

THE PROVING GROUNDS- RULES

Prior to each competition athletes will bring their firearms and equipment to be inspected. Athletes must use the same firearms in the same configurations for the duration of the competition. This includes but is not limited to the optics mounted on that firearm. Whatever you run, you have to run the entire event unless approved by the Match Director. Failure to comply with this rule will result in a DQ from the competition.

OFFICIAL RULES

The Proving Grounds (TPG) reserves the right to change or modify the rules as necessary. Rule changes are non retroactive, the rule set being used at the time of the competition is the rule set that will be used for that competition regardless of future changes.

FEDERAL AND STATE LAW:

- It is the competitor's responsibility to know, understand and adhere to all Federal, State and Local Regulations regarding the use and transportation of firearms, including all applicable National Firearms Act(NFA) regulations related to the construction, transportation and use of any firearm regulated by NFA rules.

GENERAL CONDUCT AND DISPUTE RESOLUTION

It is the competitor's responsibility to read and understand the rules set forth by The Proving Grounds and agree to be subject to these rules while participating in any The Proving Grounds event.

No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired because of legitimate prescription drugs may be directed to stop shooting and to leave the range.

Participants and spectators are expected to conduct themselves in a courteous and sportsmanlike manner at all times. Any person who violates this rule may be ejected from the event site at the Match Director's discretion.

Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, the participant will not be allowed to continue nor be eligible for prizes and will not receive a refund.

Participants must obey venue speed limits and rules. Violation will result in being ejected from the property and assessed a DNF (Did Not Finish) score for the remainder of the match. No refunds will be given.

A participant shall be disqualified for unsportsmanlike conduct. Examples of unsportsmanlike conduct include, but are not limited to:

- Cheating, such as:
 - Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty
 - Altering or falsifying score sheets
 - Altering the configuration of firearms or equipment without permission of the Match Director
- Threatening or assaulting other participants or Event Officials
- Disruptive behavior likely to disturb or distract other participants while they are shooting
- Willful disregard of Event Official instructions

The final decision on all disqualifications and reshoots will be made by the Range Master or Match Director.

Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director or his designee. Rulings by the Match Director or his designee will be final and will serve as a precedent for the duration of the event.

Any athlete caught communicating through smart watches, electronic ear pro, or likewise with other competitors, spectators, coaches will be DQ'd from the event. No refunds will be given.

ARBITRATION:

After the completion of the last stage there will be an arbitration period where athletes will review their scores, check for errors and bring them to the MD with supporting documentation. After this period of time, there will be a last call. If there are no more requests, scores are FINAL. After this time no further review of scores, videos, targets, etc will be had and the scores will remain FINAL regardless of findings later on. The only exception to this rule is a finding of cheating, at which point changes will be made.

WRITTEN STAGE BRIEF:

- It is the competitor's responsibility to read and understand the Written Stage Brief and obey any special conditions or requirements stipulated therein, any rule differences from the TPG rulebook shall be written in the WSB and will be the governing rules as stipulated for that particular Course of Fire.
- The written stage brief supersedes this ruleset.
- The morning safety briefing superseeds this ruleset.

INTENT

- All physical and shooting tasks must be performed with the stages original intent, any movements or shots taken outside of the stage's intent or standards are subject to penalties as deemed equitable. If you have questions regarding movement standards

ask the RSO ahead of time, this can be done privately after the stage brief is completed if necessary.

- A minimum work requirement will be set in order to score above a zero, if the minimum requirement is not met a DNF will be issued for that battle resulting in a score of zero. In ALL cases the competitor will be able to continue to compete in the competition after receiving a DNF (0) for a battle.

SAFETY

- All STAGES will be run on cold ranges.
- ATHLETES' firearms will remain unloaded at the event site except under the direction and supervision of an Event Official.
- Firearms may only be handled and/or displayed in a designated safe area.
- Safety areas will be designated by event officials.
- No firearm may be loaded in a safety area.
- No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.
- Firearms may be transported to, from and between stages only in the following conditions:
 - Handguns must be unloaded, cased or holstered, de-cocked and with the magazine removed (Cleared).
 - Rifles must be unloaded, cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried slung with the muzzle up or down. Actions must be open, or a chamber flag inserted, and detachable magazines removed. The use of high-visibility chamber flags is recommended as a courtesy to other event participants.
- A participant who causes an unsafe discharge will be stopped by an Event Official as soon as possible and shall receive a MATCH DQ.

