

SDSSF Rulebook

Designated Marksman Rifle (DMR)

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NROI holds the exclusive authority to make changes during the trial period of 2024. All suggestions for amendments or updates should be emailed to NROI@sdssf.se.

The current version consolidates rules from the unofficial rulebook and technical regulations into a single document for ease of use by IPSC competitors participating in DMR.

The current version DMR 1.1 has been compiled and written by NROI Secretary - Tobias Hårdén

Version DMR 1.1 Is formally approved by Competitor Council and NROI Chairman - Erik Lindström.

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Chapter 1 – General Standards and Principles

DMR competitions are devised to assess a shooter's proficiency in accurately hitting targets at medium to long distances, effectively compensating for environmental conditions, and making prompt decisions within a prede-terminated time frame.

A high level of professionalism and sportsmanship is expected at all DMR events. All participants, including Range Masters, Range Officers, Safety Officers, Competitors, and Spectators, will be always treated with the utmost respect.

The responsible, lawful, and ethical handling of firearms holds paramount importance in the DMR discipline. DMR competitors are anticipated to discern and advocate for the safe, legal, and ethical handling of firearms, in con-junction with regulations, procedures, and policies pertaining to the promotion of the DMR discipline.

The responsible, lawful, and ethical handling of firearms is of utmost importance in the DMR discipline. DMR competitors are expected to discriminate and Advocate for the safe, legal, and ethical handling of firearms, along with regulations, procedures, and policies related to promoting the DMR discipline.

1.1 Interpretation of Rules

- 1.1.1 The DMR Range Master is responsible for interpreting these rules and regulations.
- 1.1.2 Those who need clarification on any rule must submit their questions in written form to NROI@sdssf.se.
- 1.1.3 Rule interpretations posted on <https://www.sdssf.se> website will be considered as precedents and will be enforced in all Svenska Dynamiska Skyttesportförbundets (SDSSF) sanctioned matches starting from the date of publication.
- 1.1.4 These interpretations are subject to approval or adjustment from the NROI Council and selected members.

1.2 Sanctioning of Matches

- 1.2.1 For a match to be recognized within SDSSF. The Match Director must apply for the match to the SDSSF organization by sending an email to Info@sdssf.se the email must contain the following information:
 - Match name.
 - Match Date.
 - Match Location.
 - Match Director: Name and contact information.
 - Range Master: Name and Contact information.
- 1.2.2 A match is sanctioned when a notification is sent back from SDSSF or NROI and the match is visible in the official match calendar of SDSSF.

Chapter 2 –Range and Course Construction

2.1 General Definitions

The following definitions are used for clarity:

- 2.1.1 A match comprises at least a specific number of stages and targets. The scores from each stage are aggregated to determine the overall ranking and identify the victor.
- 2.1.2 A stage is a distinct segment of the match encompassing a singular shooting challenge referred to as a Course of Fire. It also includes essential elements such as facilities, amenities, shelter, and signage.
- 2.1.3 Course Of Fire (“COF”) – A COF is a shooting challenge that receives its own score and is timed if necessary. It is formulated and arranged based on principles for constructing courses within the match. It involves targets and challenges that each competitor must handle safely.

2.2 Course Construction, General

- 2.2.1 **Safety in Course Design:** The Range Master bears the responsibility for ensuring safety in the design of the Course of Fire, including its physical setup and specified requirements.
- 2.2.2 **Preventing Injuries:** Every Match should be made to prevent harm to participants, officials, and spectators. The course design should aim to minimize the risk of unintended unsafe actions.
- 2.2.3 **Safe Angles of Fire:** Courses of Fire must always be planned with consideration for safe firing angles. By default, the maximum horizontal angle at which a gun's muzzle can be pointed is 30 degrees to the left of the leftmost target and 30 degrees to the right of the rightmost target, unless otherwise specified. For additional details and best practices, please consult the Range Master Guidelines.
- 2.2.4 **Accessibility for Officials:** When formulating a Course of Fire, it is crucial to consider how officials overseeing the competitors can access and monitor the course, where applicable.
- 2.2.5 **Spacing between Competitors:** In situations where multiple competitors are required to shoot simultaneously from the same firing line, there must be a minimum of 2 meters of open space between each competitor to ensure safety.

2.3 Course Construction

- 2.3.1 When obstacles (barricades) are intended to offer support to competitors, their construction should prioritize the safety of both competitors and Match Officials. Props must be designed to withstand use by all participants.
- 2.3.2 Adequate space must be allocated to ensure that Match Officials can effectively supervise and manage competitors throughout the event.
- 2.3.3 Natural or man-made obstacles, openings, and similar elements should reasonably accommodate variations in competitors' height and physical build. These features must be constructed with the aim of ensuring reasonable safety for all competitors, Match Officials and spectators.
- 2.3.4 If achieving such a reasonable level of safety proves unfeasible, competitors can request the provision of a robust platform for their use without incurring any penalties. If the platform offers a significant advantage compared to other competitors' attempts on stage, a Reshoot must be ordered, or the stage must be deleted from the match. The Range Master is the final authority in such decision. Also see [rule 2.6](#).

2.4 Safety Areas

- 2.4.1 Establishing Safety Zones:** The organization hosting the event bears the responsibility of arranging and placing a sufficient number of Safety Zones for the match. These zones should either be conveniently situated and distinctly marked with signs, or the Range Officer at each Stage should identify the Safety Zone and elucidate the safe direction of pointing weapons to each group of competitors upon their arrival at the Stage.
- 2.4.2 Activities in Safety Zones:** Competitors are permitted to engage in the following activities within Safety Zones without direct supervision, provided they remain within the boundaries of the Safety Zone and keep their firearm pointed in a safe direction. Violations will result in disqualification.
- Storing and retrieving unloaded firearms,
 - Conducting inspections, disassembling, cleaning, repairing, and maintaining firearms, their parts, and related accessories.

2.5 Test Firing and Sighting-In Bay

- 2.5.1 Operating the Zero Range:** If there's a designated area for test firing or sighting-in, it must always be managed and overseen by a Range Officer
- 2.5.2** The Range Officer overseeing the Test Firing and Sighting-In Bay should employ a ledger to record all competitors who utilize the Test Firing and Sighting-In Bay. The ledger should include, at a minimum, the following information:
- Name of Competitor and Competitor Number.
 - Arrival Time and Date to Test firing and Sighting-In Bay.
 - Departure Time and Date to Test firing and Sighting-In Bay.
- 2.5.3** Competitors arriving at a Test Firing and Sighting-In Bay must establish contact with a responsible Range Officer and communicate their intentions regarding the Test Firing and Sighting-In Bay before initiating any activities with a firearm. Failure to do so will result in match disqualification.

2.6 Modifications to Course Construction

- 2.6.1 Pre-Approved Changes:** Match Officials have the authority to modify the setup or procedure of a Course of Fire for any valid reason, provided that the Range Master grants prior approval. Any physical alterations or additions to a published course must be completed before the stage commences.
- 2.6.2 Informing Competitors:** Competitors must be promptly informed about these changes. The Range Officer overseeing the stage must communicate the changes during the competitor briefing.
- 2.6.3 Adjustments During the Match:** If the Range Master approves changes to a stage after the match begins, they may:
- 2.6.4** Let the course continue with the changes affecting only those who haven't finished it. If a competitor's actions caused the change, that competitor must reshoot the modified course.
- 2.6.5** Let all competitors reshoot the revised course, removing previous attempts from the results.
- 2.6.6** In case of a target(s) failure, where targets cannot be restored to function as originally intended, The Stage must be deleted from the match and all scores on stage deleted.
- 2.6.7 Refusing to Reshoot:** If a competitor declines to redo a course when instructed by a Range Officer or Range Master, they receive a zero score for that stage, regardless of previous attempts.

- 2.6.8 Unworkable Situations:** If a change to a stage result in an unfair situation and is impossible to offer an equitable attempt on stage for all competitors, or if a stage becomes unworkable, the stage and all associated scores must be removed.
- 2.6.9 Disqualification and Stage Removal:** A competitor disqualified in a removed stage might be reinstated if the disqualification was due to the stage's issues and there is enough time to safely complete the remaining stages. A competitor who has been disqualified for unsportsmanlike conduct will not be reinstated.
- 2.6.10 Extreme Conditions:** If the Range Master believes that weather or other conditions significantly impact safety or match conduct, they have the authority to suspend all shooting activities until a "resume shooting" directive is given.

Chapter 3 –Course Information

3.1 General Match Information

- 3.1.1 Understanding Course of Fire:** The responsibility for safely completing a Course of Fire lies with the competitor. However, they can only be expected to do so after they have received a written stage briefing, either verbally or in print. This briefing must clearly explain what is required in the stage. The Range Master is responsible that all stages have written stage briefings available.
- 3.1.2 Equal Access to Match Information:** All competitors must receive the same match information with the same amount of notice before the match. This information can be shared through physical or electronic means, or by referring to a website.
- 3.1.3 Timing of Match Book:** If a Match Book is provided before the match, it shall not be released (published) so far in advance that some competitors could achieve an unfair advantage by practicing or gaining insights that other competitors can't access.

