Both have handguards with a perforated design. The background is a blurred outdoor setting with green grass and trees.

The popularity of ARs over the past few years continues to rise. Millions of gun owners have purchased ARs for recreational shooting as well as for home defense. To help owners sharpen their skills on this platform, the NRA has developed a unique training and competition event designed to go beyond typical target practice.

AR NRA AMERICA'S RIFLE CHALLENGE

NRA America's Rifle Challenge presented by Daniel Defense® lets owners of America's most popular new rifle platform develop and showcase their AR skills. The AR Challenge offers opportunities to learn, further develop, or even test out your skills in competition.

This guidebook is intended to provide a starting point to help clubs and ranges develop their own AR Challenge. The information within this document can be modified to fit the needs of each individual range facility.

Event Types

AR Challenge events are designed for shooters of all skill levels and can be conducted on almost any centerfire range in the country. Clubs must register your event with the NRA at least 90 days prior to the event date by visiting the website [ARC.NRA.org](https://www.archallenge.com) and following the steps under the “Register Your Event” tab. You will receive a confirmation for your successfully registered event via email. AR Challenge events can be held anytime during the calendar year. The duration of the event, which can be held one day or multiple days is up to the range or club.

Training Event

Attendees learn modern defensive shooting skills with their own firearms and gear and experience shooting in multiple firing positions including from behind barricades at varying distances. The AR Challenge is a moderately physical program, requiring the shooters to be able to gain safe shooting positions of standing, kneeling/sitting and prone.

Basic Match

Intended for AR owners who are not experienced in action rifle competitions. Shooters will use basic defensive positions at a slow pace to test technique and accuracy. This is a moderate physical activity competing at distances of up to 100 yards and in different firing positions.

Advanced Match

Intended for experienced competitive shooters. Competitors will be required to change firing positions, move through multiple firing points and reload against the clock.



Event Prep

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

Event Prep

Before your event, meet with all of the people who will be instructing on the firing line and provide them guide-lines for your event and make sure all instructors are familiar with the types of firearms that will be used.

All shooters at your event will be required to attend a safety briefing prior to shooting. Your staff should also make sure all shooters' equipment meets the requirements for each firearm category to shoot and that their equipment is in good, safe, and working condition. Additionally, it is up to your event to ensure the compliance of all federal, state, and local gun laws.

Make sure to contact your insurance provider to determine if a special event rider needs to be issued to cover this event as you may have individuals from outside of your organization attending. NRA affiliated clubs can qualify for the NRA Endorsed Insurance program and they can be contacted at (877) 487-5407.

Equipment

Firearms

The AR Challenge program is designed to allow shooters to participate using any semi-automatic, detachable magazine fed rifle. Listed below are specific guidelines to insure that your AR Challenge event runs smoothly and safely:

- Any rifle used must have a properly functioning, manually operated mechanical safety. Each shooter must keep the safety set to "Safe", unless aiming at a target after the command to shoot has been given.
- Any rifle or related equipment that malfunctions in an unsafe manner, or that is otherwise deemed unsafe by range staff, shall be removed from the range. Such unsafe equipment shall include, but not be limited to, a rifle that fires more than one shot with a single pull of the trigger due to malfunction, ammunition with not enough power (squib load) or light loads, and ammunition with blown primers.
- No shooter will be permitted to fire in an automatic mode or use any device that would assist in the pulling of the trigger.
- Each shooter may use a sling that is affixed to the rifle with a secure attachment device or woven through a portion of the stock designed for that purpose. Any sling used must allow the shooter to keep the rifle pointed in a safe direction at all times.
- Shooters are encouraged to carry all magazines and ammunition in a pouch, chest rig, pocket, or similar device on their person for each stage of firing.
- Bipods and monopods are permitted as long as they are properly functioning.
- Competitors are encouraged to use knee and elbow pads to add comfort to the shooter for different positions and range conditions.

- No shooter may change rifle, barrel assembly, optical system, or sling after the first shot is fired, unless the NRA Chief Range Safety Officer or NRA Range Safety Officer has declared that the equipment is disabled. In the event of any equipment substitution authorized by the CRSO or RSO, the substituted part shall be of the same type as the part that it replaces. “Same type” means a rifle of the same platform type (e.g., AR-15) and caliber, barrel assembly of the same length, sighting system of the same type (i.e., iron, non-magnifying optic, or telescopic), and sling of the same type (i.e., one-point, two-point, etc.) attached in the same locations on the rifle.
- NFA firearms such as short-barreled rifles and suppressors are permitted as long as they comply with local, state and federal guidelines. It is the responsibility of the shooter to ensure that all equipment and firearms they use comply with local, state and federal requirements.
- No shooter shall have, on or about his/her person, any firearm other than the rifle in use for the event.

The categories listed below are how the shooters should be separated for training and match purposes, determined by the style of equipment used on each of the shooters’ rifles:

- Iron Sights: A rifle in this category has only iron sights used for aiming. Fixed, removable or flip-up models are permitted.



- Optics Limited: A rifle in this category may have one non-magnified optic sight. Iron sights may also be used with the non-magnified optic.



- Optics Open: A rifle in this category has a maximum of two optical sights; a magnified optic and non-magnified optic. Examples would be a magnified scope paired with a non-magnified red dot or iron sights. A rifle with a magnified red dot, where the magnifier can be “flipped” to the side, DOES meet the maximum requirements of two optics.



Shown at right are two types of configurations for the Optics Open category. A: Offset red dot. B: Flip-to-side magnifier. If this magnifier is mounted on the rifle, it is classified in the Optics Open category even if flipped to the side. To be in the Optics Limited category, simply remove the magnifier for red dot use.



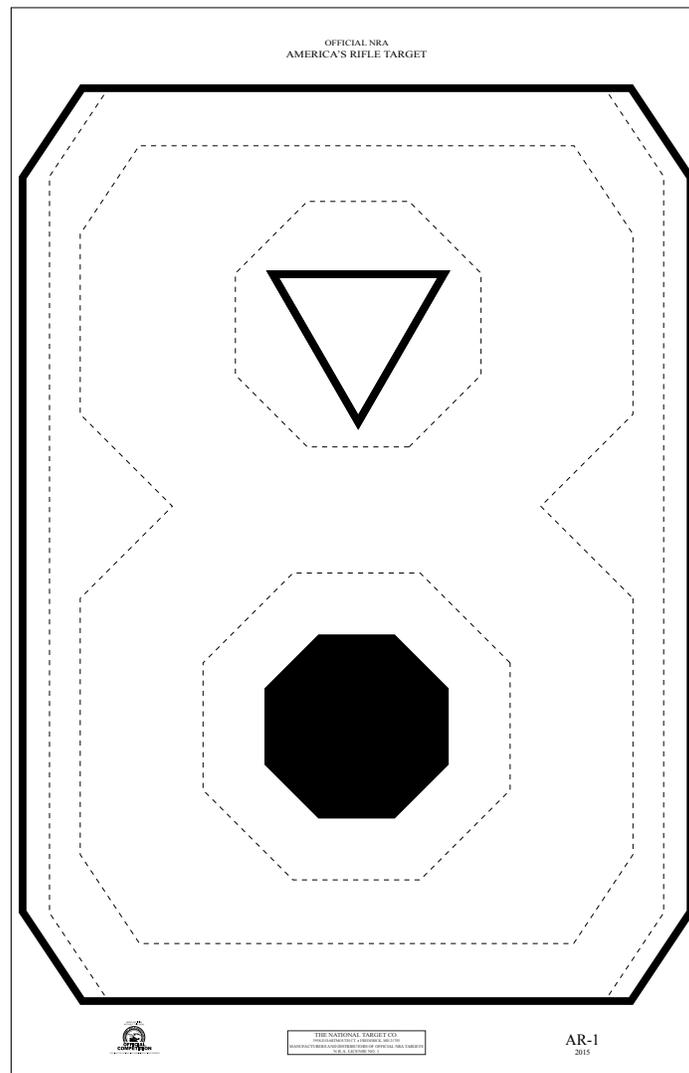
Targets

AR Challenge training events use the AR-1 target, a new target designed specifically for this program.

