



# Snap Shooter Challenge

Match Format & Rules

Version 1.9

9th March 2022

## Version Control

This document is under version control. The most up to date version of this document is located at <https://www.snapshooterchallenge.com>.

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In the event of any rule conflicts, the document with the most recent date stamp being equal to or prior to the date of a match shall be taken as the rules governing said match.

## Comments, Corrections and Feedback

Comments and suggestions to both this document and Snap Shooter Challenge league itself are welcomed.

Please direct any feedback or corrections by email to [clerks@snapshooterchallenge.com](mailto:clerks@snapshooterchallenge.com)

## Revisions

Date	Version	Changes
2022-03-09	1.9	First publicly available release

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# Concept Outline

Snap Shooter Challenge (SSC) is a new style of shooting competition utilising the versatility of the AttackSense Smart Targets system.

Snap shooting is a reactive style of target shooting where the gun's sights aren't necessary, because of:

- The surprise element of the targets' appearance
- Close ranges involved
- Simplicity of the shot
- Speed of engagement required

Note: Yes, you can use your sights if you want to.

This style of shooting is well known and understood within Airsoft skirmishing.

Most competitive target shooting competitions are not easy to get involved in. Snap Shooter Challenge changes all that by allowing skirmishers to compete in their normal skirmish gear (or any clothing they wish), running their normal skirmish guns. The competition format will balance out all the differences in kit.

If you're already a competitive target shooter you can use all your normal gear too, but have you got the fast reflexes of the skirmishers when target exposure is totally random?

SSC will not only test your skills but help you develop them and to become a better all-round shooter when it counts because you're under pressure to perform.

Snap Shooter Challenge is a shooting competition allowing every shooter (regardless of age, gender, disability or location) to compete fairly against one another.

SSC will be run over 9 months as a national league table. The fun and tension will come from following the twists and turns of how you're doing compared with other Snap Shooters in the league in the race to the final. The AttackSense ShooterID app will allow Shooters to track their progress at any stage and compare their results to every other Shooter across the league table.

The league is broken into 3 mini-series each of 3 months long. Each mini-series will be used to introduce different "Challenges" into the shooting competition and offer Challenge bonus points to Shooters for achieving certain milestones. These Challenges will build each Shooter's abilities and capabilities towards the Final.

League positions will be fought out over the course of the 3 mini-series, each consisting of 4 Matches. Matches within each mini-series can be replayed, with the

chance of improving your score, but with the jeopardy that if you do worse your league score will go down, potentially moving your opponents up the league table!

Each match will be different to keep shooters on their toes. A match is broken down into 2 elements:

- Solo Qualifying Heats, x5 runs are shot as a single shooter against the clock. Each run is just 25-30 targets with a mandatory reload (because not everyone is running high capacity magazines). These qualifying heats make up 50% of the total match points available.
- Head 2 Head Knock Out element will pit the top shooters of the day directly against each other, shooting shoulder to shoulder at the same time. Head 2 Head heats will involve a best of 3 play off. Winners move on towards earning more points but losers gain no further points. Head 2 Head Knock Out element makes-up 50% of the total match points available.

That's it, a pure and simple speed-based Snap Shooting Challenge.

Each site/venue will have its own feel, from tight, confined ranges to vast open spaces with large distances spread between targets. Some sites will only have the minimum of x8 AttackSense Smart Targets required to host a Match, while others may have 20+ targets. To enable all SSC shooters to be prepared for the Final, the format will present a wide variety of Challenges for the Shooter to overcome. They will also need to travel beyond their local site to at least 2 other sites over the league season to be eligible to qualify for the final.

## **Joining the League late?**

The ability to do each of the previous mini-series in a compressed way to earn your place at the final is there too, so get your local site involved in Snap Shooter Challenge ASAP.

The Final will be by invitation only for the top shooters within the league.

Your league position gets you that place on the Knock Out grid of the Final.

From there it's how you perform on the day under pressure, going Head 2 Head against your Elite Snap Shooter opponents. By the end of the final we will know who is the Best Snap Shooter out there.

There is a rule book. You don't have to read it to compete, BUT understanding it will give you the best chance of making to the top of the league.

We are looking to make you a "STAR" in the Airsoft Target Shooting World.

Are you ready to raise your shooting profile? Are you the Fastest, Snappiest Shooter out there? Step Forward, Sign Up and Prove It!

