

Skirmish Rules for Small Arms Competition Issued 2017

American Civil War Shooting Association, Inc.

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SECTION 1 – DEFINITIONS AND RELATED RULES

1.1 ACWSA

A. The American Civil War Shooting Association, Inc., is a non-profit corporation organized under the laws of the State of Wisconsin, acting under its by-laws and through its board of directors, officers, or agents thereof. When appropriate in the context of these rules, “ACWSA” may include a region or district sub-organization established by the board of directors of the American Civil War Shooting Association, Inc.

B. The ACWSA shall maintain records of team match finishing ranks and standings based on them, and award appropriate trophies, plaques, or similar awards, for such team and/or individual events as the ACWSA chooses at the start of each season, except that team season records and standings shall be kept every season for all ACWSA musket, carbine, and revolver teams.

1.2 SKIRMISH

A. A skirmish is an event approved by the ACWSA, and conducted under these rules, involving marksmanship competition between shooters using firearms and ammunition of the type used by military forces in the American Civil War and approved for skirmish use under these rules. Skirmish competitors generally wear period-type military or civilian outer clothing while competing.

B. Skirmishes shall be open to members of the general public as spectators, without charge, subject to limits necessary for the safety of shooters and spectators, and subject to the available space and applicable rules of the facility where the skirmish is held.

C. A skirmish consists of matches divided into separate events. A match is a competition for a particular category or categories of firearms. An event is a subdivision of a match involving particular targeting and/or distance. When match conditions require it, events may be fired in multiple relays. A relay is a specified firing period, preceded and followed by time to change targets.

D. Skirmish competition shall be limited to ACWSA members and teams, except for events specified by the ACWSA as open to members and teams of other organizations, such as the North-South Skirmish Association. In addition, individual non-member shooters may participate as guest shooters at such times and under such conditions as specified by the skirmish director of the skirmish involved, consistent with these rules.

1.3 SKIRMISH DIRECTOR

A. A skirmish director is a person appointed by the ACWSA to supervise and direct a skirmish. Each skirmish shall have one skirmish director. The skirmish director may appoint assistants to perform such tasks as the skirmish director considers necessary for the safe and efficient conduct of the skirmish. The duties of a skirmish director are many. Some are set forth throughout these rules. In addition to them, the skirmish director shall order what awards or prizes for what matches or events are issued to what finishing places in individual and team matches.

1.4 SKIRMISH TEAM

A. A team is a group of ACWSA members which identifies itself to the skirmish director as a team before the start of the team match in which the group will compete.

B. No person may compete as a member of more than one skirmish team in a particular team match.

C. Each team shall consist of the number of shooters required by these rules for teams in the type of

match involved, except as stated below.

D. The same team members shall fire all of the events in the match in which the team participates, except as stated below. Different members of the same ACWSA organization may fire on teams in different matches at the same skirmish. For example, the 56th Wis. carbine team may consist of different members than the 56th Wis. musket team, but, except as stated below, the carbine team must remain the same during the carbine match and the musket team must remain the same during the musket match.

E. In the discretion of the skirmish director, and with the consent of a majority of the commanders of the other organizations participating in the match, a team may compete in one or more events of a team match with one shooter more or less than the required number and with an appropriate pro-ration of targeting, or the team may use one extra shooter as a substitute for another shooter in one or more events of the team match, thereby maintaining the number of shooters designated by these rules in each event of the match. However, no team which is in the 1st, 2nd, or 3rd place in the standings for the category involved for the current skirmish season shall be allowed to compete with more or less than the designated number of shooters and pro-rated targeting.

F. In the discretion of the skirmish director, one or more provisional, or “provo,” teams, consisting of members of two or more ACWSA organizations, may compete in a team match as an “A team,” but provo team scores will not be maintained beyond that particular skirmish, and will not be used in season records or standings.

G. If any team member is unable to complete a match because of illness, a disabled firearm, or other good cause, another ACWSA member not participating in the match as a member of another team, may be substituted for the person unable to complete the match, in the discretion of the skirmish director, and with the consent of a majority of the commanders of the other organizations participating in the match. No substitution may be made while an event in the match is in progress.

H. Each skirmish team shall provide the skirmish director with a team name to identify the team during the match and for scoring purposes.

I. Members of different ACWSA organizations may shoot on the same skirmish team in any team match, with the permission of the commanders of both of the ACWSA organizations involved.

J. No team shall be allowed to compete with less than the designated number of shooters, or to substitute shooters from outside the team, if the team’s ACWSA organization has enough members present and shooting in the match to make a full team, as designated in these rules. That is, a team shall not be allowed to “shoot short,” or with a shooter from another team, by sending one or more team members to shoot on another team in the same match.

1.5 ACWSA ORGANIZATION

A. An ACWSA organization is a group accepted by the ACWSA under its bylaws as a member organization, and may have more members than would make up a single skirmish team.

1.6 ACWSA MEMBER

A. An ACWSA member is a person meeting the requirements for ACWSA membership in the ACWSA By-laws, and recognized by the ACWSA as a member for an ACWSA competition season.

1.7 ORGANIZATION COMMANDERS; TEAMS A, B, C, ETC.

A. An organization commander is the member designated by an ACWSA organization to represent that unit for purposes of notices, dissemination of information, voting on matters under these rules or ACWSA bylaws, and similar purposes [one commander per organization at a time].

B. When an organization fields more than one team for a match, the organization shall designate each team with letters, A, B, C, etc. At the end of the match the organization’s team with the best score will be re-designated as the “A team” for the organization, and the scores of that re-designated A team shall be used for ACWSA season records and standing.

C. The commander of an ACWSA organization may designate the commander of each team fielded by that organization for a match. Only A team commanders shall attend team commanders meetings and vote on behalf of the organization on questions of the conduct of the match or skirmish, as provided in these rules.

D. Organization and team commanders are responsible for providing reasonable supervision of their units at all times during skirmishes. Commanders of A teams and provo teams shall attend commanders' meetings for matches in which their teams will compete, and shall convey necessary information to the members of their units.

E. Each team commander shall notify the timing officer when to stop his/her team's time in target elimination events under these rules, or shall designate another team member for that purpose, and shall notify the timing officer of who will be "calling time" in each event.

1.8 SKIRMISH RANGE OFFICER

A. For each skirmish, the skirmish director shall designate a skirmish range officer to supervise and control all use of the range during a skirmish, and to make necessary announcements, including the beginning and end of each relay, the opening of the range for snapping caps or for commencing fire, the times when safety officers, timing officers, and shooters should come to the firing line, the confirmation that there are timing and safety officers on each position when required, the times when targets may be posted and removed, and similar matters.

B. The skirmish director may serve as skirmish range officer, in his/her discretion. The skirmish range officer may delegate announcer duties, but if that is done, the skirmish range officer shall retain the authority and responsibility to supervise and control all use of the range, and shall, when necessary, instruct the announcer in that regard.