The AR-1 target is designed as a training target with multiple scoring zones, to challenge shooters of all skill levels. With the different impact areas the AR-1 allows the shooter to experience two different sight pictures.

For target frame construction, only use materials approved by the range. The construction will be based on the purpose of the target. The material must be able to be reset quickly or be repaired between each course of fire. Careful consideration should be paid to the angle of the target to ensure that none of the fired rounds deflect back toward the firing line.

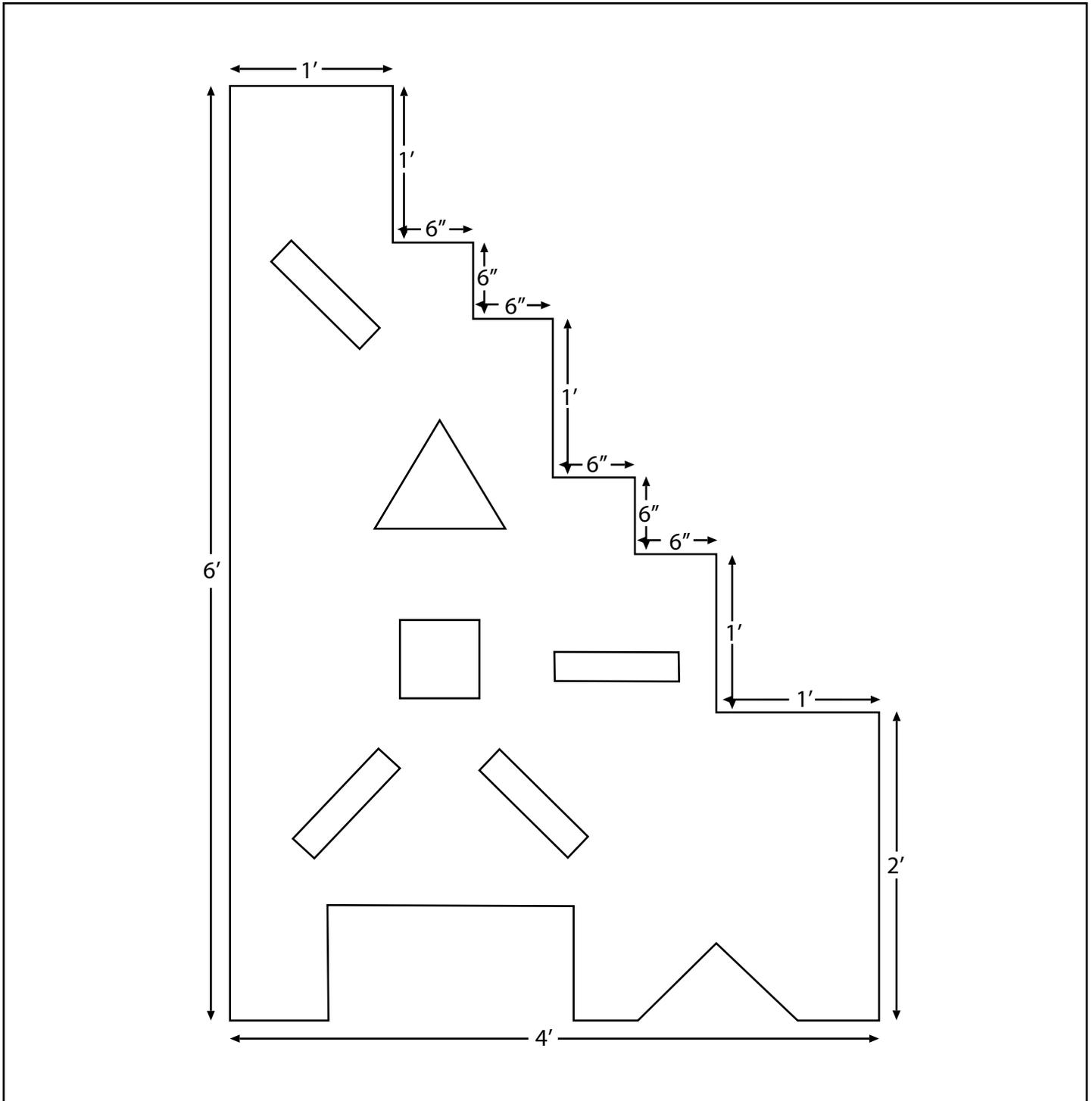
To order targets, please visit : www.nationaltarget.com



Barricades

Barricades are used to give shooters the training needed to properly use an obstacle in a defensive manner. A simple barricade of plywood with a 2x4 frame in the shape of a door is most commonly used. It can be incorporated into the course of fire to be used by the shooter for stability, or as an obstacle.

Modified barricades, made from 6'x4' plywood and 2"x4" framing, can be made to give the shooter more exposure to different shooting styles and angles they may encounter during a competitive or defensive situation. Different shapes, notches and cut-outs can be used to allow the shooter to change his shooting posture without adding unsafe shooting conditions. The modified barricade can be shot from the top, sides, underneath or through the designated cut-outs. Make sure that the cut-outs are large enough for the shooters to have a clear sight picture, thereby eliminating the possibility of an unsafe firing situation.



Safety

Participation in an AR Challenge is contingent upon following the rules of the range on which the event is held. Failure to follow any safety rule is grounds for automatic disqualification. All shooters must follow the NRA's three Basic Firearm Safety Rules at all times:

ALWAYS keep the gun pointed in a safe direction. A safe direction means downrange, pointed down to the ground or up in the air, depending on different circumstances. At all times, control where the muzzle or front end of the barrel is pointed.

ALWAYS keep your finger off the trigger until ready to shoot. When holding the rifle, keep your finger outside the trigger guard until you are actually ready to fire.

ALWAYS keep the gun unloaded until ready to use. For AR Match purposes, this means that the rifle may be loaded only on the firing line, after the command to "Load" has been given.

All shooters and staff on or near the firing line, must wear eye and ear protection while the range is "hot". Additionally, ranges are encouraged to require other persons on the range in the immediate vicinity of the firing line to wear eye and ear protection when rifles are being fired.

Safety Briefing

All participants should also go through a safety briefing prior to the event providing:

- Introductions and Purpose of the Event
- Range Layout and Limits
- Range Safety Rules
- Firing Line Commands
- Emergency Procedures

While no one expects an injury or emergency to occur during their event, being prepared for such crises is crucial. If your club or range does not have a first aid kit, one should be purchased and placed in a centrally located area accessible to everyone, such as a clubhouse. You may also choose to have a designated first aid station or ask a local rescue squad to send a trained paramedic to your event for the day if none of your instructors or volunteers are first aid or CPR certified.