# Detailed Snap Shooter Challenge Rules

## 1. Safety

- 1.1. Everyone present will wear Eye Protection at all times while the Match is in progress.
- 1.2. SSC is conducted on an AttackSense range not a skirmish field, so all guns remain unloaded except under control of the Range Officer (RO) who will supervise loading and unloading during a Match.
- 1.3. Safety of all Shooters, Range Staff and Spectators is the responsibility of All present. Each must work to keep themselves and those around them Safe.
- 1.4. The RO's primary task is Match SAFETY, followed by running the Match.
- 1.5. Local site safety rules and policies override these safety rules where they exceed these safety standards.
- 1.6. Safety Reminder, the 4 Golden Rules of Firearms Safety are;
  - Treat all guns as if they are loaded at all times.
  - Don't point your gun at anything you're not willing to hurt/break.
  - Keep your finger off the trigger until your gun is pointing at a target.
  - Be sure of your target and what is in front and behind it.
- 1.7. Shooters cannot have more than one gun in their hands at any point during a Match.
- 1.8. Range safety and shooting arcs are to be established by each individual site/the RO for the match. These must be briefed to all Shooters either as a central brief or individually as each shooter arrives for their first Run of the Match.
- 1.9. Any Safety violations contra to Section 1 of the SSC Rules, during a Run should be stopped immediately by the RO. That Run is forfeited.
- 1.10. Deliberate Safety violations by a Shooter taking part in SSC can be reason for the RO to forfeit the whole Match for that Shooter.
- 1.11. Any person can stop the Match at any point where they see a Safety Issue that might lead to an accident, injury or serious damage to a venue by shouting "STOP!!!"

1.11.1. Everyone should freeze what they are doing. RO to Take Control of the situation. Unload Shooter(S) on the FP, then approach the person calling "STOP" to find out what the issue is/was if it is not clear.

## **2. Minimum Venue Hosting Matches Requirements**

- 2.1. x8 AttackSense Smart Targets of any size, working within your target array as a minimum for the duration of a Match.
- 2.2. Targets should be powered by mains power supply or running on fully charged batteries at the start of the Match.
- 2.3. Matches can be held indoors or outside.
- 2.4. Venue must (ideally) have a person running the Match, who is not taking part in SSC competition, but definitely not in that Match. This person is referred to as the Range Officer (RO) within these rules.
- 2.5. MUST have a RangeID registered on the Android tablet running the AttackSense Commander App used during the Match.
- 2.6. Each Target can only be registered to one Range ID.
- 2.7. Latest version of AttackSense Commander App installed (confirmed/required as part of the Match download sequence).
- 2.8. All Targets Updated (If required by the AttackSense Commander App).
- 2.9. All Shooters must have an active Shooter ID account to start a Match.
- 2.10. Red & Green Firing Points Should be clearly marked for competitors, for example by using coloured masking tape or raised batons to mark each Firing Point.
- 2.11. Match to be run on a dedicated Lane or Range.

## **3. Venue, Nice to Haves**

- 3.1. More than x8 AttackSense Smart Targets.
- 3.2. Targets of different sizes (Large/ Medium/ Small) targets are available, these will score Shooters differently, smaller targets can be manually set to score higher points.
- 3.3. Shooters will be static on a firing point (FP). Ideally there will be a minimum of 3 metres (5m preferred) frontage to allow x2 separate FPs to be established. This will enable both Solo Shooter (alternate start FPs) and Head 2 Head (H2H) elements to be undertaken.
- 3.4. The separate FPs are set 1m-1.5m left and right of an imaginary centre line running back from the centre of the targets. The FP should be marked by x2

