

North Troy Stag Rod and Gun Club



JOIN US FOR



N.T.S. ACTION SHOOTING

Equipment required:

Come out and have fun. There will be categories for just about any handgun you own – from stock to lightly modified. If you have a gun and a holster, we'll find a place for you.

Revolvers - .38 cal. Or larger with speed loaders

Semi-Automatic: .380 or larger with 3 magazines recommended

Holsters should be **STRONG SIDE ONLY**, NO shoulder, inside pants, cross draw, etc. Ammo carrying devices recommended.

Ammo needed:

Approximately 100 rounds per match but bring extra for make-up shots.



Eye and ear protection required for all shooters and spectators.

No food or beverages available on site. So bring your own!!

Entry fee / Shoot info:

\$5.00 Entry Fee

4:45 Safety Meeting

5PM start on Tuesdays. Weather permitting

NOTE: *On Regular monthly meeting night (1st Tuesday of the month) Action Pistol Shoot will be held on Wednesday that week*

NOTE: this is a cold range.

Unpacking and packing of firearms must be done in a designated safe area with a

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NTS Action Shooting is considered to be a style which employs many parts of various handgun shooting disciplines with elements of Practical Pistol, ISPC, USPSA, and IDPA. NTS Action Shooting is its own entity in the sport of pistol shooting. However, NTS Action Shooting utilizes many of the safety protocols, Course of Fire (COF) designs, techniques, and target types as other shooting disciplines.

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NTS ACTION SHOOTING RULES

(REVISED March 2021)

Participation Principles

- Competitors will not attempt to circumvent or compromise any stage by the use of inappropriate devices, equipment, or techniques.
- In any single contest, a shooter must use the same firearm on all stages unless the firearm becomes unserviceable.
- Competitors will refrain from unsportsmanlike conduct, unfair actions, and the use of illegal equipment.
- Re-shoots are allowed for stage equipment failures or SO interference only. This is a "no alibi" match; once the buzzer sounds, the stage must be finished.

Safety Rules

- **Treat all guns as if they are loaded.**
- **Never let the muzzle cover anything you are not willing to destroy.**
- **Keep your finger off the trigger until your sights are on the target.**
- **Identify your target and what is behind it.**

The Safety Rules below serve as the cornerstone for every shooter, Safety Officer (SO), and Match Director (MD) to follow so that our events are safe and enjoyable to a wide range of participants.

Unsafe firearm handling will result in immediate Disqualification (DQ) from the match. Examples (Non-inclusive list):

- Endangering any person, including yourself. This includes sweeping one's self or anyone else with a loaded or unloaded firearm. Sweeping is defined as allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person.
- Exception: Some body types combined with some holster types makes it almost impossible to holster a firearm or remove the firearm from the holster without sweeping a portion of the shooter's lower extremities. Thus, a match Disqualification is not applicable for sweeping of the shooter's own body below the belt while removing the firearm from the holster or holstering of the firearm, provided that the shooter's trigger finger is clearly outside of the trigger guard. However, once the muzzle of the firearm is clear of the holster on the draw, sweeping any part of the body is a Disqualification.
- Breaking the 180.

A discharge:

- In the holster.
- Into the ground downrange closer to the shooter than two (2) yards unless engaging a low target that is within two (2) yards.
- Over a berm.
- During Load And Make Ready, Unload And Show Clear, Reload, or Malfunction Clearance.
- Before the start signal.
- While transferring a firearm from one hand to the other.

- Handling a firearm except at the firing line. There are only three instances in which a firearm may be removed from the holster:
 - With verbal instruction from a SO.
 - While engaging targets in a Course of Fire (CoF) under the direct supervision and visual contact of a SO.
 - When in a designated "Safe Area".
- Pointing the muzzle over the berm during the "Pull The Trigger" portion of Unload And Show Clear.
- Drawing a firearm while facing up range.

Dropping A Firearm.

- Dropping a loaded or unloaded firearm or causing it to fall during Load And Make Ready, the shooting of a string or stage, reloads or malfunction clearance or during Unload And Show Clear will result in disqualification from the match. If a shooter drops a firearm, the SO will immediately give the command "Stop". The SO will pick up/recover the dropped firearm and render it safe and unloaded before returning it to the shooter. The shooter will be disqualified from the match.
- If a competitor drops a loaded or unloaded firearm or causes it to fall within a stage boundary, it is a disqualification from the match.
- The MD will make the decision as to the penalty to be given to anyone who drops an unloaded firearm or causes it to fall when he/she is not the active shooter.

Ear protection and impact resistant eye protection are required to be used by everyone attending the shooting event. The responsibility for safe and serviceable ear and eye protection falls completely on the shooter or spectator.