C. The skirmish range officer shall supervise all skirmish safety officers and skirmish timing officers in the performance of their respective duties.

1.9 SAFETY OFFICERS

A. A safety officer is a person designated by the skirmish director to oversee safety on the firing line, or on part of the firing line, during individual competition, or a person designated by a team commander to oversee safety on the firing line position assigned to that commander's team for timing and safety under these rules.

B. Each safety officer will observe and direct the shooters on whatever part of the firing line the safety officer is assigned, to be sure every shooter complies with the safety rules and procedures herein, and with general principles of gun safety.

C. The safety officer may order any shooter to cease any practice which the safety officer believes endangers the shooter or others, and may order any shooter who fails to comply with such order to cease firing, clear his/her firearm, and leave the firing line.

D. During individual competition, at the request of a competitor, the safety officer shall inspect and certify any target after the end of a relay in regard to multiple hits in the same hole, cross fire hits fired by someone other than the competitor, or similar matters, and shall note his/her findings on the face of the target. If the safety officer is not reasonably confident of the fact at issue, cannot decide the factual issue under these rules, or if the safety officer and the competitor disagree, the skirmish scoring officer shall be summoned to make a decision on the matter.

E. In team match events in which no skirmish timing officer is assigned to the firing position to which the safety officer is assigned, the safety officer will make any necessary rulings on hits and misses, and report the same to the skirmish scoring officer.

1.10 TIMING OFFICERS

A. A timing officer is a person designated by the skirmish director or a team commander to time team competition on a team's firing line position. Generally, the skirmish range officer will serve as the timing officer for the entire firing line in individual competition, and in team competition events in which all teams fire for a specified amount of time, in which no timing officers need be designated for the separate firing positions.

B. In team match events, when assigned, the timing officer will rule on whether or not targets have been hit, and determine how many un-hit targets, if any, remain when time is called or runs out. The timing officer shall report to the skirmish scoring officer the team's time and how many un-hit targets, if any, remained when time was called or ran out. When no timing officer is assigned, any necessary rulings on hits and misses will be made by the assigned skirmish safety officer. If a team commander and an assigned timing officer disagree as to whether or not a target has been hit, the final decision shall be made by the skirmish director. If the skirmish director cannot make a reasonable determination regarding a hit or miss based on the condition of the disputed target, the decision of the timing officer will prevail.

C. Timing officers may not serve as safety officers for the same team event, except for teams having less than five shooters, and except, in the discretion of the skirmish director, for repeater and revolver teams.

D. Except when specifically authorized by the skirmish director, in the skirmish director's discretion, a timing officer may not serve as timing officer for any team which has been identified as being from the same ACWSA organization as the timing officer, or for the team with which the timing officer may be shooting in rotation in the same match.

1.11 SKIRMISH SCORING OFFICER

A. The skirmish scoring officer is a person designated by the skirmish director to score targets and record scores in individual competition and to record team competition times, and to act with the skirmish inspection officer and the skirmish director as the skirmish rules committee to resolve appeals under these rules. The skirmish director shall designate one skirmish scoring officer, who may delegate scoring and record keeping responsibilities to assistants.

1.12 INSPECTION OFFICERS

A. The skirmish inspection officer is a person designated by the skirmish director to decide issues of compliance with these rules as to firearms and uniforms, and to act with the skirmish scoring officer and the skirmish director as the skirmish rules committee to resolve appeals under these rules. An ACWSA inspection officer is a person appointed by the ACWSA to perform the same duties at more than one skirmish, and whose decisions shall take precedence over those of skirmish inspection officers in the event of a disagreement.

B. An inspection officer, in his/her discretion, or as ordered by the skirmish director, may inspect any shooter's firearm[s] or equipment for compliance with these rules, upon reasonable prior notice to the shooter, and in the shooter's presence, at any time which will not unreasonably interfere with the shooter's participation in, and will not compromise the safety or efficiency of, the skirmish.

C. The skirmish inspection officer may bar from use any firearms or equipment not in substantial compliance with these rules, and, where appropriate, may disqualify any individual score or team time in an event in which such non-complying item[s] gave the individual or team a probable advantage over other competitors. An ACWSA inspection officer may impose the same sanctions for multiple skirmishes.

1.13 SKIRMISH RULES COMMITTEE

A. The skirmish rules committee consists of the skirmish director, skirmish scoring officer, and skirmish inspection officer. In the event of an appeal or dispute under these rules about scoring, uniforms, procedures, or other matters involving these rules or their application. A majority vote of the skirmish rules committee will be the final resolution of the appeal or dispute for that skirmish. If the dispute involves a team or organization member of the same ACWSA organization as one or more members of the skirmish rules committee, the skirmish director shall appoint three team commanders, from other organizations, to act as the rules committee for that dispute.

1.14 SKIRMISH HOST ORGANIZATION

A. A skirmish host organization is an ACWSA organization or combination of organizations responsible for conducting a skirmish, as more fully defined in the ACWSA By-laws.

1.15 FIRING LINE

A. The firing line is a line running the width of the skirmish range from which all firing is done. Targeting distances are the distance between the targets and the firing line. The firing line may be in different locations for different matches, in the discretion of the skirmish director.

1.16 FIRING POSITION

A. A firing position is a location on the firing line assigned to or occupied by an individual shooter or team from which to fire an event.

1.17 TARGET LINE

A. The target line is a line parallel to and down range from the firing line, on which the target frames or supports are placed for the event to be fired.

1.18 DOWN RANGE

A. The term down range means the direction on the range extending from the firing line toward the target line; the direction in which fire is aimed when the range is in use as intended.

1.19 PREPARATION AREA

A. The preparation area is a space at the skirmish range designated by the host organization for participants to use to prepare for firing and to leave firearms and equipment when not in use on the firing line. The preparation area should provide shooters reasonable access to and from the firing line. Access to the preparation area should be limited to participants and guests of participants, and should not be open to the public or spectators.

1.20 FIREARMS DEFINITIONS

The following general definitions are subject to any specific rules and definitions found elsewhere in these rules.

- A. Musket: a muzzle-loading percussion or flintlock shoulder arm, with a rifled or smooth-bore barrel measuring at least 26.5 inches from the external face of the breech to the muzzle.
- B. Carbine: a breech-loading or muzzle-loading percussion or flintlock shoulder arm, with a rifled or smooth-bore barrel measuring not more than 26.5 inches, from the external face of the breech to the muzzle of a muzzle-loader or the internal face of the breech to the muzzle of a breech-loader.
- C. Revolver: a percussion handgun with a revolving cylinder, loaded from the front of the cylinder chambers, with a barrel measuring not more than 10 inches from the muzzle to the point closest to the cylinder.
- D. Cartridge pistol: a handgun with a revolving cylinder, with a barrel measuring not more than 10 inches from the muzzle to the point closest to the cylinder, or a single or multi-barrel handgun with a barrel, or barrels, measuring not more than 10 inches from the internal face of the breech to the muzzle, using an internally primed cartridge.
- E. Muzzle-loader pistol: a muzzle-loading percussion or flintlock handgun, with a barrel measuring not more than 12 inches from the external face of the breech to the muzzle.
- F. Breech-loader: a breech-loading shoulder arm, whether percussion, flintlock, or firing an internally primed cartridge, with a barrel measuring at least 16.5 inches from the internal face of the breech to the muzzle. [A percussion or flintlock carbine loaded from the breech is both a carbine and a breech-loader.]