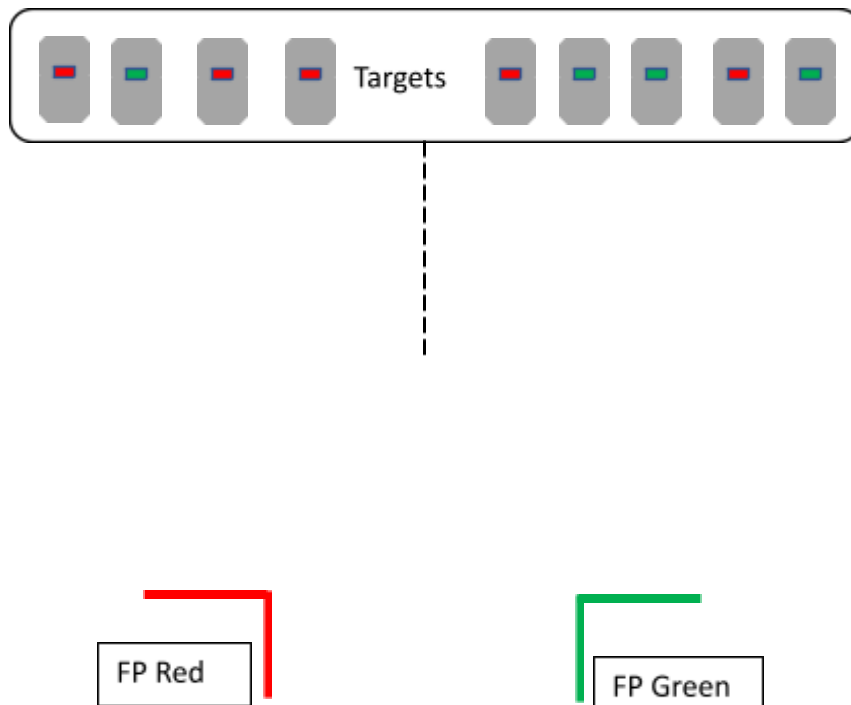
lines/wooden batons each 1m long. The front line should be at point indicating to the Shooter no further forward than this point. The side line, is on the side of the imaginary centre line. Indicating to the shooter no further Left (or Right) of this line.

3.5. The Left hand FP will (ideally) have some marking to indicate it is the Red FP.

3.6. The Right hand FP will (ideally) have some marking to indicate it is the Green FP.

3.7. Minimum engagement distance to targets is 3m, however, the greater the distance the less the shooter has to move to switch from target to target, but the smaller the target appears, so it's harder to hit.

3.8. Table(s) that can be put in front of shooter(s) for guns to be placed on.



## 4. Match Requirements

4.1. League Matches must be booked via Shooter ID portal, at minimum of 21 days prior to the Match commencing, (ideally 1 month plus) before to allow advertising of the Match to ensure maximum numbers of shooters are notified to be able to attend.

4.2. Each League Match will be downloaded for that Match only.



- 4.3. Each League Match only stays active for 5 hours maximum, from the moment it is opened for the first time. This prevents a sneak peek or training prior to Match commencing.
- 4.4. Each Match must have a minimum of 10 shooters for National League points to be awarded.

## **5. The League Consists Of**

- 5.1. x12 scored Matches that must be completed over the League session.
- 5.2. At a rate of x4 scored matches per 3 months (a Mini-Series).
- 5.3. Over the whole National League session Shooters must compete at at least 3 venues. (Different venues enable shooters to experience different setups, preparing them for the challenges of the Final).
- 5.4. Any shooter failing to meet the match quota or different venues rule cannot qualify for the final irrespective of league position. This can be appealed directly with the SSC committee if special circumstances exist.
- 5.5. A Shooter can start their journey to the Final, at any time, before the end of the 3<sup>rd</sup> mini-series, but cannot compete in any Matches from a previous mini-series once it is over.
- 5.6. Sites/Venues may join the National League at any time, before the end of the 3<sup>rd</sup> mini-series, but cannot host any Matches from a previous mini-series once it is over.

## **6. A Match Consists of**

- 6.1. Solo Qualifying Heats consisting of x5 runs that are shot as a Solo shooter against the clock.
- 6.2. Head 2 Head heats (Knockout element) will pit the top shooters of the day against each.
- 6.3. Solo Qualifying Runs present 25-30 engageable targets. There will be a mandatory reload to balance out different capacity magazines.
- 6.4. Head 2 Head heats will involve a best of 3 play off. Winners earn more points but losers gain no further points.
- 6.5. A Shooter cannot make consecutive runs, i.e. they must have at least 1 other Shooter do a run before they can start their next run, in normal circumstances.
- 6.6. The shooter has their fastest and slowest/forfeited qualifying Solo runs discounted automatically by the App to remove "Luck" from their accumulated Average score over the other 3 remaining scoring runs.