Examples of unsafe discharge include:

- An accidental or negligent discharge that travels over a backstop, aberm, or in any other direction deemed by Event Officials to be unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.
- A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant.
 - Exception – a shot that strikes the ground within 10 feet of the participant due to a "squib"
- A shot that occurs while loading, reloading, or unloading any firearm.
 - Exception – a detonation which occurs while unloading a firearm is not considered an accidental discharge. A "detonation" is defined as the ignition of the primer of a round, other than by action of a firing pin, where

the projectile or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped etc.).

- Exception – A “slam fire” detonation caused by the firing pin traveling forward when the gun is on safe during “make ready” that does not travel over the berm or impacts in a safe place. If the gun can be repaired and demonstrated to be safe to match staff the competitor may continue with it.

- A shot which occurs during remedial action in the case of a malfunction.
- A shot which occurs while transferring a firearm between hands.
- A shot which occurs during movement, except while engaging targets.
- A participant who performs an act of unsafe gun handling will be stopped by an Event Official as soon as possible and shall be disqualified.
 - Examples of unsafe gun handling include:
 - Dropping a firearm, whether loaded or unloaded, at any time after the “Make Ready” command and before the “Range Is Clear” command.
 - Use of any unsafe ammunition as defined in Section 3 will result in a MATCH DQ.
 - Shooting of any barricade or prop made of wood on the firing line will result in a Procedural penalty per shot fired. This does not apply to wooden framed walls down range.
 - Shooting any barricade or prop made of steel within the minimum safe distances outlined in rule 2.5.8 will result in a Procedural penalty per shot fired. Stages will be built to support the shooter in this not being an issue while legitimately engaging a target

Abandoning a firearm during a stage in any location other than a designated safe abandonment location (dump barrel for long guns and dump bucket or re-holster for pistol) as stipulated in the stage briefing will result in a MATCH DQ. Firearms may be staged on designated tables when directed in the WSB at the start of the COF but can never be abandoned or grounded on a table or anywhere except a designated safe abandonment location. Firearms abandoned in an unsafe manner that results in a discharge will result in a MATCH DQ. Firearms abandoned in an unsafe manner that do not result in a discharge will result in a Prohibited Action Penalty of 1 minute. Firearms may only be abandoned in one of the following conditions:

- Loaded, safety catch fully engaged, muzzle pointed in the designated safe direction.
- Completely unloaded (no ammunition in the firearm), detachable magazine removed, muzzle pointed in the designated safe direction.
- Unloading any firearm in an unsafe manner or discharging a firearm while not legitimately engaging a target will result in a MATCH DQ.

- Allowing the muzzle of a firearm to break the 180-degree safety plane, designated safety plane, or prohibited muzzle safe direction as outlined in the stage briefing will result in a MATCH DQ.
- In the case of a participant facing downrange, the muzzle of a loaded handgun may point slightly up range while drawing, so long as it does not point outside an imaginary circle of three (3) feet radius from the participant's feet.
- Engaging a steel target in an unsafe manner, will result in a MATCH DQ, such as by:
 - Engaging steel targets with handgun ammunition at a range of less than 5 yards.
 - Engaging steel targets with rifle ammunition at a range of less than 40 yards.
- Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping) will result in a MATCH DQ.
 - Exception – sweeping of the lower extremities (below the belt) while drawing a handgun, provided that the participant's fingers are clearly outside of the trigger guard.

- Pointing a firearm, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe will result in a MATCH DQ.
- Multiple infractions that would result in a STAGE DQ will result in a MATCH DQ.

EQUIPMENT:

- Eye protection is mandatory for participants, spectators, & officials at the event site.
- Ear protection is mandatory for participants, spectators, & officials while on or near a stage.

AMMUNITION

- Handgun ammunition shall be 9mm Parabellum (9x19mm NATO) or larger, unless otherwise stipulated under equipment division rules. Pistol ammunition must meet or exceed 125 power-factor.
- Rifle ammunition shall be .223 Remington (5.56x45mm NATO) or larger, unless otherwise stipulated under equipment division rules. Maximum 3200fps
- Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.
- No bi-metal ammunition is permitted.
- No steel core ammo. Competitors will be financially responsible for replacing targets damaged by prohibited ammunition.
 - Participants found in violation of possessing/using ammo prohibited in 3.4 and 3.5 will receive a Match DQ and will not receive a refund. Do not bring prohibited ammo to the event.