First Aid and Emergency Planning

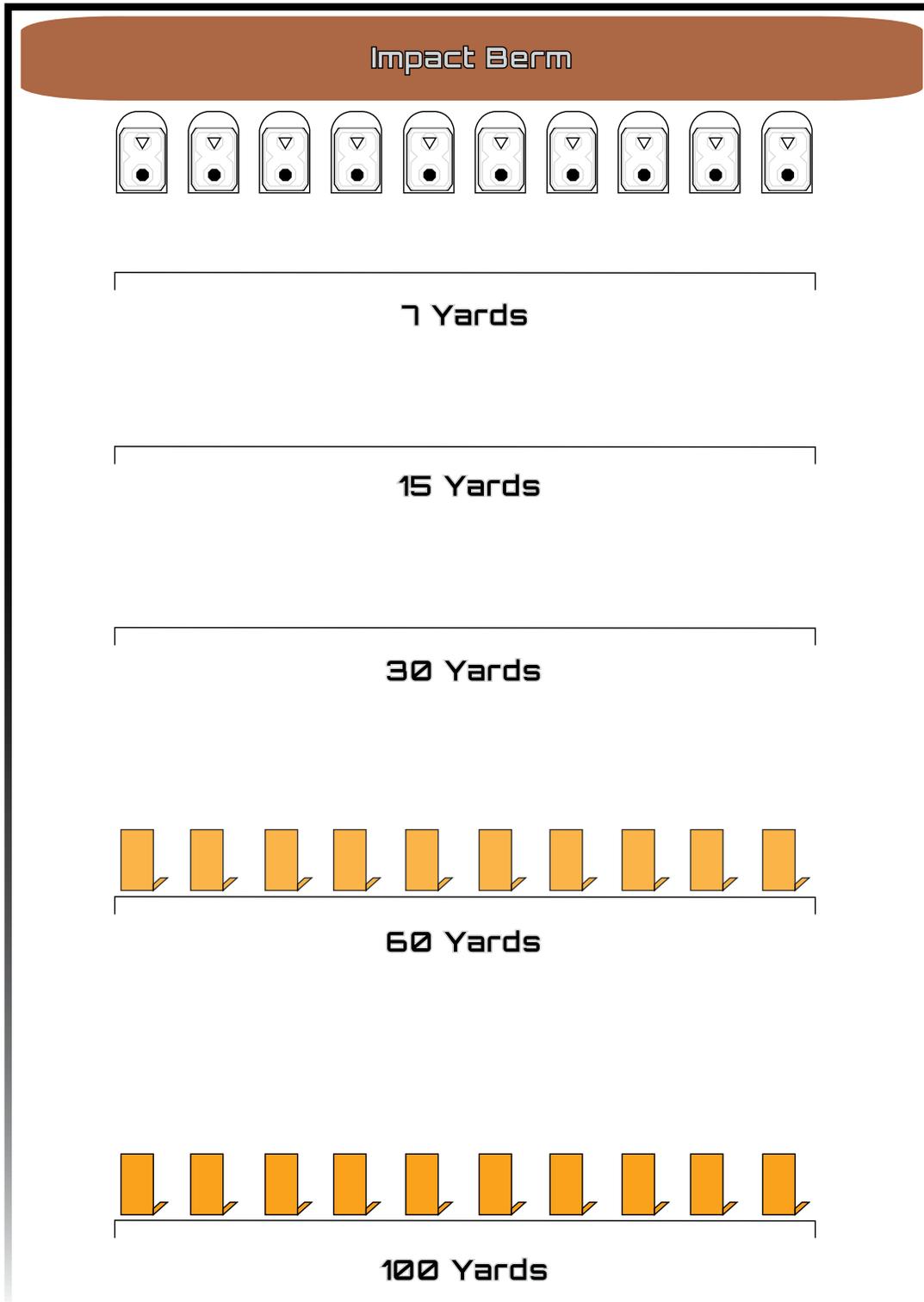
Establish emergency procedures to be followed in the event of an accident. Emergency procedures should also include designated areas for shelter in the event of weather-related emergencies. All staff and volunteers should be aware of your emergency plan as well as the location of your first aid kit and/or the people responsible for administering first aid.

Establish procedures for everyone to follow in case of an emergency:

- Take charge of the situation
- Call 911 if necessary
- Render Aid, within scope of training
- Direct help to location
- Take notes (Reports)

Training Event Range Layout

The diagram below is an example of the course of fire shot on a 100 yard range. It is recommended that you have a backstop that is 20 feet high and a side berm on the right and left (connecting with the backstop) at 8 feet high. The event can be shot either by starting at the 100 yard line and progressing forward to the 7 yard line, or from the 7 yard line advancing back to the 100 yard line.



Training Event Course of Fire

At the 7 and 15 yard stages, each shooter will need two separate targets. To accommodate this, separate the shooters into two groups; those originally on odd numbered targets and those originally on even numbered targets. The shooters originally on odd-numbered targets will go first. Each will fire on his or her original target and the even numbered target immediately to his or her right. The shooter will assume a position on the firing line between their two targets, such that the angle to both targets is equal. After that group is finished, the shooters originally on even-numbered targets will fire on their original target and the target to their immediate left.

<i>Distance</i>	<i>Position</i>	<i>Course of Fire</i>	
7 yards	standing	10 shots - 2 magazines 5 rounds each	5 shots lower A-zone magazine change 5 shots lower A-zone
7 yards	standing	6 shots - 2 magazines 3 rounds each	2 shots lower A-zone, 1 shot upper A-zone magazine change 2 shots lower A-zone, 1 shot upper A-zone
15 yards	standing	10 shots - 2 magazines 5 rounds each	3 shots lower A-zone, 2 shots upper A-zone magazine change 3 shots lower A-zone, 2 shots upper A-zone
15 yards	standing	12 shots - 2 magazines 6 rounds each	right shoulder mount - 3 shots each A-zone magazine change left shoulder mount - 3 shots each A-zone
30 yards	standing	10 shots - 1 magazine 10 rounds	right shoulder mount - 3 shots lower A-zone, 2 shots upper A-zone left shoulder mount - 3 shots lower A-zone, 2 shots upper A-zone
30 yards	standing, kneeling, prone, kneeling, standing	10 shots - 1 magazine 10 rounds	2 shots each position at lower A-zone
60 yards	kneeling (right and left of barricade)	10 shots - 2 magazines 5 rounds each	5 shots lower A-zone right of barricade magazine change 5 shots lower A-zone left of barricade
60 yards	standing, kneeling, prone	15 shots - 2 magazines №1 - 5 rounds №2 - 10 rounds	5 shots lower A-zone (standing) magazine change 5 shots lower A-zone (kneeling) 5 shots lower A-zone (prone)
100 yards	standing, kneeling, kneeling, standing (away from barricade)	8 shots - 1 magazine 8 rounds	right side of barricade - 2 shots lower A-zone (standing) 2 shots lower A-zone (kneeling) left side of barricade - 2 shots lower A-zone (kneeling) 2 shots lower A-zone (standing)
100 yards	standing, kneeling, prone, kneeling, standing	10 shots - 1 magazine 10 rounds	2 shots each position at lower A-zone

Match Information

General Information

AR Challenge matches are intended to develop and test defensive rifle skills in three ways. First, shots and reloads will be in positions most often used in defensive situations (standing, kneeling, and/or prone). Second, shots at different distances test the competitor's ability to adjust their aim of their shot impacts to their sight zero. Third, shots come from defensive shooting situations that are varied and unpredictable helping to develop the ability to adapt to unexpected defensive situations if they arise.