- 6.7. Each Match will be based on standard Round Types from the AttackSense Commander App (Target Practice or Shooting Gallery for example).
- 6.8. Some solo player Round Types include “No Shoot” targets which will display as Green (Blue if “Colour Blind” mode is enabled in Shooter ID settings). Hitting these targets will cause Shooters to reduce their overall average score.
- 6.9. Round Type will change between each Match.
- 6.10. Match instructions will describe a Match as:
- Rifle Only
  - Pistol Only
  - Open (mix of Rifle and Pistol Match).
- 6.11. Open matches will consist of either alternate Runs using Rifle or Pistol or each Run will require both guns to be used, at separate times as directed by the App.
- 6.12. Shooters Match scores are calculated locally and added to the national league once a site/venue uploads the results to AttackSense.
- 6.13. Site/venue hosting a Match must upload the Match Result within 24 hours of the end of the Match.
- 6.14. Matches are scored in the following ways:
- Solo Qualifying Heats, x5 runs are shot as a single shooter against the clock. Each run is scored by the App (same as any other Round Type - Target Practice for example); however, after the x5 runs the App gives an average score for the shooter (after the fastest and slowest runs are excluded). It is this number only that ranks placings and provides the Shooter’s score for the Solo Qualifying Heats. For exact points available see below. Solo Qualifying Heats make up 50% of the total match points available.
  - Head 2 Head element will pit the top Shooters of the day from the Solo Qualifying Heats against each other. Head 2 Head Runs will involve a best of x3 runs play off.
  - Losers gain no further points but winners move on towards earning more points. For exact points available see below. Head 2 Head makes up 50% of the total match points available.
- 6.15. Points from Solo Qualifying Heats and Head 2 Head are added together for the Shooter’s total Match score.
- 6.16. Solo Qualifying Heat points for Shooters.

- 15 points for the Winner
- 12 points for 2nd place
- 10 points for 3rd place
- 8 points for 4th place
- 6 points for 5th place
- 4 points for 6th place
- 2 points for 7th place
- 1 point for 8th place
- 0 points for remaining Shooters

6.17. Head 2 Head Play Off points for Shooters.

- 15 points for the Winner
- 12 points for 2nd place
- 10 points for 3rd place
- 8 points for 4th place
- 0 points for remaining Shooters

6.18. Matches with less than x10 Shooters will be “Abandoned” which will prevent scores from being uploaded to the national league table.

6.19. A secondary ranking score is also calculated for all competitors completing that Match. The purpose of the secondary ranking score is to reduce the possibility of multiple Shooters with the same score on the national league table. i.e. after the first matches every venue could have a top shooter with 30 points from the Solo Qualifying Heats and Head 2 Head.

6.20. A Secondary Ranking Score is calculated after the Match completes. It is not visible at the venue. It can only be viewed after it has been uploaded on to the National League Table and Match Results verified. It is based on a Shooter’s Average score generated by their x3 scoring Solo Qualifying Heats at that Match (ONLY).

Example: Shooter A (1<sup>st</sup> place) scores an average of 30.000 and Shooter B (2<sup>nd</sup> place) scores an average of 28.000 with Shooter C (3<sup>rd</sup> place) scoring an average of 24.000, then the secondary scores would be calculated on 2.000, being the difference between 1<sup>st</sup> and 2<sup>nd</sup> place and 4.000 between 2<sup>nd</sup> and 3<sup>rd</sup> place. This system is applied to every shooter completing that Match. Note this is a very simplistic example.

Averages and Secondary Ranking Scores all extend to 3 decimal places (00.000).