Pistols used in competition will be serviceable and safe. The responsibility for safe and serviceable equipment falls completely on the shooter. The MD will require a shooter to withdraw any pistol or ammunition observed to be unsafe. In the event that a pistol cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the SO, who will take such action as he/she thinks safest.

Fingers must be obviously and visibly outside the trigger guard during loading, unloading, drawing, holstering, while moving (unless engaging targets) and during malfunction clearance. First offense for failure to comply will warrant a warning from the SO. Additional offenses will result in a 3 second penalty per offense. Repeated offenses after two stages will result in disqualification from the match.

The normal condition of pistols not in use during a CoF is holstered and unloaded, with hammer down or striker forward and magazine removed or cylinder empty. Loaded firearms may only be handled in the safe area when supervised by the MD or a SO. Magazines, speed loaders, and moon magazines may be reloaded while off the firing line, but the shooter's firearm can be loaded or unloaded only under the direction of the SO.

All CoFs will be started with the pistol holstered, safeties engaged as required by different divisions, and hands clear of equipment unless other positions for the pistol are stipulated in the CoF description (table top, drawer, pack, purse, in the firing hand, etc.).

Safety Area

A Safe Area is defined as a designated area where the following rules apply WHILE ACCOMPANIED BY A SAFETY OFFICER (SO)

- Each Safe Area is clearly identified by visible signage, including a table with the safe direction and boundaries clearly shown.
- This area is used for bagging or un-bagging a firearm, holstering, drawing, dry firing, or equipment adjustment.
- A Safe Area may also be used for inspections, stripping, cleaning, repairs and maintenance of a firearm or related equipment or parts.
- In all cases, the muzzle of the firearm must be pointed in a safe direction.
- Handling of ammunition, loaded ammunition feeding devices, loose rounds, dummy ammunition, snap caps, training rounds, or loaded firearms is not permitted.
- A Safe Area may also be used, while accompanied by a SO, to render safe a firearm that has locked up and contains a live round or rounds.
- Reload practice within the Safe Area is not allowed. An empty magazine may be inserted into a firearm to test functionality or to drop the hammer on a firearm with a magazine disconnect, but reload practice is prohibited.
- The violation of any of the cases above will result in disqualification from the match.

Range Commands are:

- **Range Is Hot, Eyes and Ears**

This is the first command given to each shooter starting the action of shooting a stage. This command signifies the start of the CoF. The shooter will make sure that their eye and hearing protection is in place. It is also notification to anyone in the shooting bay to check that their own eye and hearing protection is properly fitted.

- **Load and Make Ready**

When the shooter has proper eye and hearing protection, the SO will issue the Load and Make Ready command. The shooter will prepare the firearm and magazines to match the start position for the stage. Typically, this is to load the firearm and holster, but may include non-typical loading or staging of equipment. The shooter will then assume the starting position necessary for the stage. If the shooter's firearm is not to be loaded for the start of a stage, the command used will be "Make Ready."

- **Are You Ready?**

After "Load and Make Ready," the SO will ask the shooter "Are You Ready?" If ready, the shooter should respond verbally, or by obvious nodding of the head, but may also choose to stand ready. If there is no response from the shooter in approximately three (3) seconds, the shooter is assumed to be ready. If the shooter is not ready when this question is asked the shooter must respond "Not Ready."

- **Standby**

This command is given after the shooter is ready. This command will be followed by the start signal within one (1) to three (3) seconds. The shooter may not move or change positions between the "Standby" command and the start signal, unless required to do so by the CoF.

- **Finger**

This command is given when the shooter's finger is not obviously and visibly outside the trigger guard when it should be, as noted above.

- **Muzzle**

This command is given when the muzzle of the shooter's firearm is pointed near a muzzle 180. The shooter must correct the errant muzzle and continue with the stage.

- **Stop**

This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage is not correct. The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction. Failure to immediately stop and remove the trigger finger from within the trigger guard will result in disqualification from the match.

- **If Finished, Unload and Show Clear**

This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition will be removed from the firearm and a clear chamber/cylinder will be shown to the SO. If the shooter is not finished, the shooter should finish the stage and the command will be repeated.

- **If Clear, Slide Forward or Close Cylinder**

Once the SO has inspected the chamber/cylinder and found it to be clear, this command will be issued and the shooter will comply.

- **Pull The Trigger**

The shooter will point the firearm at a safe berm and pull the trigger to further verify that the chamber is clear. If the firearm fires, the shooter will be disqualified from the match. This requirement also applies to firearms with a de-cocker or magazine disconnect. For firearms with a magazine disconnect, an empty magazine or dummy magazine must be inserted before the trigger is pulled, and then removed again. This command is not needed for revolvers.

- **Holster**

The shooter will safely holster the firearm.

- **Range Is Clear**

This command indicates to the shooter and anyone within the stage boundaries that the range is clear. This command begins the scoring and resetting of the stage.