FIREARMS

- All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.
- Firearms capable of fully automatic- or burst-fire ("machine guns") may be used only in semi-auto mode (i.e. not more than one (1) round fired with each pull of the trigger). Violation of this rule will incur a Prohibited Action Penalty of 20 seconds time penalty per occurrence.
- Participants must use the same firearms (handgun, and Rifle) for the entire event, including the optic which is mounted on that firearm when it is initially inspected prior to the event.
- If a participant's firearm becomes unserviceable, that participant may replace their firearm with another of a substantially similar model, caliber, and sighting system only with the approval of the Match Director. This can be done during a course of fire, however no competitive advantage should be gained and the entire situation will go under review with the match director immediately after the completion of the stage. If time or penalties are added the decision will be made by the MD and will be final.
- Participants generally may not reconfigure any firearm during the course of the event. Explicitly prohibited acts include changing caliber, barrel length, sighting systems and/or stock style.
- If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Match Director. This can be done during the course of a stage, however the entire situation will be put under review immediately following the stage. Any penalties or time added will be done by the MD and the decision will be final.
- If a participant's firearm becomes unserviceable and no replacement parts or gun is implemented, the competitor will receive a missed shot penalty as well as a 5 second penalty for every shot not taken. If points are being used, a point per shot not taken will be removed from the score, as well as an additional point per shot not taken.
- Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:
 - Handgun: Loaded to STAGE Specifications and holstered. In the case of single-action autos or double-action autos with manual override safeties, the safety catch must be in the "safe" position. In the case of double-action autos & revolvers, without safeties, the hammer must be down/forward.
 - Rifle: Loaded to STAGE specifications and held in the low ready position. Safety catch must be in the "safe" position.
 - Participants may not touch or hold any firearm-loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).

- At no point may the participant shoot a firearm while holding a second firearm in the other hand, violation will result in a Prohibited Action Penalty per shot fired.
- Hot re-holstering of the pistol will be required during certain stages. It must be returned to the holster in a legal condition as follows: Unloaded, if the athlete has shot the course of fire and is going to move between ranges. If the pistol has a safety, it should be in the “safe” position. single-action autos or double-action autos with manual override safeties, the safety catch must be in the “safe” position. In the case of double-action autos & revolvers, without safeties, the hammer must be down/forward.
- No factory safeties may be disabled on rifle/pistol. This includes the firing pin block, grip safety, and trigger safety.

HANDGUN

- Calibers Allowed: 9mm, 40s&w, 45acp
- Slide mounted red dots are permitted in any division
- HOLSTER: must have retention- must retain firearm during vigorous movement and if holster is inverted. Must completely cover the trigger. No SERPA holsters
- The belt to which the handgun holster is attached must be worn at waist level. Shoulder and cross-draw holsters are prohibited. Belly bags or “fanny packs” are prohibited

RIFLE

- Permitted Calibers: 5.45x39mm (AK74) 223/5.56, 300blk and 7.62x39 only.
- Supporting devices (bipods, etc.) are prohibited.
- Any muzzle device is permitted
- Drum magazines are prohibited.
- Coupled magazines are prohibited.
- Bipods or any type of stabilization devices are prohibited.

Plate Carriers:

- Womens Plate Carriers must weigh 12lbs
- Mens Plate Carriers must weigh 15lbs.
- Weight of the carrier is measured with NO magazine pouches, attachments, TQ’s, hydration bladders, etc. The plate carrier must be SLICK.

RE-SHOOT AND RANGE EQUIPMENT FAILURE:

- Reshoots- are not permitted if your pistol or rifle optic fails or the battery dies
- For poppers, other hinged targets, falling steel, or clay targets, the following options shall apply under Weather Rules with regard to re-shoots due to range equipment malfunction.
 - Option 1: If any targets are blown down, fall, or are otherwise defeated by weather related causes BEFORE the RO has activated the start timer initiating

the COF, the RO shall stop the competitor, make the COF safe, remedy the target(s), and re-start the competitor.

- Option 2: If any targets are blown down, fall, or are otherwise defeated by weather related causes AFTER the RO has activated the start timer initiating the COF, the shooter shall continue the course of fire, but MUST engage the target or it's stand with the prescribed number of rounds with the correct firearm for that target.
- Failure to engage the defeated steel or paper target will result in all applicable penalties.
- Match officials may have to take actions to ensure completion of the match such as removing stages from the competition and any other measures deemed necessary to complete the competition.
- In extreme circumstances, if the competition cannot be completed, match officials reserve the right to end the competition and distribute the prizes via a random draw instead of order of finish.

The Proving Grounds reserves the right to alter or modify the rules as necessary, however rules will not change after the start of a competition through the completion of the event. Rule changes are not retroactive