- G. Repeater: a breech-loading shoulder arm, with a barrel measuring at least 16.5 inches from the internal face of the breech to the muzzle, firing an internally primed cartridge and having a magazine holding cartridges which may be cycled into the chamber by the firearm's mechanism. [When loaded by placing one cartridge into the chamber by hand for each shot, a repeater is a breech-loader for purposes of these rules.]
- H. Smoothbore competition firearm: a muzzle-loading single-barrel firearm originally manufactured as a smoothbore, with a barrel at least 24 inches in length for a shoulder firearm and not more than 12 inches in length for a handgun.

1.21 MANUAL OF ARMS

For purposes of skirmish ceremonies or similar occasions, skirmish participants may follow any recognized Civil War drill manual as to handling arms, provided that the members of each separate ACWSA organization will follow the same manual. During matches, the following definitions shall be used.

- A. Ready: with a shoulder arm, the hammer at full or half-cock (in the shooter's discretion), the stock held against the body, under the shooter's arm on the shooter's trigger hand side, trigger hand on the small of the stock and near the shooter's hip on the trigger hand side, trigger finger outside the trigger guard, other hand supporting the barrel, the muzzle pointed below the level of the top of the berm or backstop behind the target line; with a handgun, hammer at full or half-cock (in the shooter's discretion), the firearm in the firing hand, pointed below the level of the top of the berm or backstop behind the target line, the shooter's finger outside the trigger guard, and the shooter's gun arm elbow against the shooter's body.
- B. Aim: firearm in firing position, hammer at full cock.
- C. Order arms: with a shoulder arm, the hammer down, the butt of the firearm on the ground or on the shooter's foot, the barrel supported by at least one hand; with a handgun, with hammer at half-cock, the revolver in one hand, finger outside the trigger guard, the barrel pointed up, and not at any part of the body of the shooter or any other person.
- D. Ground arms: with the hammer at half-cock, the firearm placed on the ground, in front of the firing line, barrel pointed down range. When shooters are to take up their firearms from "ground arms," the command will be "raise arms," at which the shooters shall pick up their firearms and stand holding the firearm as at "order arms" until further orders.

SECTION 2 – SKIRMISH COMPETITION MATCHES

2.1 MANDATORY MATCHES AND VARIATIONS IN SKIRMISHES

A. MANDATORY MATCHES

- 1. All skirmishes shall, at a minimum, include a musket team match and a carbine team match, of at least 3 events each.

B. DISCRETIONARY MATCHES

- 1. Additional team and individual matches may be included in the skirmish, or not, at the discretion of the skirmish director. All matches, and events within matches, if conducted, shall be governed by these rules, unless variations from these rules are approved by the skirmish director.

C. FEES

- 1. Entry fees for team and individual matches shall be set in advance of the skirmish, by the skirmish director. Entry fees may vary between skirmishes, having due regard for the number and nature of matches and events planned, and for any charges incurred for use of range facilities.

2.2 SHOULDER ARMS -TARGET DISTANCES

A. Individual and team events with shoulder arms having rifled barrels will generally be fired at 50 and 100 yards, if range facilities permit. When range facilities do not permit 100 yard firing for individual or team events, special targeting at shorter distances may be used to simulate or substitute for 100 yard firing, or 100 yard events may be eliminated, in the discretion of the skirmish director.

B. Individual and team events with shoulder arms having smoothbore barrels will generally be fired at 25 and 50 yards.

C. In the discretion of the skirmish director, with notice thereof in the skirmish schedule, team events with any shoulder arms may be fired at distances different than the individual events for the arms involved, and individual and team events may be fired at different distances than those stated above.

2.3 HANDGUNS-TARGET DISTANCES

A. Team and individual events with handguns may be fired at 15, 25, or 50 yards, or other distances, in the discretion of the skirmish director, with notice thereof in the skirmish schedule.

2.4 TEAM MATCHES

A. The skirmish director shall set the number and type of team matches in the skirmish and the number, type, and nature of the events and targets in each team match, subject to the other provisions of these rules.

B. The skirmish director may require that targets be broken in a particular order, and/or that members of each team fire in a particular order. Otherwise, firing shall be at will after the signal to commence firing.

C. The final standings of the teams in each match shall be determined on the basis of the total elapsed time of each team for all of the target elimination events in the match, plus any penalty time added as required by these rules, and less any time credited under these rules for the number of hits made by the team in volley fire events or rapid fire events [events in which all teams fire for a specified amount of time].

D. A skirmish may include the following team matches, or others. When included, and unless otherwise stated in the skirmish schedule, matches shall have team sizes as stated below, subject to other provisions of these rules regarding teams shooting with more or less shooters and with pro-rated targeting.

1. Musket, 3 to 6-person teams.

2. All other team matches, 2 to 4 person teams.

3. Mixed ordnance, teams of such numbers of persons and firearms as specified by the skirmish director. [For example, a match with 3-person teams, each made up of 1 Henry shooter, 1 Spencer shooter, and 1 single-shot breechloader or carbine shooter.]

4. Specific breech-loader matches, teams of such numbers of persons and firearms as specified by the skirmish director. [For example, only for internally primed cartridge single shot, percussion breech-loader non-carbine, Henry repeater, Spencer repeater, etc.]

2.5 TEAM MATCH TARGETING

A. Team match targeting shall be in the discretion of the skirmish director, within the limits of these rules.

B. All targeting shall be consistent and equal for all teams in each event. Targets may vary in size or nature in a single event, as long as all teams have the same variety of targets.

C. Team competition targets shall be of such size, shape and color that they are visible with normal, unaided vision, from the firing line.

D. Targets shall be of such material or so constructed that hits are usually evidenced by effects visible from the firing line. This includes, but is not limited to, targets which, when hit, break, emit contents or particles of the target, fall over, or separate from the target hanger or support.

E. Targeting for each breechloader repeater (Henry or Spencer) on a team, unless single-loaded for the entire match, shall be two times the number of each type of target designated for each non-repeater firearm in the match for each Henry, and one and one-half times the non-repeater target number for each Spencer. Generally, events in matches involving only repeaters will be fired with two times or one and one-half times the number of targets used for similar non-repeater events, depending on the type or types of repeaters in the match.

2.6 TEAM MATCH FIRING POSITIONS

A. Team match firing positions, target frames or supports, and target background, shall be reasonably consistent and equal for all teams, to the extent practicable. Team firing positions shall provide adequate space for each shooter, and shall be as level, unobstructed, and appropriate in target background, as the nature of the range facilities reasonably permits, recognizing that range conditions vary. Teams shall be assigned to firing position by lot, the method to be chosen by the skirmish director.