3.2 Stage Briefings

- 3.2.1 Stage Briefing Content.** Before starting each stage, there must be a stage briefing that aligns with these rules and has been approved by the Range Master. This briefing holds more importance and supersede any prior information about the Course of Fire. The minimum details it should cover are:
- Description of targets (type, number, and distance if needed).
 - Maximum rounds permitted to be used
 - Minimum Rounds to be scored.
 - How the rifle should be prepared, Starting position.
 - How time begins (audible or visual signal).
 - Step-by-step process.
 - Any specific safety points.
 - Safety Angles
- 3.2.2 Briefing Responsibilities.** The Range Officer in charge of a stage must read the written stage briefing - in verbatim - to each group. They should also show the acceptable way to start and hold the gun.
- 3.2.3 Changes for safety, clarity and consistency.** Clarity the Range Master can modify the written briefing anytime to achieve better safety, clarity, or consistency.
- 3.2.4 Stage Inspection.** After competitors hear the briefing and ask any questions, they might be allowed to examine the stage ("walkthrough") in an organized manner. The time allocated for this should be determined by the Range Master and must be the same for all competitors.

- 3.2.5 **Inspection Time Limit.** The Inspection Time should be between 1 to 5 minutes per squad. If the Range Master doesn't specify, it should be five (5) minutes per Squad.
- 3.2.6 **Moving Elements:** If the stage includes moving targets, props, barricades, or similar things, all competitors must see them demonstrated for the same time and frequency.
- 3.2.7 **Exception for "Blind Courses":** In cases of "Blind Courses," competitors won't be allowed to inspect the stage or targets. Considerations must be taken by the Match Organization to maintain and achieve an equitable attempt on stage for all competitors. If the stage information has been compromised all results of that stage must be deleted from the match.

Chapter 4 –Range Equipment

4.1 Target Construction

- 4.1.1 **Characteristics of Targets:** Targets should have the following qualities:
 - 4.1.1.1 **Steel Targets:** Made from a sufficiently strong steel material like AR500 Steel, Hardox, Armox, or an equivalent.
- 4.1.2 **Sized appropriately for the specific:** Level of competition and skill. Shooting position. Time limits of the stage. Expected weather conditions.
- 4.1.3 **Strength and Consistency of Target Setup:** The frames and stands that hold the targets must be designed to be strong and durable. This ensures that all competitors face consistent target presentations.
- 4.1.4 **Long-Range Targets:** Targets placed beyond 500 meters should have hit indicators, clearly indicating hit to the competitor.

4.2 Range Equipment Failure and Other Issues

- 4.2.1 **Equitable Challenges:** Equipment at the range should provide an equitable challenge to all competitors.
- 4.2.2 **Equipment Issues:** Equipment problems could involve: Targets or target stands not working. Moving targets starting or stopping too soon or not at all. Mechanical or electrical equipment not functioning properly. Props like barricades, openings, and barriers not working.
- 4.2.3 **Correcting Course of Fire Disruptions:** If a competitor can't finish a stage due to range equipment issues, they need to reshoot it after the problems are corrected.
- 4.2.4 **Fairness for Faulty Targets:** If a target is faulty or presented differently from earlier attempts in a stage, the Range Officer must order a reshoot for the affected competitor(s)
- 4.2.5 **Removing Problematic Stages:** If equipment keeps causing problems in a stage, that stage must be taken out of all results.

4.3 Rearrangement of Range Equipment or Surface

- 4.3.1 Competitors are prohibited from disturbing the range surface, natural vegetation, structures, barriers, or any other range equipment (including targets, target stands, and target activators) at any point during the competition. Violations to this will incur a warning in the first offence, Stage Disqualification in second occurrence and Match disqualification in any subsequent event (also see [rule 10.2.5](#)).
- 4.3.2 Participants are allowed to request corrective measures from Range Officers to maintain consistency in relation to the range surface, condition of barriers or obstacles, target presentation, or any other relevant factors.

- 4.3.3 If a competitor is not satisfied with the actions performed in [rule 4.3.2](#), they may appeal to the Range Master. The Range Master is the final authority to determine if the challenge on a stage is equitable.

Chapter 5 –Competitor Equipment

5.1 Firearms

- 5.1.1 **Firearms and Divisions:** Firearms are regulated by the rules of the chosen Division that the competitor is competing in.
- 5.1.2 **Firearm Safety:** Firearms must be in working condition and safe to use.
- 5.1.3 **Firearm Inspection:** Range Officers can at any time ask to inspect a competitor's firearm or related equipment to ensure safety or compliance with rules.
- 5.1.4 **Rifle Drop Test:** Match Directors can require a simple test to make sure a competitor's rifle and trigger are safe.
- 5.1.5 **Trigger Restrictions:** Triggers or trigger shoes that extend beyond the width of the trigger guard are prohibited.
- 5.1.6 **Unserviceable Firearms:** If a firearm or gear is declared unsafe or not functioning properly by the Range Master or Range Officer, it can't be used in the match until it's fixed to the satisfaction of the Range Master.
- 5.1.7 **Firearms and Optics:** Competitors should use the same firearm and optic for all stages in a match.
- 5.1.8 **Substituting Firearms and Optics:** If a competitor's original firearm or optic breaks during a match, they must get approval from the Range Master before using a substitute. The substitute firearm must meet Division requirements, not provide an unfair advantage, and the muzzle energy in the substitute firearm must be within the Division limits.
- 5.1.9 **Unauthorized Changes:** Changing or significantly modifying a firearm without Range Master approval during a match will result in match disqualification.
- 5.1.10 **Multiple Firearms:** Only one firearm is allowed to be used on any attempt on a stage.

5.2 Carry and Storage Competitor Equipment

- 5.2.1 **Unloading Firearms:** All firearms must be unloaded except when a Range Officer is directly supervising them.
- 5.2.2 **Safety Measures:** When not in use, a Chamber Safety Indicator that goes into the rifle's chamber must be in place, and detachable magazines must be removed. Violation will lead to match disqualification.
- 5.2.3 **Handling Long Guns Outside Safety Areas:** When outside a Safety Area, long guns (rifles) must be carried or stored: Held in hands, on the shoulder, or slung, with the muzzle pointed up or down. Placed in a rack with the muzzle safely directed skywards. Put in a designated area, muzzle pointing safely. Put in a protective slip or case. No ammunition is allowed in the rifle, and the Chamber Safety Indicator must be in place.
- 5.2.4 **Ammunition Handling:** Ammunition should be carried on the competitor, attached to the rifle or as directed in the stage briefing.

5.3 Appropriate Dress

- 5.3.1 **Dressing for Safety:** Competitors should wear suitable clothing that allows them to complete Courses of Fire safely.
- 5.3.2 The use of military or police garments for any other than competitors in Service Rifle Division is discouraged. The Match Director will be the final authority in respect of what garments must not be worn by competitors. It must be declared in the match invitation, a minimum of 4 weeks before the match.

5.4 Eye and Ear Protection

- 5.4.1 **Safety Concerns:** Using proper eye and ear protection is extremely important to prevent vision and hearing damage. It's highly recommended that everyone on the range always wears this protection.
- 5.4.2 **Ear Protection Requirement:** All Competitors, Match Officials, and Spectators must wear ear protection.
- 5.4.3 **Eye Protection Recommendation:** Eye protection should be worn by all Competitors and should be worn by Match Officials, and Spectators. The Range Officer assigned to a stage must determine the safety of Spectators prior to any attempt on a Course of Fire. See [rule 5.4.4](#).
- 5.4.4 **Mandatory Protection:** Range Master or Range Officers can mandate that everyone on the range or stage have to wear this protection. Match Officials must make sure that everyone follows this rule.
- 5.4.5 **During a Course of fire;**
 - 5.4.5.1 **Lost Protection during a Stage:** If a competitor accidentally drops or moves their eye or ear protection during a stage, the Range Officer must pause the competitor. They can only resume after restoring the protective gear and must be ordered to reshoot the stage.
 - 5.4.5.2 **Missing Protection during a Stage:** If a competitor loses their protection during a stage or starts a stage without it and this is unnoticed by the Range Officer, they are allowed to stop, while pointing their firearm in a safe direction, and tell the Range Officer. [Rule 5.4.5.1](#) will apply.
 - 5.4.5.3 **Unsportsmanlike Behavior:** Trying to gain an advantage by removing eye or ear protection during a stage is unsportsmanlike and will result in match disqualification.
- 5.4.6 **Insufficient Protection.** If a Range Officer notices a competitor about to start a stage without proper eye or ear protection, they must order the competitor to fix it before starting. The Range Master has the final say in this matter.

5.5 Ammunition and Related Equipment

- 5.5.1 **Ammunition Safety:** Competitors are responsible for the safety of any ammunition they bring to the match.
- 5.5.2 **Ammunition Requirements:** The Competitors ammunition must follow the rules of the specific Division they are participating in.
- 5.5.3 **Using Dropped Ammunition:** Competitors can collect spare magazines or ammo that they drop after the start signal, provided they follow safety rules. No extra time will be given for this.
- 5.5.4 **Prohibited Ammunition Types:** Using metal piercing, incendiary, or tracer ammunition is not allowed. Violations will incur match disqualification. In the event of a competitor using prohibited types of ammunition as mentioned in this rule local laws and regulations will apply as well as responsibility to restore or reimburse damaged property or equipment. A competitor who refuses to restore or reimburse for damages created by their ammunition must be reported

to SDSSF Board by the Range master. The SDSSF board can decide that the competitor will lose their license to compete in future matches for DMR and IPSC until the matter is settled.

- 5.5.5 Unsafe Ammunition:** If a Match Official deems a competitor's ammunition unsafe, the competitor must not use it to be able to continue the match. A competitor who continues to use ammunition deemed as unsafe will be disqualified from the match.

5.6 Ammunition Muzzle Energy Testing – Chronograph

- 5.6.1 Maximum Muzzle Energy:** Each Division has its own maximum Muzzle Energy as specified in [rule 6.6](#). This is calculated from bullet weight and muzzle velocity.

- 5.6.2 Declared Muzzle Energy:** If there's no official match chronograph, a competitor's declared Muzzle Energy cannot be disputed.