This guidebook presents parameters from which match hosts can build their own courses of fire. The parameters are intended to encourage innovation, while assuring that all matches cover a comprehensive range of skills. Hosts are encouraged to use courses of fire intended to replicate foreseeable defensive shooting situations, and to avoid those intended only to be novel or to improve a particular shooting technique without a clear relationship to a foreseeable defensive situation.

Range Safety Officers

A Chief Range Safety Officer (CRSO) shall be designated for all matches. The CRSO shall be responsible for the safe conduct of the event and the enforcement of all safety and competition guidelines. Basic Matches also require at least one Range Safety Officer (RSO) for every three competitors on the firing line. In other matches, each stage requires an RSO and scorer.

Designated "Safe Area"

The range shall have a designated safe area where competitors may place their rifles while awaiting their turn to fire. All rifles in the designated area shall be placed on SAFE, magazines removed, and ECIs inserted. Adjustments can be made to the rifles while pointed in a safe direction. No ammunition will be allowed in the safe area.

Firing Line

The firing line is any location from which competitors may be authorized to fire, and it shall be clearly indicated.

Ready Line

There shall be a ready line, clearly indicated as such, no less than 15 feet behind each firing line in an AR Match (Basic) or behind the rearmost firing point in each stage of any other AR Match. No one, other than competitors called to the firing line by the CRSO or RSO, other range safety personnel, and other persons authorized by the CRSO or RSO, is permitted forward of the ready line while the range is "hot".

Targets

In no case shall the combination of target distance, the relative height off the ground of the rifle and target, and a competitor's firing position result in a situation in which a shot aimed to strike a target would be fired at an angle that could cause a bullet to travel outside the range's safe impact area, skip off the ground, or cause any other unsafe condition.

In the Basic Match, the AR-1 target is used. In the advanced match the 3GN (3 Gun Nation) target is used. Any shot touching the boundary line of a scoring zone favors the competitor.

At distances beyond 100 yards, steel or other reactive targets shall be used, if permitted by range rules. Such targets shall measure, if circular, no less than four minutes of angle diameter or, if angular, no less than four minutes of angle from the center of any side to the center of the opposite side. A minute of angle equals one inch for every 100 yards. In no case shall such target exceed 24 inches in width or 36 inches in height.

Competitor Movement

Stages in which competitors are against the clock, change firing positions, switch shoulders, or fire from both the left and right sides of a barricade shall be conducted one competitor at a time, with other competitors in the same relay or squad remaining behind the ready line until it is their turn to fire. These stages may only be fired on ranges that have side bullet impact berms, as well as a berm behind the targets, or natural terrain serving the same purpose.

On-Site Zeroing

Competitors should arrive to the range with rifles zeroed, but hosts are encouraged to provide zeroing opportunities whenever possible. After the first shot for score in a match, a competitor is allowed to re-zero a rifle only when a sight has been added to the rifle as a substitute for a sight that the CRSO or RSO has declared to be disabled, without delaying the progress of the match. In such a situation, the CRSO and RSO may re-squad a competitor to accommodate the competitor's need to re-zero a rifle.

Ethics

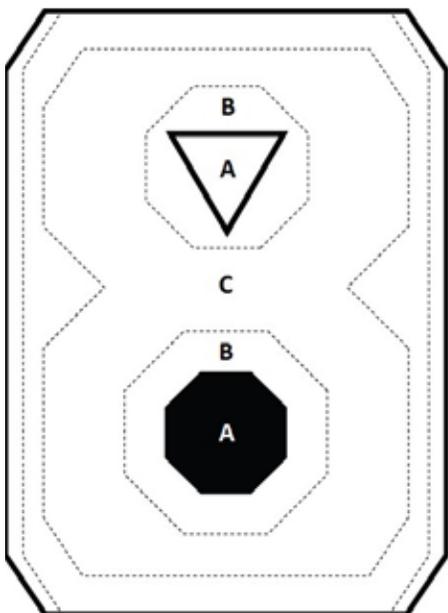
The CRSO may disqualify any competitor and/or request removal from the range any person who engages in unsafe, unethical, inflammatory, or other disruptive rhetoric or other conduct.

Positions and Reloads

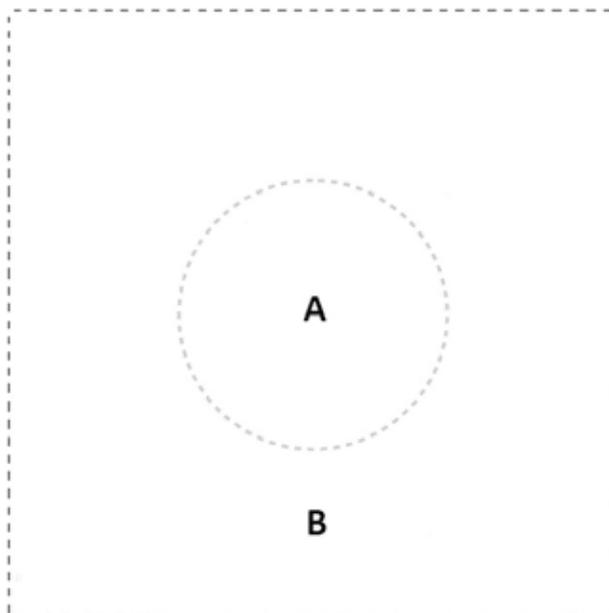
All matches call for shots and reloads in each of the firing positions most commonly used in defensive situations (dominant side standing, kneeling, and prone). The Basic Match and Classifier also call for shots from the opposite shoulder. The Basic Match also calls for shots in the sitting position. Matches other than the Basic Match also call for movement from standing to kneeling, standing to prone, and kneeling to prone.

Scoring

Competitors with the most points in their respective rifle categories and classifications win. For Advanced Matches and other courses of fire, targets at 100 yards or less are scored on the basis of par time plus penalty "seconds" for shots landing outside the intended A-Zone. One hit in the center A-Zone or two hits in the B-Zone are assessed no penalty seconds. Steel targets beyond 100 yards are scored on a hit/miss basis. A miss is assessed a 20 second penalty and a target with only one hit in the B Zone is assessed a 10 second penalty. A miss on a steel target is assessed a 30 second penalty. The competitor may fire until he or she hits each target, within time limits provided by match rules. In all stages, the competitor's score is expressed as the number of seconds used to complete the stage. Each such stage shall have a maximum allotted time. If the timer goes off prior to the competitor finishing the stage, he is given par time plus any penalties. Competitors with the fewest "seconds" in their respective rifle categories and competitor classifications win.



A -Zone	+5
B-Zone	+4
C-Zone	+2
Miss/Shot not fired	+0



	1 Shot	2 Shots	Miss
A -Zone	+0	+0	
B-Zone	+10	+0	+20

	Hit	Miss
Steel > 100 yds	+0	+30

Specified Time and Elapsed Time

The Basic Match is conducted using par times. During a specified time stage, competitors are challenged to achieve hits within a prescribed amount of time, sufficient in duration to give most competitors ample time to perform firing sequences with precision. Competitors may, without penalty, use all of the allotted time to make their shots. All AR Matches other than the Basic are conducted on the basis of elapsed times. In elapsed time stages, competitors fire one at a time because shot timers used to track the pace of shots cannot distinguish between competitors firing concurrently. The advantage of elapsed time scoring is that it allows for a more precise measurement of competitor's ability to fire accurate shots quickly.