## **7. Solo Qualifying Heat Run consists of**

- 7.1. Shooter books into the AttackSense Commander Application (App) using their own ShooterID.
- 7.2. Run brief delivered by Range Officer (RO).
- 7.3. Shooter goes to their elected Start FP, prepares their gun(s) for the start of the Run, as per Run brief, under the supervision of the RO.
- 7.4. Shooter must remain within the x2 lines marking their FP. Where the whole foot is beyond a line during a run the shooter will forfeit that run.
- 7.5. Shooter can stand or sit for any or all runs.
- 7.6. RO checks Shooter is ready to start by asking "Shooter Ready?" Shooter confirms they are ready by any comment/action/lack of action, other than stating NO! directly to the RO, immediately.
- 7.7. RO then starts the Run on the App.
- 7.8. App gives a verbal countdown to start, then an audio tone and visual flash to start the Run.
- 7.9. 25 to 30 engageable targets are displayed in a random sequence. Targets may be Red or Green. Red targets should be shot, Green are "No Shoots".
- 7.10. Shooter need only fire x1 BB at each target to register a hit. Guns should be used in semi auto mode (i.e. single shot). Use of full auto is forbidden and will be penalised by forfeiting the Run.
- 7.11. Guns only having a 3 round burst mode (for example) need to be aware that once a target is hit it will display its next programmed exposure. If this is a "No Shoot" the App will register the hit and apply the points penalty for hitting a "No Shoot" target.
- 7.12. During target display sequence, at a random point between targets 8 and 16, a magazine change will be required by the App. This command is given both verbally and by all the targets flashing White twice.
- 7.13. Any additional magazine changes required to rectify faults with the function of the gun can be carried out at any stage of the run, but do not replace the need to do the mandatory Magazine Change at the time of the App command.
- 7.14. If a magazine change is commenced before the verbal/visual command to do so is given, but no BBs have been fired, this will count as the magazine change, however if even x1 BB is fired another magazine change is required.

- 7.15. If the shooter has spare magazines on their vest / belt they must be used, otherwise the magazine is removed from the gun and moved to tap either a belt or vest to simulate collecting a spare magazine before being refitted to the gun.
- 7.16. If Shooter fails to conduct magazine change when commanded by the App they will forfeit that Run.
- 7.17. Shooter will ensure gun(s) are unloaded under supervision of the RO before leaving the FP.
- 7.18. On their next Run they will use the other FP – i.e. if Shooter starts on Red FP, next Run will be on Green FP, Next Run on Red FP etc. until all runs are completed.

## **8. Head 2 Head Run consists of**

- 8.1. Shooter books onto Range Commander Application (App) using their own Shooter ID.
- 8.2. Run brief delivered by the Range Officer (RO).
- 8.3. The App will display each Shooter's starting FP (Red or Green). Both Shooters then prepare their gun(s) for the start of the Run, as per Run brief under the supervision of the RO.
- 8.4. Shooters must remain within the x2 lines marking their FP. Where the whole foot is beyond a line during a run the Shooter will forfeit that run allowing their competitor to score the win for that run. If both Shooters commit a fault requiring them to forfeit the same run, the run is rerun if both players have won 1 Run each so that a winner can be declared.
- 8.5. Shooters can stand or sit for any or all runs.
- 8.6. RO checks Shooters are ready to start by asking "Shooter Ready?". Shooter confirms they are ready by any comment/action/lack of action, other than stating NO! directly to the RO immediately.
- 8.7. RO then starts the Run on the App.
- 8.8. App gives a verbal countdown to start, then an audio tone and visual flash to start the Run.
- 8.9. 25 to 30 engageable targets are displayed in a random sequence. Targets may be Red or Green. The Run brief should be followed.
- 8.10. Shooter need only fire x1 BB at each target to register a hit, guns should be used in semi auto mode (i.e. single shot). Use of full auto is forbidden and will be penalised by forfeiting the run.

- 8.11. Guns using a 3 round burst mode (for example), need to be aware once a target is hit it will display its next programmed exposure. If this is a “No Shoot” the App will register the hit and apply the points penalty for hitting a “No Shoot” target.
- 8.12. During target display sequence, each shooter is required to conduct a magazine change at their own discretion, failure to conduct a magazine change will forfeit the run.
- 8.13. Any additional magazine changes required to rectify faults with the function of the gun can be carried out at any stage of the run.
- 8.14. If the shooter has spare magazines, on vest / belt they must be used, otherwise the magazine is removed from the gun and moved to tap either a belt or vest to simulate collecting a spare magazine, before being refitted to the gun.
- 8.15. Shooter will ensure gun(s) are unloaded under supervision of the RO, before leaving the FP.
- 8.16. On their next Run shooters will use the other FP, i.e. if Shooter starts on Red FP, next Run will be on Green FP, next Run on Red FP etc. until all runs are completed.