- 5.6.3 Chronograph and Scale Setup and Verification:** The chronograph and scale must be set up according to the manufacturer's guidelines and checked by Match Officials each day like this:

- 5.6.3.1 On the first day, a Match Official shoots 4 rounds of the official calibration ammo through the chronograph using the calibration firearm. The average velocity over 3 rounds is recorded and one bullet is pulled and weighed.
- 5.6.3.2 On subsequent days, the same firearm and ammo are used, and the process is repeated.
- 5.6.3.3 The chronograph is considered accurate if the daily average velocity is within 10 m/s of the recorded average.
- 5.6.3.4 The scale must be calibrated before every new session. If there's a daily variance beyond the tolerance, the Range Master must resolve it. Failure to resolve issue [rule 5.6.2](#) will apply.

- 5.6.4 Ammo Testing Chronograph:** Ammo must be tested with the competitor's firearm. The firearm and its parts cannot be changed from the condition used in the match. Process is as follows:

- 5.6.4.1 Initially, 4 sample rounds are taken from each competitor by Match Officials, who can order additional tests anytime during the match.
- 5.6.4.2 3 rounds are fired through the chronograph and one bullet is pulled and weighed.
- 5.6.4.3 If different bullet weights are used, 3 samples of each are tested.
- 5.6.4.4 If the Muzzle energy exceeds the Division's maximum, the competitor may keep shooting at the Range Masters discretion, Scores will be entered as zero score for all stages.
- 5.6.4.5 In the event that a competitor has switched firearm during a match as per [rule 5.1.8](#), the competitor must reappear at the chronograph for testing with the firearm they intend to use for the remainder of the match. Failure to comply competitors score will be set as Zero for all stages.

- 5.6.5 Different Muzzle Velocities:** If retesting or replacement ammo shows different Muzzle Velocities, the competitor will receive zero score for all stages. In the event of unsportsmanlike conduct where chronographed ammunition has been intentionally switched out competitor will be disqualified from match.

- 5.6.6 Non-compliance:** Competitors who don't present their rifle for testing or provide samples when ordered by a Match Official will have their scores removed from the results, and the Range Master might remove them from the match.

- 5.6.7 Inoperative Chronograph:** If a chronograph becomes unusable, tested Muzzle Velocities stand. Velocities declared by untested competitors are accepted without challenge as per [rule 5.6.2](#), following Division rules.

5.7 Malfunctions – Competitor Equipment

- 5.7.1 Malfunction After Start Signal:** If a competitor's firearm has a problem after the Start Signal, they can try to correct it and continue shooting. While correcting it, they must always point the gun downrange in a safe direction. Using rods or tools to correct issued is prohibited; Violating this rule results in zero score for the stage.
- 5.7.2 Safety During corrective actions:** If correcting the gun needs moving it away from aiming at a target, the competitor's fingers must be clearly outside the trigger guard and Firearm ready condition as per applicable division stated in 8.2.1.X.
- 5.7.3 Unable to correct the Issue:** If a malfunction can't be fixed before the maximum stage time or the competitor stops for any reason, they must point the firearm downrange in a safe direction and advice the Range Officer. The score will then be based on shots taken before the malfunction with addition to all applicable hits and misses, and the time is the maximum stage time.
- 5.7.4 Subsequent attempts due to malfunction during course of fire:** If a firearm is deemed unsafe or breaks during an attempt on a course of fire this will not be grounds for a reshoot of the stage. (Also see [rule 5.7.3](#)).
- 5.7.5 Malfunction Before Start Signal:** If a firearm malfunctions before the Start Signal while getting ready, the competitor can step aside with a Range Officers supervision to correct it without penalties, following safety rules.
- 5.7.5.1 Correcting Malfunction before start signal:** After correcting the malfunction, the competitor can try the stage again, following the schedule set by the Range Officer or Range Master.
- 5.7.6 Suspected unsafe firearm or ammunition:** In the event that a Range Officer suspects that a competitor's firearm or firearm is unsafe the competitor must be issued the "STOP" command immediately following the suspicion. The following process will be applied:
- 5.7.6.1.1 Firearm failure:** Firearm will be inspected and checked for issues demanding corrective actions.
- 5.7.6.1.2 Ammunition Failure:** In the event of dangerous ammunition and or Squib firearm must be inspected to ensure that no bullet remains within the barrel.
- 5.7.6.1.3** In the event that the Range Officer can prove their suspicion of firearm failure or ammunition failure the competitor will be awarded all applicable hits and misses for the complete stage and receive the max time for the stage.
- 5.7.6.1.4** In the event that Range Officers suspicion cannot be proven the competitor will be ordered to Reshoot the stage
- 5.7.7 Leaving a stage with Loaded Firearm:** A competitor is prohibited to leave a stage with a loaded firearm, no matter if there was a malfunction or not. Violation will lead to Match Disqualification.

5.8 Rifle Drop Test

- 5.8.1 Ensuring Safe Rifles:** At any point before or during a match, including during registration, a Range Officer or Range Master may ask for a simple drop test (not following SAAMI specifications) to make sure a rifle is safe for competition use.
- 5.8.2 Procedure for Rifle Drop Test:**
- 5.8.2.1 Place a thin mat (less than 1 cm thick) made of rubber or similar material on a solid surface like concrete.
 - 5.8.2.2 Make sure the rifle has no ammunition and the magazine is removed (if it has one).
 - 5.8.2.3 Cock the rifle.
 - 5.8.2.4 Turn off the external safety.
 - 5.8.2.5 Hold the rifle's barrel, with the barrel facing upwards, over the rubber mat. While keeping control of the barrel, let the rifle slide freely from a height of 3-5 inches (10-15cm) onto the rubber mat.
- 5.8.3 Completing the Test:** Test three times. Re-cock the trigger between each test.
- 5.8.4 Test Result:** If the firing pin goes off during any of the three tests, the trigger fails the simple Drop Test.
- 5.8.5 Rectifying the Issue.** The competitor must correct the issue before resuming any attempts on a stage.

Chapter 6 –Match Structure

6.1 General Principles

- 6.1.1** Competitors and everyone else present at a DMR match are entirely responsible for making sure that any equipment they bring to the match follows all the laws of the specific location where the match is taking place. This responsibility is individual and cannot be transferred to anyone else.

6.2 Match Overview and Information

DMR matches consist of dynamic rifle competitions that include multiple stages and courses of fire. In these matches, participants are challenged to engage targets at medium to extended distances, employing a variety of shooting positions that are frequently less than ideal. This setup serves as a comprehensive assessment of competitors' practical skills in long-range rifle shooting.

6.2.1 General Principles

- 6.2.1.1 Due to the dynamic characteristics of DMR matches, safety must always be the top priority when designing, constructing, and executing all Courses of Fire, regardless of the level of competition.
- 6.2.1.2 The overall effectiveness of a match is gauged by the combined excellence and variety of challenges posed by every Course of Fire.
- 6.2.1.3 DMR Courses of Fire must be;
 - striving for balance in aspects such as target sizes,
 - target ranges,
 - shooting positions,
 - maximum time constraints,
 - environmental considerations if applicable.
- 6.2.1.4 The main purpose of the design is to assess a participant's shooting proficiency rather than focusing strictly on their physical capabilities or characteristics.
- 6.2.1.5 Established at a level of complexity appropriate for the intended competition level.

6.3 Designated Marksman Competitors

6.3.1 Individual

- 6.3.1.1 Participants/Competitor (both can be used below) compete on an individual basis.
- 6.3.1.2 The competitor holding the highest score at the conclusion of the match is designated as the Winner.

6.3.2 Team(s)

- 6.3.2.1 Team (Division teams)
- 6.3.2.2 An individual competitor's scores can only be used exclusively for a single team in a match, and each team must be comprised of competitors in the same Division.
- 6.3.2.3 The individual Division assigned to a competitor determines his eligibility in respect of teams (e.g. competitor individually in Standard Division cannot participate in an Open Division team).
- 6.3.2.4 Teams consist of a maximum of 4 members. However, only the final scores of the 3 highest scoring team members will be used to calculate team results. If a member of a team retires from the match for any reason before completing all the stages, scores attained by that competitor will continue to stand towards the team score. However, the affected team is not entitled to replace the retired team member.
- 6.3.2.5 A team member who is unable to commence a match may be replaced prior to any attempts on a stage by another competitor from same team, subject to the approval of the Match Director.
- 6.3.2.6 If a member of a team is disqualified from a match, the disqualified member's scores will revert to zero for all stages. Teams are not entitled to replace a disqualified team member.

6.3.3 Spotter/Shooter Team

- 6.3.3.1 Team participants engage in competition as a duo consisting of two persons acting as shooter and spotter. The team is permitted to complete the Course of Fire (COF) once. It is permissible for the team to switch roles between shooter and spotter over the course of the match.
- 6.3.3.2 Individual scores are not accrued for competitors in the spotter/shooter team category.
- 6.3.3.3 The Spotter/shooter team possessing the highest score at the conclusion of the match is announced the winners.
- 6.3.3.4 A spotter/shooter team may use one rifle per person from any division represented in an event. A team may use either firearm as they choose. The Firearm is not restricted to one competitor.
- 6.3.3.5 If a member of a Spotter/Shooter team is disqualified from a match, the team is disqualified, and the score will revert to zero for all stages.

6.4 Course of Fire (CoF)

- 6.4.1 Each Course of Fire featured in a DMR event pertains to aspects involving medium to long-range rifle engagements.
- 6.4.2 Competitors should be allowed to approach the challenges presented in any Course of Fire using their individual methods, and the completion of Courses of Fire should not be overly restrictive, as long as overall safety is maintained.
- 6.4.3 Courses of Fire inherently offer diversity, and Match Directors are encouraged to display their own distinctive perspective when designing Stages.