Post-AR Match reporting

Match hosts shall report to the NRA Competitive Shooting Division the competitors' scores, in classifier stages, as well as the winners and scores, in all categories, in any sanctioned match.

Sanctioning

To sanction an AR Challenge match, visit Competitions.NRA.org/Tournaments and follow these guidelines:

- An Approved Match - All NRA safety rules apply, and a match program must be submitted online using the link below.
- A Registered Match - Have a minimum of 4 stages for Advanced matches, with a minimum total of 50 rounds. For Basic matches, the minimum of 8 mandatory stages is required (72-92 rounds). All NRA safety rules apply, and a match program must be submitted online.

State, Regional and National Championship Matches

Championship Matches may be held only with the approval of the NRA, which has approval authority over such events' courses of fire. Applications may be submitted to the NRA by going to www.nratournaments.org or email NRA-ARMatch@nrahq.org.

Advanced Match, Classifier Match and Other Courses of Fire Match Information

Firing Positions

Stages shall be structured so that the majority of shots will be fired in strong side standing, kneeling, and prone positions.



Position Changes

There shall be stages designed so that the competitor will move, against the clock, from a standing position into a kneeling position, from a kneeling position into a prone position, and from a standing position into a prone position. This may be achieved by target, barricade, and firing line placement; by limiting the number of rounds loaded into the first magazine; by mandating the firing position used at the beginning of the stage; and by other means.

Shots Fired from the Support Shoulder

At least one stage shall be designed so that the competitor fires from the support shoulder in a standing, kneeling, or prone position. This may be achieved by target, barricade, and firing line placement; by mandating the firing position used at the beginning of the stage; and by other means. Such shots shall not exceed 10 percent of the required round count in the match.

Reloads

There shall be stages designed so that the competitor will reload in each of the dominant side standing, kneeling, and prone positions. This may be achieved by the same means described in paragraph 2, above. Range rules may require that the rifle be pointed downrange or in another safe direction while being reloaded. See paragraph 13(e), concerning reload-related procedural penalties.

Firing Distances

Range rules permitting, matches that have a maximum distance of 100 yards shall have shots fired at 100, 40-70, 15-35, and 7-10 yards, those with a maximum distance of 50 yards shall have shots fired at 50, 15-35, and 7-10 yards, and targets may also be placed at other distances.

Target Destinations

- “Shoot targets” are those upon which the competitor is intended to fire.
- “No-Shoot” targets shall be marked with a clearly discernible “X” across the main portion of the target. The “X” must be visible when viewing the lower A-Zone from any firing position where the target is visible to the competitor. A no-shoot target that is obscured by a shoot target must be positioned so that a hit in the required A-Zone can be made without striking the no-shoot target.
- Any static target requiring hits must have one half of the lower A-Zone or the entire upper A-Zone visible to the competitor from at least one available firing position.
- A “disappearing” target is a moving target the A-Zone of which is partially obscured after the target stops moving.
- A “hard cover” target is one the entire lower portion of which has been blackened. Shots into the blackened area, or into barriers designated as hard cover, do not score.

Round Counts

There is no limit on the number of shots a competitor may fire on a target or for the stage, but a maximum allotted time may be assigned to each stage. If multiple strings are shot on the same target(s), the target(s) must be taped between strings to facilitate accurate scoring. A stage description cannot require a specific order in which to engage targets. All targets may be shot as they become visible, while making proper use of cover. The course of fire for a stage shall call for the same number of hits on each target, except that one target per stage can call for a different number of hits, provided that such target is clearly identified.

Moving Targets

Any such target that must be activated to begin moving after the start signal must be initiated by the start signal or by the competitor.

Hits on No-Shoot Targets

Such hits are penalized 10 seconds per target hit.

Multiple Target Hits

A bullet that strikes multiple targets will be scored for each target it hits. If a bullet strikes a target at an angle, hits count for any shot that makes a hole less than one inch long.

Barricades

When a barricade is used, competitors shall assume a firing position where both feet are reasonably behind the barricade. Where use of the barricade is allowed, competitors shall safely step back from the barricade to transition into other positions, such as standing to kneeling, being careful not to strike the barricade with the firearm.

Walk Through

Every stage begins with a walk-through, during which the course description and instructions are given, all targets are identified, and any moving targets are activated for demonstration. Competitors are not allowed to rehearse a stage during the walk-through.

Procedural Penalties

Each procedural violation is penalized 10 seconds per target. There are no warnings for violations. Procedural violations include:

- Failure to use cover. The stage briefing must inform competitors which targets must be shot from positions of cover. Fault lines shall be used to indicate where a competitor must assume a firing position to be considered behind “cover.” While firing required shots from cover, if any portion of the competitor’s body is touching the ground outside of the fault line, the competitor shall receive one procedural point per shot fired.
- Fault lines. No part of the competitor’s body may touch the ground outside of a fault line when firing a shot.
- Premature start. A competitor who moves before the start signal shall be assessed a procedural penalty, unless the competitor moves back to the start position before the start signal.
- Reloads. In-battery reloads may be performed only from behind cover. All other reloads must be performed only when the chamber and magazine of the rifle are empty. This rule does not apply to a competitor who reloads while clearing a malfunction.
- Firing on the move. If a stage description calls for a Shoot Target to be engaged while the competitor is moving, the competitor shall incur a Procedural Penalty for engaging that target unless he/she is moving when all shots are fired. “Moving” is defined as at least one of the competitor’s feet moving forward, backward, or laterally as the shots are fired.

Competitors shall arrive to the range with the rifle unloaded, with the rifle on SAFE, no detachable magazine in the rifle, a chamber flag inserted and the bolt closed to hold the flag in place. Keep the rifle in this condition until otherwise instructed by the CRSO or RSO.

Match Safety

When moving into and out of firing positions, competitors will always keep the rifle pointed in a safe direction, finger outside the trigger guard, and have the rifle’s safety set to SAFE. The preferable method is “low ready”, meaning the muzzle is pointed safely downrange at approximately a 45-degree angle to the ground and finger outside the trigger guard.

Under all circumstances, competitors must be aware of their surroundings and shall scan left, right, and to the rear before rising from a lower firing position to a higher position (e.g., prone to kneeling, or kneeling to standing).

When loading, reloading, and unloading the rifle, competitors will always keep the muzzle of the rifle pointed downrange, toward the target. While this might not be the preferred method in some defensive situations, safety requirements take precedence during AR Challenge matches.

Upon completing firing in any stage, the competitor shall remain in position until the rifle is placed on SAFE, magazine has been removed, an empty chamber indicator (ECI) has been placed in the rifle with the bolt closed to hold the ECI in place; and the CRSO in an AR Match (Basic), or an RSO in any other AR Match, has declared that the line is “clear”. For rifles with an action that cannot be opened with the mechanical safety set to SAFE, such as those of Kalashnikov design, the safety may be taken off SAFE to allow for opening the action in order to load, or unload and clear the chamber, but shall be returned to SAFE immediately thereafter.

Match Equipment

Iron Sights

No rifle shall have an iron sight forward of the muzzle.

Slings

Each competitor in a Basic Match may, and in any other match shall, use a sling affixed to the rifle with a secure attachment device or woven through a portion of a stock designed for that purpose, and worn over the shoulder and across the back when firing from the shoulder. In all matches, a loop sling or a sling attached in parade sling fashion (underneath the rifle at both ends and not allowing the rifle to fall naturally across the torso when worn over the shoulder and across the back) is not allowed.