2.7 INDIVIDUAL MATCHES

A. The skirmish director shall set the number and type of individual matches in the skirmish, if any, and the type and nature of the events and targets in each individual match, subject to the other provisions of these rules. The skirmish director may authorize aggregate individual matches, in which scores from two or more individual matches or events are combined to determine standings.

2.8 INDIVIDUAL MATCH TARGETING

A. The ACWSA shall issue standards for individual targeting from time to time, and, when available, ACWSA targets shall be used for individual competition with all arms. In the absence of specific standards or targets, all individual targets shall have circular black centers on white or cream paper with concentric scoring rings.

B. The 100 yard rifled shoulder-arm targets shall have 8-inch diameter solid black center encompassing a 2-inch X ring, a 4-inch 10 ring, and an 8-inch 9 ring. Concentric black line scoring rings for 8, 7, and 6 points shall be spaced equally from the black center in 2 inch increments.

C. The 50 yard rifled shoulder arm targets shall be generally the same as the 100 yard targets, except with a 4-inch black center and proportionately smaller scoring rings.

D. Smaller targets than standard 50 yard targets may be fired at 50 yards if a 100 yard range is not available, as discussed in § 2.2. These targets should generally have a 3 ½ inch black center, a 5/8 inch X ring, a 1 ¼ inch 10 ring, a 3 ½ inch 9 ring, and scoring rings for 8, 7, and 6 points spaced equally from the black center in 5/8 inch increments.

E. Smoothbore shoulder-arm targets shall be the same, but the 100 yard target shall be fired at 50 yards and the 50 yard target at 25 yards.

F. Handgun targets shall be of the same general design as those for shoulder-arms. Handgun targets for 50 yards shall be the same as the 100 yard rifled shoulder-arm targets, and for 25 yards the same, except with a 5 ½ inch black center, a 1 5/8 inch X ring, a 3 3/8 inch 10 ring, and a 5 ½ inch 9 ring, a 9 inch 8 ring, a 10 inch 7 ring, and a 12 inch 6 ring.

G. If targeting distances different than 25, 50, or 100 yards are set by the skirmish director under these rules, targeting for those distances shall be the same as for the closest distance to that set by the skirmish director.

H. The skirmish director may vary any of the above targeting requirements based on targeting availability, range facilities, or other reasons, so long as targets are uniform for all competitors in the same event.

2.9 INDIVIDUAL MATCH FIRING POSITIONS

A. Individual match firing positions, target frames or supports, and target posting space, shall be reasonably consistent and equal for all shooters, to the extent practicable. Individual firing positions shall provide adequate space for each shooter and the shooter's spotting scope, if any, and shall be as level,

unobstructed, and appropriate in relation to the shooter's posted target, as the nature of the range facilities reasonably permits, recognizing that range conditions vary. Individual match shooters may choose their own firing positions and target posting space, on a first-come-first-served basis for each relay of shooters. All individual match shooters shall exercise reasonable courtesy, sportsmanship, and common sense in this regard. Any disputes between individual match shooters about firing positions or target posting space shall be resolved by a decision of the skirmish safety officer supervising the area of the firing line involved.

2.10 OFFHAND FIRING

A. Unless otherwise previously specified in the match program, all match firing shall be from the offhand position.

B. Shoulder arms may be fired with the shooter's hands and arms placed at the shooter's discretion.

C. Handguns shall be held in one hand only, the right or left, at the shooter's discretion, and shall be supported only by that arm. The shooter's other hand and arm shall not be used in any way to support or steady the gun hand or arm. The requirement of one-hand firing of handguns may be waived for any match or event, or for a special event under Rule 2.11, in the discretion of the skirmish director, with notice thereof in the skirmish schedule.

D. No artificial support, device, or sling shall be used to support or steady a shooter's firearm or any part of a shooter's body during match firing. A shooter may wear gloves which comply with general skirmish clothing rules. A shooter may wear a recoil-protective shoulder pad inside the shooter's outer clothing. A shooter may use a handkerchief, cloth, or anti-slip substances to protect his/her hands or to provide a more secure hold of the firearm while firing.

E. No shooting position, clothing, or equipment shall be used if it poses a danger to the shooter or to others, even if it does not otherwise violate this rule.

2.11 NOVICE OR SPECIALTY MATCHES

A. The skirmish director may include in any skirmish schedule special individual or team matches or events for shooters who choose to take part in them, outside the regular individual or team matches. The events in these matches may involve special firearms, shorter ranges and/or larger targeting than the regular matches for shooters who consider themselves novices with the firearms involved, or they may involve novelty targeting or procedures for all shooters, with special entry fees, awards or prizes. All skirmish rules not inconsistent with the nature of the event apply to novelty and specialty events.

SECTION 3 – SCORING AND PROCEDURE - TEAM MATCHES

3.1 TARGET ELIMINATION EVENTS

Introduction: Target elimination events are events which require the competing teams to break, puncture, or knock down the assigned targets as rapidly as possible, with a set maximum time in which to fire, generally 5 minutes for muskets, carbines, and single shot breechloaders, 90-seconds for revolvers, and 3 minutes for smoothbores and breechloader repeaters. The following rules apply to these events.

A. HANGING OF TARGETS

1. Targets in target elimination events shall be hung or otherwise mounted so that the targets are separated by at least the width of a single target, or, if the targets vary in size, by at least the width of the majority of the targets.

2. Unless an event is designed differently, and teams are given specific instructions for that event, targets hung by wires or other supports from the target frame shall be attached to the highest cross-member of the frame, in "high-low" fashion, at least 6 inches from the cross-member of the frame and 3 inches from the side-member of the frame, spaced at approximately equal distances from the other targets on the

frame, and spaced so that the entire length of the cross-member is used. "High-low" means that every-other target is hung so that its bottom edge is above the top edge of the next target.

B. STARTING, STOPPING, AND TIMING FIRE; RELATED PENALTIES

1. A skirmish timing officer shall time each team firing a target elimination event, using a digital stop watch, starting when the signal to commence firing is given and ending when the team commander calls "time," or when the event time ends.
2. The skirmish range officer or announcer shall signal the start and end of the time for firing the event. The signals to start and end firing shall be clearly audible on the firing line and shall be given by a single, distinct sound, such as a whistle, air horn, bell, or a single word, to facilitate correct timing by the timing officers and to minimize uncertainty about the start and end of the time for firing the event. The same method of signaling shall be used throughout a match, to the extent practicable.
3. No team shall fire before the signal to start firing, and no team shall fire after the signal to end firing, or after the team's commander calls time, except to clear firearms as directed by a skirmish safety officer under these rules.
4. If a team fires before the signal to start firing in an event, the team shall be penalized the equivalent of one un-hit target in the event for each shot fired before the start signal or out of order.
5. If a team fires after the signal to end firing in an event, except to clear firearms as directed by a skirmish safety officer, or after the team commander calls time, or fires out of order in an event requiring team members to fire in a particular order, and if any target or target fragment is struck by such fire, the team shall be penalized the equivalent of one un-hit target in the event for each target or target fragment struck by such fire. If any target or target fragment is struck by firing to clear firearms, the team shall be penalized the equivalent of two un-hit targets in the event for each target or target fragment struck by such fire.
6. The timing officer shall stop the timing watch immediately when the team commander calls time, and shall notify the commander of the time on the watch, displaying the watch if requested.