- 6.4.4** Generally, Courses of Fire are a blend of the following types:
- Practical Courses of Fire – these largely mimic stages set in natural location, and distance often hold a significant role in these Courses of Fire.
 - Practical only matches: Can involve a hiking component between stages.
 - Applied Courses of Fire: These encompass scenarios that lean more towards urban or constructed environments, commonly found in conventional rectangular shooting ranges. These Courses of Fire tend to be rich in props, barricades, and obstacles, typically featuring fewer targets, and frequently at slightly closer distances.
- 6.4.5** Courses Of Fire must feature a maximum time limit and a maximum round limit, both tailored to the respective competition level.
- 6.4.6** A stage should not generate more than 20 points / 20 rounds.
- 6.4.7** **In semi-automatic divisions** a competitor may not start a stage with more than 20 rounds. A replacement magazine with no more than 20 rounds may be used in the case of feeding problems etc, but no more than 20 rounds may be fired during a stage. Violation see [rule 9.4.6](#).
- 6.4.8** **In bolt action divisions** a competitor may not start a stage with more than 10 rounds in any magazine. A replacement magazine with no more than 10 rounds may be used in the case of feeding problems etc, but no more than 20 rounds may be fired during a stage. Violation see [rule 9.4.6](#).

6.5 Designated Marksman's Rifle Divisions, General

- 6.5.1** During registration, all participants are required to specify the Division in which they intend to compete. Competitors are allowed to participate in multiple Divisions within the same season. It is the shooter's duty to verify that their scoring is accurately recorded in the appropriate Division.

6.6 Centerfire Divisions

6.6.1 Open Divisions

6.6.1.1 Semi-Automatic Open Division

This Division is open to all participants regardless of age or gender. Rifles must not surpass a weight of 9,5 kg (excluding magazine) or a caliber of .30. Due to D-max restrictions and target sustainability, rifles must not exceed a muzzle energy of 3950 Joules. These specifications are implemented for safety reasons. Match officials retain the right to assess velocity and bullet weight. Any individual found to be contravening these regulations will be subject to an immediate Match Disqualification.

6.6.1.2 Bolt Action Open Division

This Division is open to all participants regardless of age or gender. Rifles must not exceed a weight of 9,5 kg (excluding magazine) or a caliber of .30. Due to D-max restrictions and target sustainability, rifles must not exceed a muzzle energy of 3950 Joules. These specifications are implemented for safety reasons. Match officials retain the right to assess velocity and bullet weight. Any individual found to be contravening these regulations will be subject to an immediate Match Disqualification.

6.6.2 5.56 Division

6.6.2.1 Semi-Automatic 5.56 Division

This Division is open to participants of all ages and genders. The sole permitted caliber is 5.56 NATO / .223 Rem. Rifle chambered in .223 Wylde is allowed. This Division does not allow the use of modified wildcat rounds like the .223 Ackley Improved. Rifles must not surpass a weight of 6,5 kg (excluding magazine). Any individual found to be infringing upon these regulations will be moved to the Open Division.

6.6.3 7.62 Division

6.6.3.1 Semi-Automatic 7.62 Division

This Division is open to participants of all ages and genders. Permitted calibers include .308 Winchester and 7.62 x 51 NATO. Modified wildcat rounds are not permitted in this Division. Rifles must not exceed a weight of 6,5 kg (excluding magazine). Any individual found to be in breach of these regulations will be transferred to the Open Division. Due to D-max restrictions and target sustainability, rifles must not exceed a muzzle energy of 3950 Joules. These specifications are implemented for safety reasons. Match officials retain the right to assess velocity and bullet weight. Any individual found to be contravening these regulations will be subject to an immediate Match Disqualification.

6.6.4 Service Rifle Division (MIL/LEO)

Only active MIL/LEO personnel with MIL/ LEO Service Rifle may enter these divisions.

6.6.4.1 Semi-Automatic 5.56 NATO/ .223 Rem. Service Rifle Division.

6.6.4.2 Semi-Automatic 7.62 x 51 NATO/ .308 Winchester. Service Rifle Division.

6.6.4.3 Bolt action 7.62 x 51 NATO/ .308 Winchester. Service Rifle Division.

6.6.4.4 Semi-auto, max caliber 12,7 x 99. Service Rifle Division.

6.6.4.5 Bolt action, max caliber 12,7 x 99. Service Rifle Division.

6.6.4.6 Due to D-max restrictions and target sustainability, rifles must not exceed a muzzle energy of 3950 Joules (This does not apply to 12,7 x 99 divisions). These specifications are implemented for safety reasons. Match officials retain the right to assess velocity and bullet weight. Any individual found to be contravening these regulations will be subject to an immediate Match Disqualification.

6.6.5 Rimfire Division

6.6.5.1 **Semi-automatic 22LR Division:** Semi-automatic rifles must not exceed a weight of 6,5 kg (excluding magazine)

6.6.5.2 **Bolt action 22LR Division:** Bolt-action rifles must not exceed a weight of 9,5 kg (excluding magazine)

6.6.5.3 Permissible ammunition is limited to .22 Long Rifle / 5,6 x 15R.

6.6.6 Magnum Division

6.6.6.1 Semi-automatic Magnum Division. Maximum caliber 12,7 x 99.

6.6.6.2 Bolt action Magnum Division. Maximum caliber 12,7 x 99.

6.7 Match Divisions

6.7.1 Recognition of Divisions: Every match must acknowledge at least one Division.

6.7.2 **Different Divisions:** Divisions are meant to accommodate different types of rifles, equipment, and age groups.

6.7.3 **Scoring by Division:** In matches where multiple Divisions are available, each Division's scores should be calculated separately. Winners are identified for each Division.

- 6.7.4 Division Declaration and Equipment Check:** Before the match begins, each competitor must state the Division they're competing in for scoring. Match Officials must then ensure that the competitor's equipment follows the rules of the chosen Division before the competitor takes on any of the shooting challenges. This check helps competitors confirm that their equipment aligns with their chosen Division's guidelines.
- 6.7.5 Resolving Equipment Disagreements:** If a specific Division isn't available, or if a competitor doesn't declare a division before the match starts, the Range Master will place the competitor in the Division that best fits their characteristics and equipment.
- 6.7.6** The competitor's Rifle and all allowed equipment that they can access during a shooting challenge can be tested for compliance if requested by a Match Official.
- 6.7.7 Division Assignment and Competitor Identification:** If a specific Division isn't available, or if a competitor doesn't declare a division before the match starts, the Range Master will place the competitor in the Division that best fits their characteristics and equipment.
- 6.7.8** If the Range Master finds no suitable Division, they might allow the competitor to participate in the match without scoring, at their discretion.
- 6.7.9 Notification of Classification:** Competitors who are classified or reclassified as per the above rules must be informed promptly. Decisions made by the Range Master in these matters are final.
- 6.7.10 Disqualification Impact:** If a competitor is disqualified during the match, they won't be allowed to continue participating in the match.
- 6.8 Competitor Scheduling and Squadding**
- 6.8.1 Following the Schedule:** Competitors are required to participate in scoring events based on the officially published match schedule and the assigned groups. If a competitor is absent during the designated time and date for a specific stage, they can only participate in that stage if they have received prior approval from the Match Director. If not, their score for that stage will be recorded as zero.
- 6.8.2 Start and End of the Match:** A match will be considered to have commenced on the first day when competitors, including those mentioned earlier, begin shooting for their scores. The match will be considered concluded when the Match Director declares the results to be final.

Chapter 7 –Match Management

The duties and responsibilities or any reference to Match Officials are as follows:

7.1 Roles of Officials

- 7.1.1 Range Officer ("RO")** – Issues range commands, supervises competitor compliance with the written stage briefing, and closely monitors safe competitor actions. They also announce the time, scores, and penalties achieved by each competitor and verify that these are accurately recorded on the competitor's score sheet (under the authority of a Chief Range Officer and Range Master).
- 7.1.2 Chief Range Officer ("CRO")** – Holds primary authority over all persons and activities in the courses of fire under their control, overseeing the fair, correct, and consistent application of these rules (under the direct authority of the Range Master).
- 7.1.3 Stats Officer ("SO")** – Supervises the stats room team, which collects, sorts, verifies, tabulates, and retains all score sheets, ultimately producing provisional and final results (under the direct authority of the Range Master).

- 7.1.4 Quartermaster ("QM")** – Distributes, repairs, and maintains all range equipment (e.g., targets, patches, paint, props, etc.), along with other range needs (e.g., timers, batteries, staplers, staples, clipboards, etc.), and replenishes Range Officer refreshments (under the direct authority of the Range Master).
- 7.1.5 Range Master ("RM")** – Holds overall authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire, and the application of these rules. All disqualifications and appeals to arbitration must be brought to their attention. The Range Master is usually appointed by and works with the Match Director.
- 7.1.5.1 References to "Range Master" throughout this rulebook mean the person serving as Range Master at a match (or their authorized delegate for one or more specific functions).
- 7.1.6 Match Director ("MD")** – Manages overall match administration, including squadding, scheduling, range construction, the coordination of all support staff, and the provision of services. Their authority and decisions will prevail regarding all matters except in respect of matters in these rules, which are the domain of the Range Master. The Match Director is appointed by the host organization and works with the Range Master.

7.2 Discipline of Match Officials

- 7.2.1 Authority and Responsibilities:** The Range Master holds authority over all Match Officials and is in charge of making decisions regarding their behavior and discipline.
- 7.2.2 Disqualification of Match Officials:** If a Match Official is disqualified from a match due to a safety violation while competing, they may still be allowed to serve as a Match Official for the same match. Any decision related to the official's continued participation will be made by the Range Master.