Any sling used must allow the competitor to keep the rifle pointed in a safe direction at all times, and allow for safe and efficient loading, reloading, unloading, and clearing of malfunctions. Other than in a Basic Match, a sling may be used in “hasty” fashion in any stage, but it must be free of the support arm until time begins.



Magazine and Ammunition Carriage

In a Basic Match, competitors are encouraged to, and in any other match competitors shall, carry, in a pouch, bandoleer, pocket, or similar device on the person, all magazines and ammunition required for the stage. In a Basic Match, each competitor is encouraged to have six magazines, so that all mandatory and optional stages at the 100-yard line (or the same stages optionally conducted at the 50-yard line) can be fired without having to reload empty magazines on the firing line. Basic Match competitors who do not have multiple magazines are encouraged to pre-load the required number of rounds for each stage on stripper clips, which, in conjunction with a stripper clip guide or similar device, can help expedite the magazine loading process.

Adjustable-Barrel Support Devices, Short-Barreled Rifles and Silencers

Such devices are only allowed at Basic Matches. For purposes of this rule, a folding monopod or bipod, or any other device that is capable of supporting the barrel, the location of which on the rifle can be changed without the use of tools is acceptable. A short-barreled rifle is a rifle that has a barrel under 16 inches in length (as measured for purposes of the National Firearms Act of 1934, or NFA); and a silencer is any device defined as such under the NFA. Adjustments to the monopod and/or bipod may be made during a stage, but such device shall be in the closed position until time begins. The removal of any such device is not allowed after the first shot for score, unless the device is declared disabled by the CRSO or RSO.

Shooting Mats

Portable shooting mats are allowed only in the Basic Match.

Sight Adjustments

In a Basic Match, all such adjustments shall be made before time begins in a stage. In other matches, in stages with targets at 100 yards or less, competitors using telescopic or magnifier-enhanced optics shall begin each stage with the optic set to the lowest magnification setting (or with a magnification enhancer not in-line with an optic), but may adjust the magnification or magnification-enhancer once time begins.

ReFires

Not allowed due to a malfunction of a competitor's rifle, magazine, ammunition, or related equipment.

Trigger Pull

Any rifle used in an Basic Match must have a trigger pull of no less than 4.5 pounds. Any rifle used in any other match must have a trigger pull of no less than 2.5 pounds.

Electronic Devices

Competitors may not have any electronic devices forward of the ready line, unless the device is turned off or on vibrate.

Match Range Commands

Basic Match

The CRSO will call competitors to the ready line and firing line with commands such as "Relay One to the ready line" or "Competitors on Relay One to the firing line." The CRSO will then announce the number of magazines and rounds required for the stage, and the firing sequence. The CRSO will give the command, "With the rifle's safety on, load and make ready." The next commands will be "Ready on the right?", "Ready on the left?" and "All ready on the firing line." If all competitors are ready, the next command will be "Shooters stand by." The command to fire shall be by a clearly audible command or other signal. The signal to cease fire shall be by horn or other clearly audible signal, followed by the verbal commands "Cease Fire, Cease Fire, Unload. Place all rifles on SAFE and insert empty chamber indicator."

At the end of each stage, RSOs will visually verify that each rifle is unloaded and that the chamber is empty; say "flag" to in-

struct the competitor to insert a chamber flag and close the bolt; and verify that the flag is inserted and the bolt closed to hold the flag in place. When rifles have been verified to be unloaded, the CRSO will ask the RSOs “Is the line safe on the left?” and “Safe on the right?” When all rifles are safe with chamber flags inserted, the RSOs will give a “thumbs up” and the CRSO will announce “The line is safe.” At that point the competitors may move out of position and move from the firing line.

Advanced Match and other Courses of Fire

The RSO of each stage shall call each competitor to the firing line with the command “Next shooter.” The next command is “With the rifle’s safety on, load and make ready.” The next command is “Shooter Ready?” Following an affirmative answer by the competitor, the next command is “Stand by.” The signal to begin shall be by the sound of a shot timer. At the end of a stage or for other safety related reasons, the RSO will verbally command “Stop” or “Cease fire, Cease Fire, Unload. Place the rifle on SAFE and insert empty chamber indicator”. When the rifle is safe, with chamber flag inserted and bolt closed to hold the flag in place, the RSO will declare the rifle “clear” and the competitor may depart the firing line.

All Matches

If there is a pause during the sequence of commands, the CRSO or RSO shall say “As you were” and the competitor(s) shall remain in position, awaiting the next command. When the commands resume, the CRSO or RSO will say “Resuming commands”.

Anyone observing an unsafe condition at anytime shall call “Cease Fire, Cease Fire”. As in any match, each competitor hearing the “Cease Fire, Cease Fire” command shall remain in position, keep his or her rifle pointed in a safe direction, keep the finger off the trigger, place the rifle on SAFE, repeat “Cease Fire, Cease Fire” loudly until all firing has ceased, and await further command from the CRSO or RSO. Anyone experiencing or observing any other problem warranting action by the CRSO or RSO, raise one hand, remain in position, keeping the rifle pointed in a safe direction with finger off the trigger, and place the rifle on SAFE. A “thumbs up” indicates that the problem has been resolved.

Basic Match Course of Fire (72-92 Rounds)

The Basic course of fire consists of eight mandatory stages and may additionally include one or more optional stages, fired at 100 (or 50), 50, 25 and seven yards, on the AR-2 target. The mandatory stages call for shots and reloads in the firing positions most commonly used for defensive purposes, as well as additional shots in other positions, for purposes of familiarization. The optional stages call for shots fired while using a barricade for support or cover.

Each stage is conducted on a par time basis, with competitors taking positions on the firing line concurrently, in relays. Before time begins in each stage, the competitors, on command, shall assume the required firing position with rifles on SAFE and unloaded, with chamber flags inserted, held at the low ready, and await the commands to “Load and Make Ready.” After executing those commands competitors shall remain in position with rifles held at the low ready, awaiting the signal to fire.

Targets are scored and repaired after Stages 3 (or 3a), 5 (or 5a/b/c), and 8. In all stages, shots are to be fired to the lower A-Zone (eight-inch scoring zone). In Stage 8, there are also shots to be fired to the upper A-Zone. In all stages, a hit in the required A-Zone counts for five points, a hit in the B-Zone surrounding the required A-Zone counts for four points, a hit in the lower C-Zone counts for two points, and a miss or a shot not fired counts for zero points. Competitors with the most points in their respective rifle categories win.

For all stages except Stages 7 and 8, each competitor has one NRA AR-2 target. In Stages 7 and 8, competitors will divide into two groups: those originally on odd numbered targets and those originally on even numbered targets. The competitors originally on odd-numbered targets will go first. Each will fire on their original target and the even numbered target immediately to their right. The competitor will assume a position on the firing line such that the angle to each target is the same. After that group is finished, the competitors originally on even-numbered targets will fire. Each will fire on their original target and the target immediately to their left, assuming positions on the firing line such that the angle to each target is the same.

Note: If optional stages using barricades are included in the match, there is a five-point penalty for any shot striking a barricade.