## **9. Shooter Airsoft Guns**

- 9.1. SSC is designed to enable anyone who owns a 6mm Airsoft gun(s) to compete using reactive skills, rather than the type of gun or upgrades being the deciding factor. To this end nothing is banned as long as it can fire single BBs or at max a 3 round burst.
- 9.2. Full Auto is not allowed in SSC, but guns that have that capability are.
- 9.3. All power sources are permitted where they are compliant with local laws and site/venue regulations.
- 9.4. Matches use a mix of rifles and pistols. The Shooter must have access to both types of gun prior to every Match.
- 9.5. Pistol Matches are undertaken using a gun with no stock or supports touching any part of the Shooter’s body, except for their hands.
- 9.6. Pistol can be held with one or two hands.
- 9.7. Pistol holster should be available in every match, it should be capable of securely carrying the pistol used thus preventing the pistol from falling to the ground when not in use.
- 9.8. Holster should be secured in a position to allow pistol to be drawn safely complying with Safety rules at Section 1.

- 9.9. Same gun cannot be used as a Pistol and a Rifle.
- 9.10. Rifle Matches are undertaken using a gun with a stock which must be used and placed in the shoulder area of the Shooter.
- 9.11. Rifle covers Airsoft guns described as Rifles, DMR, Carbines, PDW and SMGs etc.
- 9.12. Rifles must be controlled with two hands when fired, unless the competitor is physically unable to do so.
- 9.13. Rifle may be fitted with a sling but it does not need to be used.

## **10. Shooter Equipment**

- 10.1. Shooter can wear a shooting/battle belt only or in combination with other tactical equipment.
- 10.2. Shooter can wear a plate carrier/chest rig/micro rig etc.
- 10.3. Holsters must be fitted to carriage equipment listed in paras 10.1 and 10.2.
- 10.4. Fitted Slings must not interfere with the safe handling of the rifle.
- 10.5. Magazines may be stored anywhere where they can be retrieved and inserted safely.

## **11. Shooter Start Positions**

- 11.1. All Run Start Positions are to be briefed by the RO and confirmed by competitors.
- 11.2. All guns will have any external safety devices fitted set to "Safe"/"On" etc. once loaded and prior to first Target illuminating, unless the gun is unloaded at the start of the Run.
- 11.3. On the Direction of the RO following the written brief on the App the following start positions are available:
  - 11.3.1. Rifle:
    - Low Ready. Stock in shoulder, with muzzle pointing towards the floor, approximately mid-way between the Shooter and Targets.
    - Benched. Rifle placed on table etc. in front of Shooter pointing towards targets. From RO asking "Shooter Are You Ready?" to the first Target illuminating the Shooter keeps their hands on the top of their head. On Bleep from the first Target illuminating Shooter picks up Rifle, removes Safety, commences the Run.

- Reversed Low Ready. Same as “Low Ready” except Shooter has their back to the Targets, Rifle should be pointed closer to the Shooters own feet for Safety. Shooter turns on the Bleep from the first Target illuminating, then once facing towards the targets, disengages Safety and commences the Run.
- Reversed Benched. Rifle is in the same position as Benched. Shooter faces away from the Targets with their hands on top of their head. Shooter turns on the Bleep from the first Target Illuminating, picking up Rifle, removes Safety, commences the Run.
- Support Shoulder. Can be used with any Rifle start position, but the rifle is supported in and fired from the non-dominant shoulder (i.e. opposite side from normal).

### 11.3.2.Pistol:

- Low Ready. Pistol held in one or both hands, heel of hand(s) touching stomach with muzzle pointing towards the Targets. On the Bleep from the first Target Illuminating, Shooter simply thrusts hands forwards, disengaging safety (if fitted) to start shooting.
- Benched. Pistol placed on table etc. in front of Shooter pointing towards targets. From RO asking “Shooter Are You Ready?” to the first Target illuminating the Shooter keeps their hands on the top of their head. On Bleep from the first Target illuminating Shooter picks up Pistol, disengages Safety, commences the Run.
- Holstered. Shooter facing Targets. Pistol fitted in holster. Any flaps/retention devices etc. may be moved out of the way if the security of the pistol is not compromised. Shooter’s hands are on top on their head until the targets flash white to indicate the start of the round or the shooter hears the start of round tone following the countdown.
- Reversed Low Ready. Same as “Low Ready” except Shooter has their back to the Targets, Pistol should be pointed downwards closer to the Shooters own feet for Safety. Shooter turns on the Bleep from the first Target illuminating, then disengages Safety as they face the Targets.
- Reversed Benched. Pistol is in the same position as Benched. Shooter faces away from the Targets with their hands on top of their head. Shooter turns on the Bleep from the first Target Illuminating, picking up the Pistol, removes Safety, commences the Run.
- Reversed Holstered. Shooter facing away from Targets. Pistol fitted in holster. Any flaps/retention devices etc. may be moved out of the way if the security of the pistol is not compromised. Shooter’s hands are on top on their head until the first Target bleeps at which point shooter



turns and, once facing the Targets, draws pistol from Holster, disengages the Safety and commences Run.