7.3 Appointment of Officials

- 7.3.1 Selection of Match Range Master:** Before a Match begins, the Match Organizers are required to choose a Range Master who will fulfill the responsibilities outlined in these rules. Ideally, the selected Range Master should be the most skilled and experienced official available.
- 7.3.2 Official Personnel:** When these rules mention Match Officials (as per rule 7.1.X), the rules refer to individuals who have been formally designated by the Match Organizers to hold official positions at the match.
- 7.3.3 Dual Roles:** People who hold official positions but are also taking part in the match as regular competitors do not have the authority of Match Officials for that specific match. Therefore, they are prohibited from participating while wearing clothing that identifies them as Match Officials.
- 7.3.4 Match Official Dual Roles:** At any match the Match Director ([7.1.6](#)) and Range Master ([7.1.5](#)) role may be carried out by one individual, provided it does not affect the match schedule or any duties linked to the roles.

7.4 Stage Officials

- 7.4.1 Range Masters Responsibilities:** The Range Master hold full responsibility for hiring, overseeing, and ensuring the proper behavior of all Match Officials.

7.5 Full Range Detail

- 7.5.1 For full Range Coverage, the Range Master assigns specific roles to all Match Officials to each stage, for example: Range Officer, Score / Score keeper. Other required Range Officials / Spotters.
- 7.5.2 **Authority of Range Officer:** The designated Range Officer for each stage has the exclusive authority to assess impacts and make decisions regarding that stage within the boundaries of [rule 7.1.1](#).

7.6 Range Officers and Competitor assistants

- 7.6.1 **Assignment of Range Officers:** The Match Director is responsible for assigning Range Officers to specific stages.
- 7.6.2 **Range Officer Responsibilities:** The designated Range Officer for each stage must stay at their assigned area throughout the entire match. They are the sole authority to award points and make decisions regarding the stage.
- 7.6.3 **Competitor Assistance:** When needed, competitors are expected to help the Range Officer in the following tasks: Scoring / Score Keeping. Spotting. Assisting with Safety Management.

7.7 Squad Based Range Officer

In this configuration, an experienced competitor is appointed by the Range Master as the Range Officer for each squad.

- 7.7.1 **The Range Officer's Responsibilities:** The assigned Range Officer must receive a briefing from the Range Master on all stages to ensure consistent execution. Within the squad, the Range Officer is the only person authorized to award points and make decisions regarding impacts.
However, if the designated Range Officer is also a competitor, another competitor from the squad will temporarily take on the Range Officer role, preferably another Range Officer if applicable.

7.8 Range Officers Responsibilities

- 7.8.1 **Responsibilities of Range Officers:** Range Officers hold crucial responsibilities for the proper functioning of the Course of Fire assigned to them. They must fully grasp the stage procedure for their designated stage. Any queries related to the rules or procedures of the stage should be resolved with the Range Master before the match begins.
- 7.8.2 **Understanding the Rules:** Range Officers are required to have a comprehensive understanding of the DMR rules. It is their duty to ensure consistent application of the rules for each competitor.
- 7.8.3 **Stage Briefing:** Before each Squad starts, Range Officers are responsible to deliver a Stage Briefing. All questions from the competitors must be addressed and resolved prior to the first competitor of each squad beginning the stage.
- 7.8.4 **Target Information:** Range Officers must indicate each targets location to the shooters, except in cases of "blind" stages wher target locations won't be disclosed.

Chapter 8 – The Course Of Fire

8.1 General Principles

- 8.1.1 Understanding Rules, Courses and Competitor Responsibility:** Every competitor is individually accountable for comprehending both the Range Master and the specific Course of Fire before they begin a stage or Competition.

8.2 Rifle Ready Conditions

- 8.2.1** DMR Rifles must be prepared in one of the following ready conditions:

- 8.2.1.1 Condition 1: Semi-auto, with a round chambered, a loaded magazine inserted, hammer cocked, and safety engaged. Commonly known as "cocked and locked."
- 8.2.1.2 Condition 2: Semi-auto, with an empty chamber, a loaded magazine inserted, hammer cocked, and safety engaged.
- 8.2.1.3 Condition 3: Semi-auto, with an empty chamber, no magazine in the firearm, hammer cocked, and safety engaged.
- 8.2.1.4 Condition 4: Bolt-action, with an empty chamber, a loaded magazine inserted, and the bolt open.
- 8.2.1.5 Condition 5: Bolt-action, with an empty chamber, no magazine in the firearm, and the bolt open.

- 8.2.2** Courses of fire may require ready conditions which are different to those stated above.

Certain Courses of Fire might necessitate distinct ready conditions from those listed above. In such instances, the required ready condition must be explicitly communicated in the written stage briefing.

8.3 Competitor Ready Conditions

This signifies the time when a participant following the direct instruction of a Range Officer:

- 8.3.1** The rifle is readied, rendered safe, and held or positioned as specified in the written stage briefing.
- 8.3.2** Unless otherwise directed in the written stage briefing, competitors are expected to assume the 'High Ready' stance before the start of the Course of Fire. This entails standing upright, with the rifle in a ready condition, grasp at least with one hand, stock in contact with the competitor's hip at waist level, barrel pointing downrange or muzzle up, and the trigger finger clearly outside of the trigger guard.
- 8.3.3** Holding the firearm upside down is not acceptable unless explicitly noted in the written stage briefing.
- 8.3.4** A competitor who initiates or completes a Course of Fire while using an incorrect start position will be ordered by the Range Officer or Range Master to reshoot the Course of Fire.
- 8.3.5** Various stages may necessitate assuming the "ready position" in prone, kneeling, sitting, or as otherwise detailed in the written stage briefing. However, the prescribed "ready condition" of the rifle as stated here and the fundamental concept of the "ready position" will take precedence.
- 8.3.6** Before starting the Course of Fire, competitors must possess all necessary equipment on their person, as illustrated in [appendix A, figure 1](#).
- 8.3.7** In the event of a Reshoot being required, competitors must recommence the stage with the same equipment utilized during their first attempt on the stage.

8.4 Range and Stage Communication

The Authorized Range instructions and their sequential orders are as outlined:

- 8.4.1 **"Make Ready" or "Load and Make Ready"** – This directive marks the beginning of the Course of Fire. Under the direct supervision of the Range Officer, competitors must face downrange or adhere to a safe direction specified by the Range Officer. They must wear ear protection and should wear eye protection if not already done, and prepare the firearm in line with the written stage briefing. Following this, competitors must adopt the start position as per written stage briefing.
 - 8.4.1.1 After this command is issued, competitors must not move away from the start location prior to the Start Signal, unless authorized and supervised by the Range Officer. Any violation will be treated as Unsafe Gun Handling and will result in Match Disqualification.
- 8.4.2 **"Are You Ready?"** – Competitors will confirm their readiness, or the absence of a negative response from them indicates their readiness to proceed. If not ready, competitors should respond with "Not Ready." When ready, they should assume the prescribed start position to indicate their readiness to the Range Officer.
- 8.4.3 **"Standby"** – This command will be followed by the Start Signal that must be initiated within a range of 1 to 4 seconds.
- 8.4.4 **"Start Signal"** – This signifies the competitor's initiation of the Course of Fire attempt. If a competitor fails to react to the Start Signal for any reason, the Range Officer will ascertain the competitor's readiness to attempt the Course of Fire and will resume the range commands from "Are You Ready?".
- 8.4.5 In case a competitor intentionally or mistakenly starts shooting prematurely ("false start"), the Range Officer will issue "STOP command" and restart the competitor once the Course of Fire is reestablished.
 - 8.4.5.1 If a competitor responds to the Start Signal but subsequently does not proceed with their Course of Fire attempt and times out on the Range Officer's timing device, they will receive a zero score and maximum time (if applicable) for that stage.
- 8.4.6 During the Course of Fire, the Range Officer or Spotters will call "Hit" to inform a competitor that their engaged target has been hit and scored. To prevent confusion, other terms indicating a hit should be avoided.
- 8.4.7 While a competitor is actively participating in the Course of Fire, Stage Officials, Spectators, or fellow competitors are prohibited from providing any form of assistance or information unless with regards to safety.
 - 8.4.7.1 Verbal or external assistance during Course of Fire is prohibited. The following examples applies:
 - 8.4.7.1.1 Any competitor who receives coaching or any other form of assistance from a fellow squad member will receive zero for the stage as well as the competitor coaching or giving assistance will also receive zero score for the stage.
 - 8.4.7.1.2 A competitor receiving Assistance or Coaching from a spectator will result in zero score for the stage. In the event of spectators coaching or assistance the Range Master must be notified for further actions.
- 8.4.8 **"Stop"** – Any Range Officer assigned to a stage can issue this command at any point during the Course of Fire. Competitors must immediately "freeze" - stop shooting, cease movement, and await further instructions from the Range Officer.