Reloads

All ammunition used in the CoF must be brought to the line by the shooter. Reloads may be done anytime during the CoF but **MUST** be done whenever the CoF description requires it.

Starting Position

- Once the shooter has assumed the "ready position" and the "Standby" command has been given, the shooter's physical position may not be changed prior to the start signal, with the exception of head movements, provided such movements do not contradict the ready position requirements specified in the stage description.
- Unless specified otherwise in the stage description, the default ready position is defined as the shooter standing erect with body relaxed and hands resting naturally at sides.

Start Position Errors:

- If an SO determines that a shooter was allowed to start in an incorrect start position (at the time the "Standby" command was given), a reshoot is required and no penalty is assessed. Note: This rule does not apply to equipment start condition (loaded with correct number of rounds, etc.).
- When a stage is started in an incorrect start position and the shooter notices but the SO does not notice, the shooter must request a reshoot immediately following the holster command and prior to the scoring of targets. If not requested during this period, no reshoot will be allowed.
- No shooter can reshoot a stage or string because of firearm or "mental" malfunctions. Reshoots are required for stage equipment malfunctions. If an SO feels he has interfered with a shooter, he will offer a reshoot to the shooter immediately following the holster command and prior to the scoring of targets, as determined by the SO. If a shooter feels he has been interfered with by an SO, the shooter must request a reshoot immediately following the holster command and prior to the scoring of targets. The MD will determine if a reshoot request is granted.

Scoring Rules

- The scoring system in **NTS Action Shooting** is designed to reward a balance of accuracy with speed. NTS Action Shooting scoring converts everything to a time score, and the lowest time wins. The scoring system is also designed to be very simple to understand and use.
- The main thing to remember when scoring in NTS Action Shooting is that everything is based on time, the raw time it takes to shoot a stage and the accuracy of the hits on the targets, where inaccuracy adds time to the score. Part of the simplicity of NTS Action Shooting scoring comes from not using the total points of a target, and instead using points down on each target. Each point down adds one (1) second to the time for the stage.

Unlimited Scoring

- Unlimited Scoring allows the shooter to shoot at each target as much as deemed necessary. The best hits on a target are used for score. This gives the shooter the option to make up misses or hits that he/she is not satisfied with to improve their score. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses.
- Each Course of Fire description will specify how many hits are required on each target. For example, if three (3) hits are required on each target, then the best three hits will be scored if there are more than three hits on the target.
- To tally an Unlimited score, take the time it took to complete the strings of fire (raw time from the shot timer) and total up the points down from each target. The total points down for the stage is multiplied by 1 second; that number is then added to the raw time and any other penalties (if applicable).

Incomplete Stage

- If a shooter has started a stage but cannot finish the stage due to a broken firearm, squib, or personal injury, the score will be determined by whichever of the following methods results in the best score.
- If the SO stopped the shooter for a perceived squib, and it turns out not to be a squib, the shooter will be given a reshoot. If the SO stopped the shooter for a perceived squib, and it is a squib, the score will be determined by whichever of the following methods results in the best score. If the shooter stopped on his/her own for a perceived squib, then squib or not, the score will be determined by whichever of the following methods results in the best score.
 - Method A: All required shots that were not fired will be scored as misses.
 - Method B: The minimum number of shots required for the stage is multiplied by three (3) seconds for a stage score.

Did Not Finish Match (DNF)

- A shooter that chooses not to shoot a stage will be given a DNF for that stage but may continue to shoot other stages for no total match score.
- A shooter that chooses not to shoot a stage must notify the SO before the Load and Make Ready command.

Always award any reasonable question on scoring to the shooter.

- If the Safety Officer has to look at a target very closely for an extended time to determine if a shot has touched a better scoring line, the better value will be used. When a Safety Officer has a reasonable doubt on a scoring call, the SO will award the better score to the shooter. This also applies to possible doubles. However, this does not automatically mean that every miss is a double.
- Video of shooters cannot be used to determine the shooter's score or appeal an SO's decision.

Bullet Holes

- Odd shaped holes made by bullets ricocheting off of the bay floor, props, steel, etc., are not scored.
- Only holes made by whole bullets, not fragments, are scored.
- Only bullet holes entering the front of the target will be scored.

Hard Cover / No Shoot Targets

- Black for hard cover simulation. White for no shoot targets. Any shot that puts a full diameter hole in a **Hard Cover Target** will be considered a miss.
- Shots that penetrate a **No Shoot Target** are -5 seconds each.

Target Scoring Zones

- An **IDPA** target will be used for paper targets.
- All steel count as a hit. Steel targets that fail to be hit will be scored as down five (-5).
- Official IDPA cardboard targets may be stationary or moving. These targets will be scored as marked, as down zero (-0), down one (-1), down three (-3), and a miss is down five (-5).