C. UN-HIT TARGET PENALTIES

1. When the full time of an event runs out before a team has eliminated all of its assigned targets, the team shall be penalized by adding to the full time of the event an amount of time equal to the full time of the event, in seconds, divided by the total number of targets assigned to the team in the event, rounded down to the last full number, and multiplied by the number of un-hit targets. The penalty times for 300, 180, 120 and 90 second events are set forth on Un-hit Target Penalty Charts attached to these rules.

D. CALLING TIME BEFORE ELIMINATING ALL TARGETS – PENALTIES

1. If the team commander calls time before the team has eliminated all of its assigned targets, the team shall be penalized by adding to the time on the timing officer's watch an amount of time equal to the full time of the event, in seconds, divided by the total number of targets assigned to the team in the event, rounded down to the last full number, and multiplied by the number of un-hit targets. The penalty times for 300, 180, 120 and 90 second events are set forth on Un-hit Target Penalty Charts attached to these rules.

E. HITS DEFINED. A target shall be considered hit [that is, eliminated] in an elimination event only if:

1. The target is a breakable target [that is, a target which does not contain liquid or other filling material], and a bullet breaks, cracks, removes material from, or marks, the target, or causes the target to fall from its individual support. [As used here, "marks" does not include lubricant from a bullet on the target, with no evidence of bullet/target contact.]
2. The target is a knock-down target [that is a target which does not contain liquid or other filling material, and is intended to be knocked off a hanger or support, or tipped over, rather than being broken] and a bullet causes the target to separate completely from its hanger or support, or to tip over

completely, or if a bullet so damages or distorts a target's hanger or support that the target cannot thereafter be knocked off or caused to fall by subsequent bullet strikes.

[Hosting teams are encouraged to minimize multiple drops of metal targets from single hits by any hanging methods or procedures they may deem safe and practical. If a timer determines multiple drops were caused by a single bullet, only one hit will be credited to the team, and the excess drops will be counted as "un-hit targets" with the appropriate amount of time added to the time called by the team.]

3. The target is one containing liquid or other filling material, and a bullet causes the target to expel or leak that liquid or filling material, or otherwise ruptures the target at least enough to allow the target contents to escape.

4. A bullet hits the wire, clip, or other support of the individual target, or hits the backing on which the target is mounted, and that bullet hit causes the target to fall from its individual support.

5. A bullet hit causes another target to move, or produces debris from another target, from a target support, or from a target frame, and the moved target or the debris breaks or removes material from the target if the target is breakable, ruptures the target if the target contains liquid or other filling material, or causes the target to fall.

F. REPORTING RESULTS

1. The timing officer timing each team shall promptly report the team's time, expressed in seconds and tenths of a second (for example, 80.10, 80.11, and 80.19 would all be reported as "80.1") to the skirmish scoring officer or designate. The timing officer shall also report to the same official the team's number of un-hit targets, if any, and any shots warranting penalties. The skirmish director may order that written confirmation of times, un-hit targets, and shots warranting penalties be signed by the team commander and the timing officer and delivered to the scoring officer.

3.2 VOLLEY AND RAPID FIRE EVENTS

A. A volley fire event is one in which all members of each team fire one shot each almost simultaneously at a target or targets designated for that team, repeated for as many periods of firing as specified in the skirmish schedule, generally 5 periods. Volley fire targets should be made of material which will allow the bullet holes to be counted.

B. A rapid fire event is one in which all members of each team fire as many shots as possible in a set amount of time at a target or targets. Rapid fire targets should be made of material which will allow the bullet holes to be counted.

C. STARTING, STOPPING, AND TIMING FIRE; RELATED PENALTIES

1. Teams in a volley fire event are directed by the skirmish announcer to come to the position of "ready," then the position of "aim," and then signaled to fire. The signal to end firing is sounded after a firing period of a pre-announce length, generally 3 seconds.

2. Teams in a rapid fire event are directed by the skirmish announcer to come to the position of "ready," then the position of "aim," and then signaled to fire. The team continues firing until the signal to end firing is sounded after a firing period of a pre-announce length, generally 3 minutes.

3. No team shall fire before the signal to start firing, and no team shall fire after the signal to end firing, except to clear firearms as directed by a skirmish safety officer under these rules.

4. If a team fires before the signal to start firing, fires out of order in an event requiring team members to fire in a particular order, or fires after the signal to end firing, except to clear firearms as directed by a skirmish safety officer under these rules, whether or not a hit is evidenced, the team shall be penalized by the reduction of one hit from the team's count on the target in that event for each such shot. If the team target is hit by firing to clear firearms, the team shall be penalized by the reduction of two hits from the team's count on the target in that event for each such shot.

D. HITS

1. After the safety officer assigned to a team's firing position has cleared the team's firearms, he/she will count the hits on each team's target, in the presence of the team commander. Every bullet hole or bullet mark in a volley fire or rapid fire event target shall be counted as a hit, as long as the arc of the bullet at least cuts or marks the arc or plane of the outside edge of the target.

E. REPORTING RESULTS

1. The safety officer shall promptly report the number of hits by the team, and any shots warranting penalties, to the skirmish scoring officer or designate. The skirmish director may order that written confirmation of the number of hits and penalties be signed by the team commander and the timing officer and delivered to the scoring officer, or that the entire target be delivered.

F. CALCULATION OF SCORES – VOLLEY FIRE AND RAPID FIRE

1. A team's score [or time] in a volley fire event shall be determined by multiplying the number of hits by 5 seconds [or such other number as set by the skirmish director], subtracting the resulting number of seconds from 260 seconds [or such other number as set by the skirmish director], and entering the result as the team's time for the event. The conversion of volley fire event hits to times using 5 seconds and 260 seconds is set forth in the Volley Fire Conversion Chart attached to these rules.

2. A team's score [or time] in a rapid fire event shall be determined by multiplying the number of hits by 2 seconds [or such other number as set by the skirmish director], subtracting the resulting number of seconds from the number of seconds in the firing period, generally 120 seconds, and entering the result as the team's time for the event. The conversion of volley fire event hits to times using 2 seconds and 120 seconds is set forth in the Rapid Fire Conversion Chart attached to these rules.