- 8.4.9 "If You Are Finished, Unload and Show Clear"** – Upon finishing shooting, competitors must lower their rifle and present it for inspection by the Range Officer, with the muzzle pointed downrange, magazine removed, and chamber empty, action held or open. The competitor is responsible to ensure, that the firearm is empty.
- 8.4.10 "If Clear, Hammer Down, Open Action"** – After this command, competitors must not resume shooting. While keeping the rifle pointed safely downrange, competitors must perform a final safety check:
- 8.4.11** Close the action, release the hammer by pulling the trigger (not applicable to .22LR or any similar style rim-fire cartridge), and then reopen the action. In the event of a cartridge remaining in the firearm and this gets accidentally discharged competitor will be Disqualified from Match.
- 8.4.11.1 If the firearm is clear, a chamber safety flag - or similar function - must be inserted/used. The action can remain open or be closed.
 - 8.4.11.2 If the firearm is not clear, the Range Officer must reissue the commands from [rule 8.4.11](#).
 - 8.4.11.3 "Insert Chamber flag" – If the firearm is confirmed clear, the competitor or Range Officer should then insert a Chamber Safety Indicator to ensure an empty chamber. The action can remain open or be partly closed. Also see [rule 8.4.11.1](#) regarding safety flag function.
 - 8.4.11.4 If the firearm is not clear, the Range Officer will revert to the commands from "If You Are Finished, Unload and Show Clear" see [rule 8.4.9](#).
 - 8.4.11.5 Full compliance with the above ends the Course of Fire. Subsequently, competitor(s) must safely leave the Course of Fire.
- 8.4.12 "Range Is Clear"** – Until this declaration is made by the Range Officer, competitors and Match Personnel must enter beyond the firing line or the final shooting position, collecting spent cases, or approaching competitors. After this declaration, officials and competitors may proceed to score, reset props and barricades and perform other necessary tasks.
- 8.4.13** A competitor with severe hearing impairment may, with the Range Masters prior approval, receive additional visual and/or physical signals to supplement verbal Range Communications.
- 8.4.13.1 Recommended physical signals include tapping the competitor's weak-side shoulder with a countdown protocol: 3 taps for "Are You Ready," 2 taps for "Standby," and 1 tap coinciding with the Start Signal.
- 8.4.14** Specific range commands are not prescribed for utilization at the chronograph station or during an equipment compliance check, which could take place at a location separate from the shooting range. Competitors are to refrain from manipulating their firearms or removing chamber safety flags, as required, until the examiner instructs them to do so in accordance with the provided instructions.

8.5 Loading, Reloading and Unloading during Course of Fire

- 8.5.1** While engaging in loading, reloading, or unloading actions during a Course of Fire, it is mandatory for the competitor's fingers to be clearly visible positioned outside the trigger guard. Additionally, the firearm must be pointed safely downrange or in another direction deemed safe, as directed by a Range Officer. Violations will incur match disqualification.

8.6 Movement during Course of Fire

When the competitor is not actively aiming or firing at targets, any movement during a course of fire, must adhere to the following guidelines:

- 8.6.1** For semi-automatic firearms, the external safety must be engaged.
- 8.6.2** For bolt-action firearms, the bolt must be in the open position.
- 8.6.3** The firearms muzzle must always be pointing within the specified safety angles.
- 8.6.4** Fingers must be visibly positioned clearly outside the trigger guard.
- 8.6.5** The term "movement" encompasses, but is not limited to, any of the following actions:
 - 8.6.5.1 Transitioning firearm between targets, not already visible in the primary riflescope.
 - 8.6.5.2 Changing shooting positions (such as moving from standing to kneeling, or from seated to standing).
 - 8.6.5.3 Adjusting the placement of the rifle on a barricade, prop, or natural obstacle.
 - 8.6.5.4 Moving to or from shooting positions.

8.7 Assistance During Course of Fire

- 8.7.1** DMR Rifle Courses of Fire (COF) serve as assessments of a shooter's skill and competency; consequently, offering guidance to a competitor while they are actively engaged in a COF is not allowed.
- 8.7.2** During a Course of Fire, competitors are prohibited from receiving any form of assistance. The sole exception is that a Range Officer assigned to a stage can issue safety warnings to a competitor at any point. Such warnings will not be reasons for a reshoot.
- 8.7.3** Competitors requiring disability assistance may be granted special consideration by the Range Master regarding mobility support and help from assistant or Range Officer deemed needed by the Range Master.
- 8.7.4** Offering competitive assistance to a competitor during a Course of Fire without prior approval from a Range Officer (and with the competitor receiving such assistance) may result in, at the discretion of a Range Officer, a verbal warning to the offender.
- 8.7.5** In the case of repeated violations, the Range Master may, at their discretion, impose Stage or Match Disqualification.
- 8.7.6** The outlined limitations do not apply within the context of Team Matches, where assistance is allowed between team members.

8.8 Interference during a Course of Fire

- 8.8.1** Any individual, whether through verbal communication or other means, who disrupts a competitor's attempt at a Course Of Fire, could be subject to Disqualification for unsportsmanlike behavior. If the Range Officer believes that such interference significantly impacted the competitor, the incident should be reported to the Match Director. The Match Director holds the authority to provide the affected competitor with an option for a reshoot at their discretion.
- 8.8.2** In instances where unintended and accidental contact with the Range Officer or external factors interferes with the competitor during a Course Of Fire, the Range Officer has the authority to propose a reshoot of the Course Of Fire to the competitor. The competitor must decide whether to accept or decline the offer prior to being informed of their initial attempt's score or time (if applicable). However, any safety violation committed by the competitor during such interference will still result in penalties.

8.9 Reshoots

- 8.9.1** If a competitor believes that a reshoot is justified, they can make such a request before the score or time is declared. The competitor has a window of two (2) minutes to explain their concern to the Range Officer, who holds the authority to decide on permitting the reshoot. In case the competitor receives an unfavorable decision or if the Range Officer is unable to decide, the competitor reserves the right to escalate the matter to the Range Master.
- 8.9.2** In this scenario, the competitor has a period of fifteen (15) minutes to present their concern to the Range Master, who will subsequently determine the course of action.
- 8.9.3** There are two categories of reshoots:
- 8.9.3.1** A Full Reshoot entails the competitor redoing the entire Course Of Fire, from start to finish.
 - 8.9.3.2** A Partial Reshoot involves placing the competitor in the precise position they were in at the time of the interruption, with the exact amount of remaining time as at the stoppage. In cases where determining either the position or remaining time is not feasible, the competitor must opt for a full reshoot.
- 8.9.4** Once a competitor completes a reshoot for a stage, the reshoot score becomes their official score for that stage.

Chapter 9 –Scoring

In conjunction with the General Rules and Regulations, the subsequent scoring regulations are applicable to DMR competitions.

9.1 General Regulations

- 9.1.1 Accumulating Points:** Points are earned by successfully hitting the specific targets outlined in each Course of Fire.
- 9.1.2 Stage Rankings:** The outcomes of individual stages must be ranked for competitors in the corresponding Division. The ranking is based on the descending order of the points achieved by each competitor in that stage.
- 9.1.3 Match Rankings:** The overall match results should rank competitors within the relevant Division. This ranking is determined by arranging competitors in descending order according to the individual stage points they have earned throughout the match.
- 9.1.4 Time Factor Points:** It is recommended that time factor points do not constitute more than 20% of a stage score.

9.2 Scoring Method for timed stages

- 9.2.1** Alongside the score, the time is documented to resolve ties and/or compute time factor points to the score.
- 9.2.2** The competitor's time spent on Timed Stages must be logged accurately, to two decimal places, in the relevant section.

9.3 Designated Marksmans Rifle Match Tie Breakers

9.3.1 Each Match shall include a minimum of one Timed Stage.

9.3.1.1 In situations involving multiple Timed Stages, the scores and times from these stages are amalgamated to create a singular comprehensive Timed Stage Score and Time. This consolidated data is then employed to resolve tied scores.

9.3.2 The highest score coupled with the swiftest/fastest time of the stage(s) will establish the precedence for tied competitors in terms of placement.

9.3.2.1 If tied competitors achieve identical scores, the time to the nearest hundredth of a second will be employed to ascertain the superior placement.

9.3.2.2 In the event of two shooters within the top 10 remain tied, the Match Director will designate a Timed Stage from the match to be reshot repeatedly until the tie is resolved.

9.3.2.3 Tied competitors beyond the top 10 will receive equal placement, with all individuals tied for that position sharing the same match ranking.

9.3.3 The outcome of a tiebreaker will exclusively influence the ultimate placement of the concerned competitors, while their original match points will remain unaltered.

9.4 Target Scoring and Penalty Values

9.4.1 Scoring for the competition shall adhere to the following scoring criteria:

9.4.1.1 One point granted for each successful hit on a target.

9.4.1.2 One point deducted for each impact on a No-Shoot Target.

9.4.2 Fired rounds within the stipulated time constraint shall be deemed valid.

9.4.3 Points based on a time factor will be added if all targets are successfully hit within the allocated stage time.

9.4.4 Time factor points equals time in seconds, remaining after last shot, multiplied by a factor of 0,01–2,0.

9.4.4.1 Time factor points are calculated as in following example:

Stage time limit 100 s. Maximum 10 target points.

Stage Time Factor: 0,03

All targets are hit in 90 s, remaining time is 10 s.

Result:

Target points 10 p, time remaining 10 s.

Time factor points $0,03 \times 10 \text{ s} = 0,3 \text{ p}$, total Stage point is 10,3 p.

9.4.5 All gear brought on to a stage by the competitor must be at their person when the last shot is fired. If not, no time factor points will be awarded, and maximum time shall be noted to the stage score. See [rule 8.3.6](#) and [Figure 1A](#).

9.4.6 If a competitor fires more rounds than the stage limit, one point per shot in excess shall be deducted from the score. The competitor may not be awarded time-factor points, instead maximum time shall be noted to the stage score.

9.5 Score Verification and Challenge

- 9.5.1 **Checking Scores:** After the Range Officer announces, "Range is Clear," competitors or their representatives can approach the official responsible for scoring to double-check their scores.
- 9.5.2 **Challenging Scores or Penalties:** If a competitor wants to question a score or penalty, they need to raise the concern with the Range Officer before the next competitor begins the Course Of Fire. This applies to the last competitor in the squad as well, before the squad moves from the stage.
- 9.5.3 **Appealing to the Match Director:** If the Range Officer maintains the original score or penalty, and the competitor disagrees, they can escalate the matter to the Match Director for a final decision.
- 9.5.4 **Final Decision:** When it comes to deciding whether hits were made on targets, the Match Director's ruling is definitive. There are no further opportunities for appeals regarding scoring judgments in this regard.