- Support Hand. Can be used with any Pistol start position, but the pistol is held in and fired from, the non-dominant hand (i.e. opposite side from normal).

## **12. Shooter**

- 12.1. Competitors of any age/gender allowed to shoot at the site/venue hosting the Match.
- 12.2. Static nature of firing positions allow many disabilities to compete on equal terms with able bodied shooters.
- 12.3. Colour Blind mode, can be selected on ShooterID for shooters who have issues with the colours Green and Red, When taking part in a H2H Match they must declare they have colour blind mode selected to the RO. RO must ensure they compete as Shooter 2. RO must also then brief Shooter 1 on the different colours used during the Match.

## **13. Equipment Failures**

- 13.1. The Shooter is entitled to another Run if Range equipment fails. This may include any part of the AttackSense Smart Target system, or other range related items belonging to the venue.
- 13.2. The Shooter is NOT entitled to another Run if any of their equipment fails. This may include their Airsoft guns, HPA, magazine failures of any kind and any other Shooter ancillaries. The Shooter must try to work through the fault and continue shooting as soon as possible. If the Shooter is unable to complete the run it is forfeited.
- 13.3. AEG gearbox lockup often needs to be cleared by selecting full auto and firing a short burst. A Shooter may shout "Jam" and select full auto and fire a burst to release the gearbox. As long as the RO recognised the Lockup and the Shooter, Declares "Jam" and engages no more than 1 target no penalty will be issued
- 13.4. RO decision is final over all equipment failures.

## **14. Run Penalties**

- 14.1. All penalty types will incur a Forfeited Run.
- 14.2. Penalties will be imposed for the following faults:
  - Serious Safety infringements.

- Not following the RO's Run Description/Brief.
- Deliberately moving over FP lines once Run commences.
- Not doing a "Magazine Change" when directed by the App.
- Not doing a "Gun Change" when directed by the App.
- Dropped gun, either from hand(s) or carry equipment on person. RO to immediately shout "Stop" (this halts the Run on safety grounds), working with the Shooter, RO to pick up the gun ensuring it is pointing towards the targets, then unload gun, then return it to the competitor.
- Firing gun on full auto. Except when clearing a locked-up gearbox, following correct procedure laid out in Rule 14.3.

## 15. Match Appeals and Scoring Objections

15.1. Any Shooter or Match Official may raise an Appeal for any of the following reasons.

- Incorrect running of the Match.
- Safety Concerns.
- Cheating.
- Rules not being adhered to.
- Fictitious players being registered to meet the minimum requirements.

15.2. Appeals must be raised within 36 hours of the completion of a match and must be emailed along with any evidence to [clerks@snapshooterchallenge.com](mailto:clerks@snapshooterchallenge.com) where an investigation will be conducted.

15.3. The investigation will be concluded within 14 days of notice given and may result in:

- No action deemed necessary.
- Voiding of the whole Match resulting in no points for any competitors.
- Withdrawal of competitor(s) result points, at which point finishers placed below the withdrawn competitor will receive points for the next place up. No competitor(s) from the solo or knockout stages will be elevated to points places for the finals stages however finals points will be elevated accordingly.
- The deduction of awarded points to a specific competitor(s) as deemed appropriate.

15.4. In the event a Match venue is determined to have cheated, failed to adhere to the Match rules or attempted to interfere with the system's processing of a Match then the host venue will be prohibited from further involvement in the Snap Shooter Challenge, League and ALL previous matches hosted by the venue will be retrospectively investigated and possibly voided also.

## **16. Dedicated Matches**

16.1. Venues with large numbers of competitors may wish to hold Matches only open to specific groups of competitors, to help them feel more comfortable, examples may include:

- Under 21s
- Over 60s
- Male (Self-Declared)
- Female (Self-Declared)
- Vision Impaired
- Hearing Impaired
- Mobility Impaired

16.2. Further specific groups can be formed as required by competitor numbers at each venue.

16.3. Scoring is not altered for these specific groups.

16.4. These specific groups may or may not be replicated in the final dependant on numbers within each group in any session.