3.3 TEAM MATCH RESULTS

A. At the end of the team matches, the times in all events in the match shall be totaled for each team. The team with the shortest total elapsed time shall be declared the winner. Successively lower places will be determined by progressively longer total elapsed times. In the discretion of the skirmish director, separate scoring and awarded places may be calculated for different classes of teams in one or more matches, such as "A" and "B" teams.

3.4 TEAM MATCH TIES

A. If two teams have the same total time for any team match, the higher finishing place shall be awarded to the team with the shortest time for the longest range event fired at breakable or knock-down targets. If no event meets that description, or if a tie still remains, the higher finishing place shall be awarded to the team with the shortest time for the pigeon board event, if one was fired. If a tie still remains, or if no pigeon board event was fired, the higher finishing place shall be awarded to the team with the shortest time for the first breakable target event of the match [after the pigeon board if one was fired], and, thereafter, the shortest time for the remaining events, taken in the chronological order in which they were fired, until the tie is broken.

3.5 TEAM DUTIES, PENALTIES, AND DISQUALIFICATION

Each team is responsible for its members' compliance with these rules.

A. PROVIDING TIMING AND SAFETY OFFICERS

1. Each team is responsible for providing necessary skirmish safety offices and timing officers, in the relay following the one in which the team fires, for the firing position used by the team. From time to time, the range officer may require a team to provide necessary skirmish safety offices and timing officers for other positions during relays when the team is not scheduled to fire, because of an uneven number of teams in a match. This extra duty will be rotated equitably among the teams. Any ACWSA member may replace team members for timing and safety duties, unless ineligible to do so under these rules.

B. HANGING TARGETS

1. Each team is responsible for attaching the team's targets to the necessary wires, supports, or backing boards before the start of a team match, and for hanging the team's targets on the target frames in compliance with these rules, and as directed by the skirmish announcer, promptly and in compliance with the skirmish schedule. Any ACWSA member may assist a team in this duty.

C. PROPER TARGETS

1. If a team hangs any improper target, or hangs a target or targets improperly, or hangs less than the proper number of targets, and any team commander protests to the announcer, or if the fact is called to the attention of the announcer by any other means, before the signal to begin firing is given, the announcer shall suspend the match until the range officer determines whether or not the targets are proper, and, if he/she determines the targets are not proper, the team shall promptly correct its targeting. Except for hanging less than the proper number of targets, if firing begins before the targeting impropriety is protested, the impropriety is waived, and the match shall proceed and be scored without regard to it.

D. PENALTY FOR FIRING WITH TOO-FEW TARGETS

1. If a team fires an event in which the team hung less than the proper number of targets, the team's time for that event shall be struck, and the team's score for that event shall be recorded as the full time of that event, plus any applicable penalty time for un-hit targets and/or early or late firing.

E. RE-FIRING AN EVENT

1. When a target frame or backing falls or collapses for any reason other than damage caused intentionally by a team member, and eliminates one or more targets, or, in the safety officer's judgment, otherwise prevents the team from fairly completing the event, the safety officer shall order the team to cease firing and clear the team to leave the line, and the team shall re-fire the event in a subsequent relay, without penalty.

3.6 STOPWATCH MALFUNCTION

A. If a stopwatch malfunctions, or a timing officer commits an error in timing, such that a team's time in an event cannot be determined with complete accuracy, the timing officer shall promptly notify the safety officer of the malfunction or error. If the malfunction or error is discovered during the firing period, the safety officer shall immediately order the team to cease fire, stating the reason. The team shall re-fire the event, at such time as directed by the range officer, unless the team commander elects to take full time and applicable penalties for the event. No re-firing shall be ordered if time had run out before the safety officer ordered cease fire because of the timing problem.

SECTION 4 – SCORING AND PROCEDURE – INDIVIDUAL MATCHES

4.1 MANDATORY MATCHES; SHOOTER CLASS CATEGORIES

A. Individual match competition, if included in a skirmish schedule, shall include at least a musket match and a carbine match, plus matches for whatever other firearms the skirmish director chooses, with prior notice to those teams whose shooters are eligible to attend the skirmish. For the musket and carbine matches, and for such other matches as the skirmish director may order, shooters may compete in one of two classes, Class I and Class II, if qualified under these rules.

B. If qualified under these rules, a shooter may register and fire in one class with some firearms and in the other class with other firearms.

C. A shooter who has never fired an ACWSA individual match score above 44, at any distance, with the category of firearm involved, or who has not fired in ACWSA individual competition with the category of firearm involved during the current or prior skirmish season, may register and fire in Class II for any individual match with that firearm. A shooter may register and fire in Class I regardless of prior scoring

history. No shooter who has ever fired an ACWSA individual match score above 44, at any distance, with the category of firearm involved, may register and fire in Class II for that firearm category.

D. Match placement and awards for Classes I and II shall be determined by separate records for each class for all matches in the skirmish in which both classes are registered.

E. Shooters are responsible for registering in the correct class. The ACWSA may maintain score records for members for classification purposes and provide appropriate lists to host organizations, in the discretion of the governing officers and directors of the ACWSA.

4.2 TARGET ISSUANCE AND MARKING

A. A target to be fired for score shall be issued to each shooter registered to fire a particular match by the scoring officer or assistant, and, at the shooter's request, an additional target for sighting or practice shall be issued for the same match. Targets will be marked with the type of firearm, the class in which the shooter is competing, a number assigned to the shooter for record keeping, and a clear indication whether the target is for score or not.

B. Additional targets for score for any match shall be issued at the shooter's request, upon payment of any charge for the same set by the skirmish director, and shall be marked as required above.

4.3 MATCH RELAYS

A. Individual matches shall be fired in a series of consecutive relays on one or more days of the skirmish. Generally, individual matches will precede team matches, and they will always be completed before the musket team match begins.

B. Individual matches and events shall be conducted simultaneously. That is, a shooter may post and fire targets for any firearms for which the shooter has registered and been issued targets, and may fire them in any order.

C. Time for firing shall be set by the skirmish director and shall be uniform for all shooters, except when all shooters have completed firing before time runs out, in which case that relay may be ended by the announcer. Relays are generally 10-15 minutes. The time for firing shall be uniform throughout the skirmish and shall be announced at the start of each firing period. Time to change targets shall be set by the skirmish director, generally 5-10 minutes, but may be varied in the discretion of the range officer or announcer, and need not be uniform throughout the skirmish. Whenever practicable and not unfair to other shooters, periods for firing and for changing targets may be extended briefly to accommodate special circumstances of one or more shooters.

D. The skirmish range officer or announcer shall signal the start and end of the time for firing each relay in the same manner as for team match firing periods.

4.4 TARGET POSTING AND SUBMISSION FOR SCORING

A. Each shooter is responsible for posting his/her targets for a match, for removing any targets posted at the end of the relay in which the target was fired, and for complying with the directions of the skirmish scoring officer as to where, when, and how targets are turned in for scoring.