100 OR 50 YARDS

- Stage 1: Prone, with Reload (Two five-round magazines.)
 - Fire five shots, reload, and fire five shots, all to the lower A-Zone. (Par Time: 40 seconds.)
- Stage 2: Sitting (Any) (One five-round magazine.)
 - Fire five shots to the lower A-Zone. (Par Time: 20 seconds.)
- Stage 3: Kneeling, with Reload (Two five-round magazines.)
 - Fire five shots, reload, and fire five shots, all to the lower A-Zone. (Par Time: 40 seconds.)
- Optional Additional Stage 3a: Standing, Barricade Support (One five-round magazine.)
 - Assume a standing position at the low ready, with feet behind the barricade. When time begins, place the support hand on the vertical edge of a tall barricade, and fire five shots to the lower A-Zone. (Par Time: 20 seconds.)

50 YARDS

- Stage 4: Kneeling, with Reload (Two five-round magazines.)
 - Fire five shots, reload, and fire five shots, all to the lower A-Zone. (Par Time: 40 seconds.)
- Stage 5: Prone, Support Shoulder (One five-round magazine.)
 - Fire five shots to the lower A-Zone. (Par Time: 20 seconds.)
- Optional Additional Stage 5a: Standing, Barricade Support, Support Shoulder
 - The same as Stage 3a, except from the opposite side of the barricade, from the opposite shoulder.
- Optional Stage 5b: Kneeling (Any), Barricade Support (One five-round magazine.)
 - Assume a kneeling position with both knees behind the barricade. When time begins, place the support hand on the vertical edge of the barricade and fire five shots to the lower A-Zone. (Par Time: 30 seconds.)
- Optional Stage 5c: Kneeling (Any), Barricade Support, Support Shoulder
 - The same as Stage 5b, except from the opposite side of the barricade, from the opposite shoulder.

25 YARDS

- Stage 6: Standing, with Reload (Two five-round magazines.)
 - Fire five shots to the lower A-Zone, reload, and fire five shots to the upper A-Zone. (Par Time: 20 seconds.)

Aiming note: Due to sight-bore offset and trajectory, it will be necessary for a competitor with a 100-yard or 200-yard zero to aim slightly high (typically some amount less than two inches, depending on zero distance, muzzle velocity and sight-bore offset) at 25 yards.

7 YARDS

- Stage 7: Standing, Non-Standard Response (One Ten-round magazine.)
 - Fire five shots to the lower A-Zone of each target. (Par Time: 10 seconds.)
- Stage 8: Standing, Center-High Drill (Two Six-round magazines.)
 - Fire two shots to the lower A-Zone and one shot to the upper A-Zone, alternating targets. Then reload fire two shots to the lower A-Zone and one shot to the upper A-Zone, alternating targets. (Par Time: 20 seconds for Advanced & 30 seconds for Basic.) Option: In states that arbitrarily limit magazine capacity, Stage 8 may be conducted with two six-round magazines, with a reload mid-stage.

Aiming note: Due to sight-bore offset and trajectory, the competitor will have to aim approximately two inches high for a center hit at 7 yards.

The AR Match Classifier Course is intended as an event in which newcomers can obtain their initial competitor classifications. To accommodate ranges that do not have barricades, the stages of the Classifier Course do not require barricades, though barricades are required in some of the additional classifier stages.

A host who conducts an match classifier shall conduct at least one Basic Match earlier in the same calendar year. A host who conducts any match other than a Basic or Classifier, shall conduct at least one Basic Match and Classifier Match earlier in the same calendar year. For purposes of meeting these requirements, multiple match hosts can combine their efforts, provided that all take place within 50 miles of one another. This is to help competitors wishing to become involved in the program to have more opportunities early in the shooting season.



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Classifier Match Course of Fire (88 Rounds)

Competitors' classifications will be updated as they participate in additional Classifier Matches, or in matches which contain at least one stage from the Classifier Course of Fire or the list of Additional Classifier Stages. A competitor's classification is based upon scores in his or her six most recent classifier stages. All stages are conducted on an elapsed time basis, one competitor at a time, with no one other than the competitor, RSO, and scorer forward of the ready line. Each competitor is reminded that, when moving between positions, they must keep the rifle pointed safely downrange, finger off the trigger, and have the rifle's mechanical safety on SAFE. Unless otherwise stated, all stages begin with the competitor standing at the low ready, with the rifle on the dominant side, in a SAFE condition. Each competitor will have two AR -1 targets, at the same distance, separated by 15 feet, center-to-center. Targets are scored and repaired after Stages 4, 7 and 10.

In all stages, shots are called for in one or both A-Zones (the eight inch zone in the center of the target and the scoring triangle in the upper portion of the target). Each shot landing in the required A-Zone is penalized zero seconds. Each shot in the upper B-Zone or the lower B-Zone (scoring area immediately outside the eight-inch A-Zone) is penalized one second. Each shot in the C-Zone is penalized three seconds. Each miss or shot not fired is penalized five seconds. Penalty seconds are added to the competitor's total elapsed time. The competitor with the lowest "time" wins.

50 YARDS

- Stage 1: Three-Position Accuracy Drill (One 10-round magazine.)
 - Fire two shots standing, three shots kneeling, and five shots prone, all to the dominant side target's upper A-Zone.
- Stage 2: Two-Position Speed Drill, with Reload (Two five-round magazines.)
 - Fire two shots standing, place the rifle on SAFE, then three shots prone, reload, and five shots prone, all to the opposite side target's lower A-Zone.
- Stage 3: Reverse or Double Kneeling, with Reload (One 10-round magazine.)
 - When time begins, assume a reverse or double kneeling position, fire five shots, reload, and fire five shots, all to the dominant side target's lower A-Zone.

25 YARDS

- Stage 4: Standing, Both Shoulders, with Reload (Two five-round magazines.)
 - Fire five shots to the lower A-Zone of the dominant side target, place the rifle on SAFE and reload. Then, while keeping the rifle pointed in a safe direction with the muzzle no less than 45 degrees relative to the ground and the finger off the trigger, switch to the support shoulder and fire five shots to the lower A-Zone of the opposite side target.

7 YARDS

- Stage 5a: Standing, Non-Standard Response Drill (One 15-round magazine.)
 - Fire five shots to the dominant side target, five to the opposite target, and five to the dominant side target, all to the targets' lower A-Zones.
- Stage 5b: Standing, Center-High Drill (One 15-round magazine.)
 - Fire three shots to the lower A-Zone and two shots to the upper A-Zone of each target, alternating targets, beginning with the opposite side target.

Additional Classifier Stages

As in the Classifier Match Course of Fire, each competitor has two AR-1 targets at the same distance, 15 feet apart, center-to-center. There is a five-second penalty for any shot striking a barricade.

50 YARDS

- Three-Position Barricade Support Drill (One 10-round magazine.)
 - When time begins, place the support hand on the vertical edge of a tall barricade for support, fire two shots standing, three shots kneeling while again using the barricade for support, and fire five shots prone (use of the barricade for support not required) with both knees and one elbow behind the barricade (inside a fault line), all from around the strong side of the barricade, from the strong side shoulder, to the strong side target's lower A-Zone.

50 YARDS

- Three-Position Barricade Support, Opposite Shoulder Drill (One 10-round magazine.)
 - When time begins, move the butt plate to the opposite shoulder, place the support hand on the vertical edge of a tall barricade for support, fire two shots standing, then three shots kneeling, again using the barricade for support, and fire five shots prone (use of the barricade for support not required) with both knees and both elbows behind the barricade inside the fault line, all from around the opposite side of the barricade, from the opposite side shoulder, to the opposite side target's lower A-Zone.