9.6 Score Sheets

- 9.6.1 **Two Scoring Methods:** Both Primary and Secondary scoring methods may be used. One method can involve manual paper recording.
- 9.6.2 **Range Officer's Responsibilities:** Before signing, the Range Officer should enter all details (including any given warnings) onto each competitor's score sheet. Electronic signatures or approvals are acceptable.
- 9.6.3 **Corrections and Initialing:** If any corrections are needed, they should be clearly made on all copies of the competitor's score sheet. Both the competitor and the Range Officer should initial these corrections.
- 9.6.4 **Unwillingness to Sign:** If a competitor refuses to sign the score sheet, the issue must be brought to the attention of the Match Director. If the Match Director is confident that the Course Of Fire and scoring were carried out correctly, the unsigned sheet will be included in the match results.
- 9.6.5 **Signed Score Sheet Validity:** A score sheet signed by both a competitor and a Range Officer confirms the completion of the Course Of Fire, accuracy of scores, and time (if applicable). Unless both parties agree or due to arbitration, only arithmetical errors may be corrected.
- 9.6.6 **Errors in Score Sheets:** If a score sheet has missing or excessive entries, or lacks time information (if relevant), it will be addressed by the Match Director. If a reshoot isn't feasible, these steps apply: Insufficient hits: Recorded hits are valid. Excessive hits: Max stage score is applied. Missing time on Timed Stage: Max time given. Missing competitor identity: Match Director resolves the issue.
- 9.6.7 **Loss of Original Score Sheet:** If the original score sheet is lost or not available, the competitor's duplicate copy or another acceptable written/electronic record will be used.
- 9.6.8 **Handling of Score Sheets:** Only authorized Match Officials can handle signed score sheets. Violations result in a warning (first) and a Stage Disqualification (repeated occurrences).

9.7 Scoring Responsibility

- 9.7.1 **Competitor's Role:** Every competitor needs to keep an accurate record of their scores and compare them to the results posted by the Chief Scorer.
- 9.7.2 **Provisional Stage Results:** Once all competitors finish a match, preliminary stage results should be made available and prominently displayed at the shooting range. This allows competitors to verify the results. The date and time of posting must be clear on the results.
- 9.7.3 **Reporting Errors:** If a competitor identifies a mistake in the posted results, they should appeal to the Match Director within 15 minutes of the posting. Beyond this time, the posted scores will be considered final, and the appeal will not be accepted.
- 9.7.4 **Electronic Posting Option:** A Match Director can choose to have results posted electronically such as website or other digital solution. This can be in addition to or instead of physical printing. If this is the case, clear information must be given beforehand through match literature or notices at the range. If only electronic posting is chosen, arrangements like providing computers for viewing should be made.

9.8 Official Time and Timing

- 9.8.1 **Match Director's Responsibility:** The Match Director decides the official Match Time that the entire schedule will follow.
- 9.8.2 **Timing for Timed Stages:**
 - 9.8.2.1 **Use of Timing Device for Timed Stages.** Only the timing device operated by a Range Officer should be used to record the official time taken by a competitor on a Timed Course Of Fire.
 - 9.8.2.2 **Specifics of the Timing Device.** The timing device used should be a suitable timer capable of accurately recording the firearm shots during the competition on Timed Stages. It's important that this timer works well with both suppressed and unsuppressed firearms.
 - 9.8.2.3 **Faulty Timing Device.** If a Range Officer or a higher-ranking Match Official determines that the timing device is malfunctioning, a competitor whose attempt cannot be timed accurately will need to do the Course Of Fire again.
 - 9.8.2.4 **Realistic Timing.** If the time given to a competitor for a Course Of Fire seems unrealistically short, according to an Arbitration Committee's assessment, the competitor will be required to redo the Course Of Fire.

9.9 Scoring Programs

- 9.9.1 The official scoring program is Shoot and Score It.

Chapter 10 –Infringement and Disqualifications

10.1 Procedural Infringement

- 10.1.1 Definition of Procedural Violations:** Procedural violations occur when a competitor does not follow the specified procedures outlined in the written stage briefing or violates other general rules.
- 10.1.2 Consequences of Procedural Violations:** Procedural violations don't result in negative scores, but the targets will not be scored under the following conditions: While a competitor is breaking a procedure. Until a competitor corrects a procedural violation that led to an unfair advantage.
- 10.1.3 Notification of Procedural Violations:** Range Officers aren't required to inform competitors about procedural violations during the Course Of Fire. However, the same notification procedure must be consistent for all competitors on the course.
- 10.1.4 Disputes and Appeals:** A competitor who disagrees with a procedural violation being applied can appeal to the Range Officer, Chief Range Officer, or Match Director. If the issue isn't resolved, the competitor can escalate the appeal to arbitration.
- 10.1.5 Examples of Procedural Violations:** Examples of procedural violations include: A competitor touching the ground or objects beyond a Fault Line. Failing to perform a mandatory reload. Not following the instructions provided in the written stage briefing.
- 10.1.6 Shortcut Violations:** If a competitor crosses a fault line to take a shortcut and gain an advantage, they will continue to be in violation until they return to the spot where they initially crossed the fault line.

10.2 Warnings and Disqualifications

- 10.2.1 Match Disqualification Consequences:** If a competitor commits a safety violation or other prohibited activity during a match and is disqualified from the match, they won't be allowed to participate in any remaining Courses Of Fire until the appeal process is complete.
- 10.2.2 Recording Sanctions:** When a Warning or Disqualification is issued, the Range Officer must note the reason for the penalty, as well as the time and date of the incident, on the competitor's score sheet. In cases of Stage or Match Disqualification, the Match Director must be informed promptly.
- 10.2.3 Match Result Handling:** Scores for a disqualified competitor should not be removed from match results. The match results can't be declared final until the match concludes or until any appeals are resolved.
- 10.2.4 Impact on Shoot-Offs or Side Matches:** Disqualification received during a Shoot-Off or side match won't affect the scores of a competitor who completed the main match without disqualification.
- 10.2.5 Warning Categories:** Warnings are classified into these 3 categories: Unsafe Firearm Handling, including Negligent Discharge. Unsportsmanlike Behavior, including Abuse of Officials. Cheating, including Use of Prohibited Substances.
- 10.2.6 Compounding of Warnings:** Warnings within each category can escalate from Verbal Warning to Stage Disqualification to Match Disqualification based on repeated occurrences.
- 10.2.7 Sanctions for Offenses:** For most offenses, these are the general penalties recorded on the score sheet: First offense: Verbal warning. Second offense: Stage Disqualification. Third offense: Match Disqualification.

- 10.2.8 Examples of Warning Compounding:** A verbal warning for unsafe gun handling becomes a Stage Disqualification after a second verbal warning for the same category. A verbal warning for unsafe gun handling does not escalate if followed by a second verbal warning for unsportsmanlike behavior.

10.3 Unsafe Gun Handling

Example Situations: The following sections provide examples of infringement categories, but Match Directors can impose additional warnings and penalties if needed based on the situation.

- 10.3.1 Improper Firearm Handling:** Using a firearm without an Empty Chamber Indicator is only allowed: In a designated Safety Area, Under the supervision of a Range Officer, or During the COF.
- 10.3.2 Unsafe Pointing:** Pointing the rifle's muzzle at any person's body during a Course of Fire, known as sweeping or flagging.
- 10.3.3 Finger During Loading/Unloading:** Not keeping the finger outside the trigger guard while loading, reloading, or unloading the firearm. This rule doesn't apply if the trigger is used for dry firing before the Start Signal, or when making the firearm ready before the Course of Fire. However, if the firearm discharges during this process, Disqualification still applies.
- 10.3.4 Prohibited Ammunition:** Using unsafe or prohibited ammunition.
- 10.3.5 Target Engagement Error:** Engaging a target with significantly incorrect adjustments, DOPE or unintentionally adjusting the scope more than intended.
- 10.3.6 Unsafe Muzzle Direction:** Pointing the firearm's muzzle outside the safe angles of fire while loaded, during Course of Fire, or under Range Officer supervision.
- 10.3.7 Dropping Firearm:** Dropping the firearm during a Course of Fire, whether loaded or not, results in a Stage Disqualification. If the firearm points outside safe angles of fire when dropped, it leads to a Match Disqualification. Dropped firearms are retrieved by a Match Official for safety.
- 10.3.8 Unauthorized Loaded Firearm:** Having a loaded firearm when not specifically authorized by a Range Master results in immediate Match Disqualification.
- 10.3.9 Unsafe Movement:** Any actions not in compliance with rules stated under 8.5 will incur a Stage Disqualification on the first occurrence and Match Disqualification on any Subsequent event.

10.4 Accidental (Negligent) Discharge

- 10.4.1 Definition and Consequences:** Negligent Discharges (ND's) are treated very seriously. They lead to an immediate Match Disqualification, preventing the competitor from continuing in the match.
- 10.4.2 Handling Negligent Discharges:** A Range Officer must stop a competitor causing a negligent discharge as quickly as possible.
- 10.4.3 What Constitutes Negligent Discharge:** A negligent discharge is defined as:
A shot that goes over a specified backstop or berm mentioned in the written stage briefing by the Match Director as unsafe.
A shot during loading, reloading, unloading, or addressing a malfunction.
A shot when transferring a rifle between hands.
A shot during movement or transitioning between targets.
A shot when not properly aimed ("on glass") with an established sight picture.
A shot during a cease-fire period.
- 10.4.4 Discharge Due to Defective Part:** If a discharge is proven to result from a broken or defective firearm part, the competitor isn't penalized for this safety infraction. However, their scores for that stage will be zero.
The firearm must be immediately presented to the Match Director or a delegate for inspection. They will conduct tests to verify the broken or defective part's contribution to the discharge. Failure to present the firearm for inspection before leaving the Course Of Fire will prevent later appeals against the disqualification for an accidental discharge due to a broken or defective part.