B. Shooters may post and fire targets for two categories of firearms in the same relay, so long as the caliber of the firearms or the location of the targets are sufficiently different to remove any doubt that each target was fired with the category of firearm for which the target was marked. Shooters engaging in this practice shall have only one firearm on the firing line at a time, and shall have that firearm cleared by the safety officer before leaving the line with it and returning with the other firearm.

C. If a shooter has not fired 5 shots for score in a target when firing time runs out in a relay, the shooter must either submit the target for score with however many shots are on the target when time runs out, or the shooter must start over with a new target for score in the next relay, except as follows.

D. If the target is not in place when time runs out, because the target has come off the backing on which it was posted, or because the target frame or backing has fallen or collapsed, the shooter may re-post the same target and complete firing the target in the next relay, if another relay is fired.

E. If a shooter's firearm becomes disabled during an individual event, the shooter shall promptly notify the safety officer of the problem. If the safety officer confirms that the firearm is disabled, the shooter then has the option of correcting the problem on the firing line and continuing the event, or leaving the firing line [after the firearm is properly cleared to do so], and firing the remaining shots on the target in the next relay, if another relay is fired.

4.5 TARGET SCORING

A. All individual matches will be 5 shots for record, or a combination of the results of two or more 5-shot matches combined for aggregate matches.

B. Shooters' placement and awards in a match shall be determined by numerical scores on the targets fired for score, highest to lowest. Each shot on a target will be scored using the value of the scoring ring in which the center of the shot hole rests. If the center of a shot hole is on any part of the line dividing scoring rings, the shot will be scored as being in the higher of the two rings.

C. If a target submitted for score has more than 5 hits on it, and no cross-firing or other cause beyond the shooter's control is determined by the scoring officer to be the cause of the additional hits, the hit or hits of the highest score value[s] shall be disqualified until only 5 hits remain, and the target shall be scored using those remaining 5 hits.

D. If a target submitted for score has 4 or more hits grouped so that the scoring officer cannot definitely determine whether any other shots went through the resulting hole, and the shooter contends that one or more additional shots did so, the scoring officer, in the absence of contrary evidence, shall score the target in compliance with the shooter's contention.

4.6 INDIVIDUAL MATCH TIES

A. Before adding scores for aggregate match purposes, tie-breaking rules shall be applied in the following order until the tie is broken. Targets with the same numerical score shall be ranked in the following order:

1. The higher finishing place shall go to the target with the most hits in the "X" ring.
2. The lower finishing place shall go to the target with the most lower hit values, that is, the most 6's, then most 7's, then most 8's, etc.
3. The higher finishing place shall go to the target with the shortest "string." The "string" is the sum of the distances from the center of the target to the center of the hole made by each hit on the target.

B. In aggregate matches for firearms in the same category, the scores of the targets given the higher finishing place under the foregoing rules shall be used, and when the sum of those scores are the same, the higher finishing place shall go to the aggregate with the highest score in the longest range event.

C. In aggregate matches for firearms in different categories, equal aggregate scores of targets given the higher finishing place under the foregoing rules shall be ranked as follows:

1. Except as stated below, in musket-carbine aggregate matches, the higher finishing place shall go to the aggregate with the highest score for the longest range carbine match, and if those are equal, to the highest score in the longest range musket event.
2. In any aggregate match which includes revolver scores, including those which use a musket and/or carbine aggregate, the higher finishing place shall go to the aggregate with highest score for the longest range revolver event.

4.7 INDIVIDUAL PENALTIES AND DISQUALIFICATION

A. If a shooter fires in an event with a firearm or equipment which violates these rules, or fires an event in violation of these skirmish rules regarding assistance or participation eligibility, the shooter's score for that

event shall be struck. The shooter shall be disqualified from further participation in the match unless and until the violation is corrected. If the violation is corrected, the shooter may continue in the match, and may re-fire any event for which his/her score was struck, time permitting.

SECTION 5 – GENERAL RULES

5.1 PARTICIPANTS' BASIC DUTIES

A. Every participant in a skirmish must be a member of an ACWSA organization or be a guest shooter whose participation has been approved by the skirmish director. Participants under 18 years of age must have completed a state-approved hunter safety course or the equivalent. For purposes of this rule, the equivalent of a hunter safety course includes certification by the inspector general of an ACWSA region that the participant has demonstrated a reasonable understanding of the basic principles of firearm safety, and of the safe and proper use of any firearm(s) which the participant will be firing in ACWSA skirmish competition.

B. Every participant shall practice basic principles of firearm safety at all times during a skirmish. No participant shall use a firearm during a skirmish without first learning the safe and proper operation of that firearm.

C. Every participant shall comply with the directions of skirmish officers, and with these rules, in good faith and good sportsmanship. Every participant shall promptly call to the attention of the appropriate skirmish officer any violation of these rules which would tend to prevent a safe, fair, and efficient skirmish.

5.5 CONDUCT

A. No skirmish participant shall engage in disorderly conduct or other illegal activity during a skirmish. No skirmish participant shall take part in any skirmish activity if functionally impaired by drugs, medication, or alcohol. The range officer or skirmish director may order any participant violating this rule, in the judgment of the range officer or skirmish director, to leave the skirmish or limit his/her presence to areas where other people will not be disturbed or endangered.

5.6 PARTICIPANT CLOTHING

A. Subject to the requirements of these skirmish rules about eye and hearing protection, skirmish participants shall wear period-type military or civilian outer clothing, headwear, and equipment while competing. Footwear need not be period-type, if it is black or brown, and not obviously of modern style or design. This rule may be waived for some or all skirmish participants in the discretion of the skirmish director, and is subject to the terms of the ACWSA By-laws.

5.7 EYE AND HEARING PROTECTION

A. When on the firing line during an event, all shooters and skirmish officers shall wear protective glasses and ear plugs or other hearing protection devices.

5.8 SMOKING AND OPEN FLAMES

A. No skirmish participant shall smoke or possess any open flame when in front of the safety line of the range or in the preparation area.

5.9 ASSISTANCE AND COACHING

A. A shooter on the firing line may receive assistance with a firearm or equipment problem during an individual event from any other skirmish participant, and during a team event from any member of the shooter's team firing in the same event. Assistance shall not be conducted in any manner which compromises safety, disrupts the event, or unreasonably interferes with the performance of any other shooter in an individual event, or with any other team in a team event.

B. Each shooter shall personally load and fire the firearm he/she brings to the firing line for an event, and no other, during that event. No shooter may load or fire for any other shooter, or intentionally fire at any target of another shooter in individual competition or at targeting of another team in a team event, whether or not that other team has completed firing. Violation of this subsection in individual competition shall be penalized under sec. 4.7A, and in team competition, under sec. 3.5D.

C. Coaching or spotting for shooters is not permitted during an event, except as follows. A shooter in an individual event may have one coach/spotter on the firing line. Shooters in a team event may coach and spot for other members of the team. No coaching or spotting shall be done in any manner which will compromise safety, disrupt the event, or unreasonably interfere with the performance of any other shooter in an individual event, or with any other team in a team event.