50 YARDS

- Two-Position, Two-Side Barricade Support Drill (One 10-round magazine.)
 - When time begins, place the support hand on the vertical edge of a tall barricade for support, fire two shots standing, then three shots kneeling, again using the barricade for support, all from around the strong side of the barricade, from the dominant side shoulder, to the strong side target's lower A-Zone. Then, with the rifle on SAFE, pointed in a safe direction downrange, with the finger off the trigger, reload, then repeat the firing sequence from the opposite side of the barricade, from the dominant shoulder, to the opposite side target.

50 YARDS

- Kneeling Movement Drill, With Barricade (Two five-round magazines.)
 - When time begins, assume a kneeling position with both knees behind the barricade (inside a fault line) and fire five shots around the strong side of the barricade, to the dominant side target's lower A-Zone. With the rifle on SAFE, pointed in a safe direction downrange, with the finger off the trigger, shift laterally as necessary to fire five shots to the opposite side target's lower A-Zone.

25 YARDS

- Standing, Lateral Movement Drill, With Barricade (Two five-round magazines.)
 - Beginning with both feet behind the barricade (inside a fault line), fire five shots to the dominant side target's lower A-Zone. Step entirely behind the barricade (both feet inside a fault line), reload, and step laterally to the dominant side sufficient to fire five shots to the lower A-Zone of the opposite target.

7 YARDS

- Standing, Non-Standard Response Drill, Opposite Shoulder (One 10-round magazine.)
 - Beginning with the rifle in the support shoulder, fire five shots to the lower A-Zone of the opposite side target, followed by five shots to the lower A-Zone of the strong side target.

Match Classifications and Awards

Competitors shall be categorized according to the type of rifle used and according to the competitor's classification. However, any competitor who has participated safely in any Basic Match or other center-fire rifle competition sanctioned by the NRA, the United States Practical Shooting Association, or 3-Gun Nation during the previous 12 months may compete in a match as an "unclassified competitor."

They are, from least to most experienced, Marksman, Sharpshooter, Expert, and Master. Classifications are based upon scores in the Classifier Match or the six most recent classifier stages fired in other AR matches.

Note: Classifications will be established in 2017, based upon match scores submitted in 2015-2016

Junior and Sub-Junior Competitors

At the hosts discretion, separate competition categories may be established for Juniors (defined to include persons up to the age of 20 as of the first day of the match) and Sub-Juniors (defined to include persons up to the age of 15 as of the first day of the match).

Minors under the age of 18 may participate in an match only if accompanied by a parent or legal guardian, or another adult with the parent or legal guardian's written permission.

Awards

Awards are left to the discretion of the match sponsor. Categories are as follows:

- Overall Champion by Rifle Category
- High Woman
- Junior/Sub-Junior
- Classification Awards



Appendix: Definitions

Backstop: A structure made to stop or collect the projectiles that impact it.

Barricade: A structure or object used to shoot from, behind, use for stability, or for cover/concealment that is used to help or hinder the shooter's ability to make the shot.

Berm: On an outdoor shooting range, a large pile of dirt that functions as a backstop.

Bolt: The mechanism of some firearms that holds the cartridge in place during the firing process.

“Cease Fire” or “Stop”: Means to stop firing, remain in position, keep the muzzle pointed downrange, remove the finger from the trigger, place the rifle's mechanical safety on SAFE, repeat the command loudly to ensure other competitors hear, and await additional commands from the CRSO or RSO.

Course of Fire: A pre-determined direction as to how and where the shots will be taken.

Down Range: Area of a shooting range, toward the targets, where firearms are pointed when they are fired.

External Safety: A safety lever found on the outer surfaces of the firearms and accessible to the user. It is a mechanical device that can potentially fail.

“Eyes and Ears”: The range is about to go hot, and eye and ear protection will be worn.

Firing Line: A line, either imaginary or marked, from which people shoot their firearms down range.

“Load”: To load means that the competitor, having assumed the required position (standing, kneeling, prone, etc.) on command of the CRSO or RSO, verifies that the rifle's mechanical safety is on SAFE. The competitor then inserts a detachable magazine into a rifle (or, if applicable, charges a fixed magazine with ammunition), chambers a round, and again verifies that the safety is on SAFE.

“Load and Make Ready”: The rifle's mechanical safety is set to SAFE, and the empty chamber indicator flag is removed. The magazine is then inserted into the detachable-magazine rifle (or, if applicable, there is ammunition in the fixed magazine of a fixed magazine rifle), chamber a round, and again verify that the safety is set to SAFE.

Magazine: A device for holding ammunition ready for loading into the chamber of a repeating firearm.

“Par Time”: Refers to a stage being completed within a specified amount of time. An example of five shots fired in 20 seconds shows the par time of 20 seconds. These times are typically achievable without any advanced techniques. The par time is provided as incentive to complete levels faster but with safety and skill.

Rifle Conditions: Rifle Conditions indicate the degree to which a firearm is prepared for firing. In all Rifle Conditions, the rifle's mechanical safety is set to SAFE.

Safe: The rifle's mechanical safety is set to SAFE, there is no detachable magazine inserted into a detachable-magazine rifle (or, if applicable, there is no ammunition in the fixed magazine of a fixed magazine rifle), there is no ammunition in the chamber, and the bolt is closed to hold the empty chamber flag in place.

Self-Resetting Targets: Are targets designed to reset back to its original stance after being shot; by use of springs, weights or wires.

Semi-Automatic: A firearm designed to fire a single cartridge, eject the empty case and reload the chamber each time the trigger is pulled.

“Shooter(s) Ready”: Verify that the rifle’s mechanical safety is on SAFE, the detachable magazine is in the detachable-magazine rifle (or load ammunition into the fixed magazine of a fixed-magazine rifle), and the shooter is in the proper start position.

“Stand By”: The rifle’s mechanical safety is set to SAFE, the rifle’s detachable magazine is inserted into the rifle (or if applicable, the rifle’s fixed magazine is loaded with ammunition), and the bolt is forward, with a round of ammunition in the chamber. Competitor is ready for start signal/sound to begin start of fire.

Target Engagement: The specified sequence in which you shoot the targets. Usually set by the course of fire in the event program or by the event director.

“The Line is Safe”: All rifles have been unloaded and placed on SAFE, magazines removed, and empty chamber flags inserted with the bolt forward to hold the flags in place; the CRSO or RSO have verified the line and competitors may depart the firing line.

“The Range is Cold”: The line is safe and people may move about the range, but rifles may not be handled while anyone is forward of the firing line. Competitors may carry the rifle with the sling over the shoulder and across the back, with the muzzle down and controlled at all times. An empty chamber flag must be inserted and bolt forward to hold the flag in place.

“The Range is Hot”: Competitors are on the firing line, firing is about to begin, non-authorized persons are behind the ready line, and eye and ear protection is in place for all.

“Unload” and “Show Clear”: Keep the rifle pointed safely downrange with the finger off the trigger, verify that the rifle’s mechanical safety is on SAFE, remove the detachable magazine (or unload the fixed magazine), and clear the chamber of ammunition. When the command to “Unload” is given, the competitor shall perform this task before changing position. The competitor shall show to the CRSO or RSO that the rifle’s mechanical safety is on SAFE, the detachable magazine has been removed from the rifle (or, as applicable, the fixed magazine has been cleared of ammunition), and there is no ammunition in the chamber. Upon the command “flag” from the CRSO or RSO, the competitor shall insert the chamber flag into the chamber and close the bolt, holding the flag in place.



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