10.5 Unsportsmanlike conduct

- 10.5.1 Disqualification for Unsportsmanlike Conduct:** Competitors can be disqualified for actions that a Range Officer considers unsportsmanlike. In such cases, the Match Director must be informed promptly.
Examples include, but aren't limited to, cheating, dishonesty, constant complaining, showboating, disturbing other competitors, ignoring Match Officials' reasonable directions, arguing with competitors or Officials, abusing Officials, throwing equipment, acting disruptively, emotional outbursts, heckling shooters during their attempts, using offensive language, or any behavior harming the sport's reputation.
- 10.5.2 Expulsion of Others:** Other individuals may be removed from a stage or range for behavior that a Match Official finds unacceptable.
Examples include, but aren't limited to, ignoring reasonable directions from Officials, interfering with Course Of Fire or competitors' attempts, and any behavior damaging the sport's reputation.
If the Match Director determines an infraction to be of a serious enough nature, they may issue a Match Disqualification and have the offender removed from the premises immediately.
- 10.5.3 Serious Infractions:** If the Match Director determines a violation to be severe, they can impose a Match Disqualification and immediately remove the offender from the premises.

10.6 Cheating

- 10.6.1 Unacceptable Actions:** Any form of cheating or attempted cheating is strictly forbidden. Engaging in such behavior will lead to immediate disqualification from the match. In certain cases, this could also result in expulsion from a Series, League, or National Body.
- 10.6.2 What Constitutes Cheating:** Cheating involves intentionally trying to gain an unfair advantage over other competitors through unethical means.
- 10.6.3 Examples of Cheating:** Examples of cheating include, but are not limited to: Practicing or dry firing stages before the match. Going beyond muzzle energy or caliber rules. Modifying another competitor's equipment. Using equipment prohibited by match or stage rules. Manipulating score sheets or electronic scoring data – intentionally or not. Intentionally altering props or barricades to gain an advantage before scoring. Exploiting assistance from Stage Officials intended for safety to gain an edge.
- 10.6.4 Repeat Offenses:** If a competitor commits cheating again, or if the first offense is serious, or if the competitor repeatedly cheats, additional disciplinary measures may be taken by their National Body.

10.7 Prohibited substances

- 10.7.1 Mental and Physical Control:** All participants must be in full control of their mental and physical faculties throughout the match.
- 10.7.2 Substance Abuse:** Using alcoholic beverages, non-prescription and unnecessary drugs, as well as illegal or performance-enhancing drugs, regardless of how they are consumed, is considered a very serious violation.
- 10.7.3 Drug Use During Matches:** During matches, competitors and officials are not allowed to be under the influence of any type of drugs, including alcohol, except for medicinal purposes.
- 10.7.4 Visible Influence:** Anyone visibly affected by prohibited substances, as judged by the Match Director, will be immediately disqualified from the match and may be asked to leave the premises.
- 10.7.5 World Anti-Doping Code:** The World Anti-Doping Code serves as a global framework for anti-doping regulations in all sports and countries. It establishes guidelines for anti-doping policies, rules, and regulations for sports organizations and public authorities.

Chapter 11 –Arbitration and Interpretation of Rules

Guiding Principles Disagreements are bound to arise in any competitive activity that follows rules. It's understood that in more significant competitions, the outcome matters a lot to each competitor.

11.1 General Principles

- 11.1.1 Prevention through Administration:** Effective management and planning of matches can prevent most, if not all, disputes from occurring.
- 11.1.2 Arbitration and Appeals:** Appeals can be taken to arbitration according to the rules outlined below, for any matter, unless explicitly prohibited by another rule.
- 11.1.3 Appeals for Safety Violations:** Appeals stemming from disqualifications due to safety violations will only be accepted to determine if exceptional circumstances call for reconsideration of the disqualification. The actual occurrence of the safety violation, as stated by the Match Official, can't be disputed or appealed.
- 11.1.4 Hierarchy of Decision-Making:** Initially, the Range Officer makes decisions. If the appellant disagrees with a decision, they should approach the Stage/Range Officer for the specific stage or area in question. If the disagreement persists, the Match Director's ruling is sought, and their decision is final.

Chapter 12 Glossary

Throughout these rules, the following definitions apply:

Aftermarket	Items not made by the original manufacturer, with different identifying marks or available publicly from a different manufacturer.
Aim / Aiming	Aligning the barrel of a firearm at targets.
Attempt at (COF)	The period from issuance of the 'Start Signal' to when the competitor indicates that they have finished shooting.
Berm	A raised structure to contain bullets and separate shooting areas.
Bullet	The projectile in a round meant to hit a target.
Caliber	The nominal internal diameter of the gun barrel bore.
Cartridge Case	The main body of a round containing all components.
Chamber Safety Indicator	A colorful device that shows a firearm's chamber is empty and prevents loading.
Compensator or Muzzle Brake	A device at the barrel's end to reduce muzzle rise.
Detonation	Igniting a round's primer without firing, like when a round is dropped.
Discharge	Firing a round; also called "shot."
Downrange	The area where firearms are safely pointed during shooting.
Dry Firing	Trigger and action activation without live ammunition.
Dummy Ammunition	Inert rounds for practice.
Engage	Firing at a target; missing a target is not a "failure to engage."
Face, (Facing) Downrange	Facing the shooting direction.
False Start	Starting before the "Start Signal."
Grain	A unit for bullet weight (1 grain = 0.0648 grams).
Loaded	A firearm with live or dummy rounds.
Loading	Inserting ammo into a firearm.
Location	A place within a Course Of Fire.
Match personnel	Individuals with official roles at a match but not necessarily as Match Officials.
May	Optional.
Must	Mandatory.
Muzzle Energy	$E_k = \frac{1}{2}mv^2$
No-Shoot(s)	Target that awards penalty to score when hit.
OFM	Original Firearm Manufacturer.
Positive Control	Maintaining contact with the rifle or sling.
Primer	Part causing a detonation or shot.
Props	Items apart from targets or fault lines used in COFs.
Prototype	A unique firearm not in mass production.

Reloading	Inserting additional ammunition into a firearm.
Reshoot	Additional attempt at a COF ordered by a Match Official.
Round	Cartridge used in a handgun or rifle.
Shall	Mandatory.
Shooting Position	How a person stands or sits while shooting.
Shot	A bullet that goes through the barrel.
Should	Recommended.
Sight Picture	Aiming at a target without shooting.
Snap Cap	A type of dummy round.
Squib	Part of a round stuck inside the barrel.
Stance	How a person's limbs are positioned.
Start Position	Prescribed location, position, and stance before the Start Signal.
Sweeping / Flagging	Pointing a firearm's muzzle at anyone during a COF.
Target(s)	Includes scoring target(s) and no-shoot(s).
Target Array	Targets only visible from a single spot.
Unloaded	Firearm with no live or dummy rounds.
Unloading	Removing ammo from a firearm.
Uprange	Area where firearms must not be pointed.
Will (Shall)	Mandatory.

Appendix A

Figure 1A

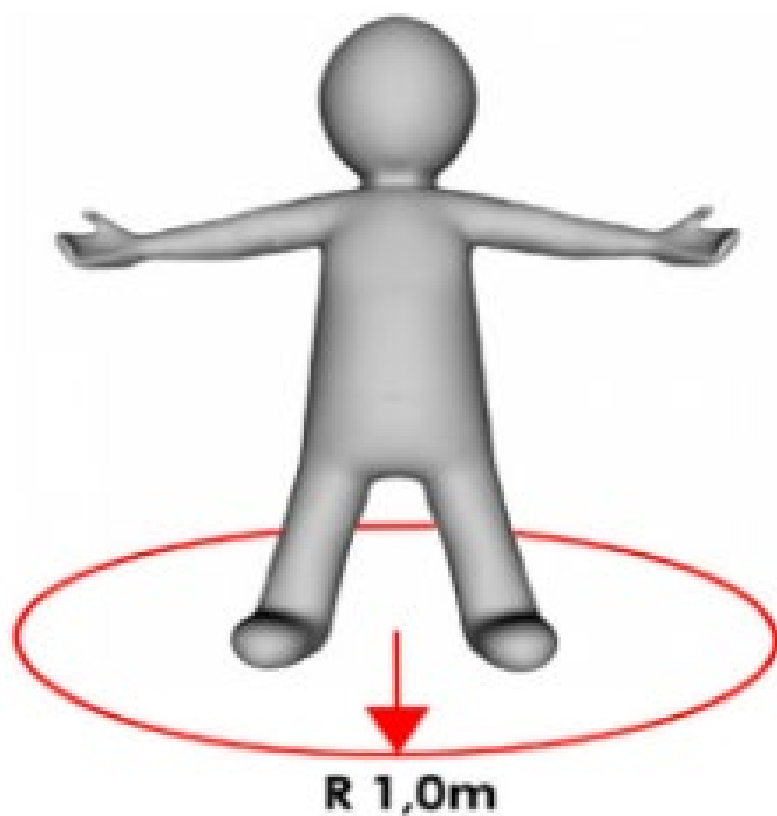


Figure 1A

Picture references to [Rule 8.3.6](#) and [9.4.5](#).