D. The safety officer supervising the part of the firing line involved may deny permission for, or order the termination of, any assistance, coaching, or other practice, which, in the officer's judgment, violates this rule. If that order is not promptly obeyed, the safety officer may order the shooter to clear his/her firearm and leave the firing line for the remainder of the relay.

E. The timing officer for a team may communicate the time remaining in the relay in response to the request of any team member. No skirmish officer shall provide any other information which might give a competitive advantage to a team in the competition.

5.10 SPOTTING WITH SCOPES AND BINOCULARS

A. A shooter in an individual event, or the shooter's coach, may use a spotting scope or binocular on the firing line. Except when the shooter intends to fire in the next relay from the same location on the firing line, the shooter shall remove his/her spotting scope when leaving the firing line after firing an event.

B. No shooter in a team event may use a spotting scope, binocular, or similar device, except that one shooter on each team may use a hand-held scope or binocular for spotting purposes.

5.11 ALTERATION OF TARGETS

A. Alteration of targets in any way which might give a competitive advantage is prohibited, in both individual and team events. This includes, but is not limited to, placing spotting marks or aiming points on a target, changing the color or shape of a target, or mounting a team event target by means other than the wire or other support provided, or changing the target mounting hole or attachment point.

B. Except as otherwise ordered by the range officer or the skirmish director, non-scoring areas of individual event targets may be folded, individual event targets may be posted at any angle which does not unreasonably interfere with the posting of other targets, and team match targets may be hung at any orientation to the firing line, so long as only the issued support material and mounting hole or attachment point of the target is used.

5.12 HOLSTERS AND GUN CASES

A. No participant shall carry any firearm on the firing line, or between the preparation area and the firing line, in any type of case or holster.

5.13 CARTRIDGE AND CAP BOXES

A. Shooters shall keep cap containers and cartridge boxes covered on the firing line, except when removing a cap or cartridge, or when checking contents.

SECTION 6 – FIRING LINE PRACTICE AND PROCEDURE

6.1 LOCAL RANGE RULES

A. All participants shall abide by the applicable local rules of the range where the skirmish is held.

6.2 ANNOUNCER, SAFETY OFFICERS, AND TIMING OFFICERS

- A. No match shall be fired without an announcer on duty who can observe all shooters and skirmish officers on the firing line, and whose announcements and commands can be heard by all shooters and skirmish officers. Generally, the announcer will be on an elevated platform and will use an electronic public address system.
- B. No firing period shall be started without the skirmish officers required by these rules on the firing line.
- C. No shooters shall be allowed on the firing line until safety officers are on the firing line as required by these rules, unless the range officer or announcer determines that shooters and skirmish officers can be summoned to the line at the same time without compromising safety. In either circumstance, safety officers shall move to the line promptly when summoned by the announcer, in order to supervise shooters as they take their places on the line.
- D. Timing officers shall move to the line promptly when summoned by the announcer, in order to expedite the progress of the match.
- E. The announcer shall confirm the presence of the necessary skirmish officers on the firing line before authorizing participants to snap caps in team events or to commence firing in individual events.
- F. In team events, the announcer shall allow a reasonable time for all shooters to reach the firing line, but shall not unreasonably delay the match to accommodate tardy shooters.

6.3 SAFETY OFFICER SIGNAL DEVICES

- A. Safety officers should be provided with red and green flags, paddles, or comparable signaling devices, or a shaft with a red signal device on one end and a green signal device on the other, for signaling the announcer. A safety officer should display the green signal, or keep the red signal down and the green signal up, as long as there is no need to stop the normal proceedings of the event.
- B. If a safety officer becomes aware of circumstances which require that firing cease, or not be commenced, or that the match should not proceed, the safety officer shall raise the red signal, and use any other necessary means, to communicate to the announcer and shooters that firing should cease, or not be commenced, or that the match should not proceed.

6.4 GENERAL LOADING AND FIRING RULES

- A. No participant shall load, prime, or cap any firearm at a skirmish except on the firing line, at the direction of the skirmish announcer, and under the supervision of the assigned safety officer, except that non-cartridge handguns may be loaded, with powder and bullets only, in the designated shooter preparation area, and then be carried, uncapped or unprimed, directly to the firing line, and only then be capped or primed, on the firing line, at the direction of the skirmish announcer, and under the supervision of the assigned safety officer. The provisions of this rule for non-cartridge handguns also apply to percussion revolver cylinders which are separate from the revolver. If a loaded, uncapped, percussion revolver cylinder is carried to the firing line, it shall be completely enclosed in a cartridge box or haversack of sufficient size, or in a purpose-specific cylinder belt case.
- B. In this rule, "load" includes placing a cartridge in the magazine of a repeater or in the chamber of any firearm, whether or not the action is open.
- C. Regardless of any directions from the skirmish announcer or any safety officer, no participant shall load, prime, cap, or fire any firearm unless he/she can do so safely.
- D. No participant shall carry any ammunition, powder, or bullet to the firing line except as pre-loaded cartridges carried in a military cartridge box approved for skirmish use, or carry any percussion caps to the firing line except in a cap box approved for skirmish use, or, in the case of revolver caps, except in a capping device or a metal or plastic container in which the caps were sold, or, in the case of flintlock priming powder, in a spring-valve safety priming dispenser (such as the Track of the Wolf 2011 model FLASK-PP-4).

E. No participant shall load or cap any firearm on the firing line except by taking cartridges or caps directly from the accoutrement box or container required by these rules, except that internally primed cartridges may be taken from a participant's pockets or haversack.

F. No participant shall discharge any firearm, whether with live ammunition, blank loads, caps, or priming powder at a skirmish, except on the firing line, at the direction of the skirmish announcer, and under the supervision of the assigned safety officer.

G. No participant shall transport any firearm which is loaded, charged with powder, capped, or primed, anywhere on the skirmish premises, except revolvers as stated above.

6.5 SNAPPING CAPS-SHOULDER ARMS

A. In all matches for muzzle-loading shoulder arms primed with percussion caps or flintlock priming powder, in each relay, every participant shall "snap caps," that is, fire the firearm with a cap or priming powder only, with the firearm at the shoulder and aimed downrange, at least once before loading powder. A shooter may not continue in an event until he/she has complied with this rule. Otherwise, the number of repetitions and the manner of snapping caps is in a shooter's discretion.

B. Generally, no separate time to snap caps will be designated in individual matches. Snapping caps will be included in the length of the firing period.

C. In team matches, the announcer shall direct participants when to snap caps, and state how long they have in which to do so. Generally, the announcer will allow a 1-minute period.

6.6 SNAPPING CAPS-HANDGUNS

A. Snapping caps before loading handguns is optional with the shooter, except that muzzle-loading handguns are subject to the same requirements for snapping caps as muzzle-loading shoulder firearms. In individual matches, a shooter wishing to snap caps may do so at the firing line at any time the range is open for firing individual targets. In team revolver matches, a reasonable period shall be allowed before the first relay for snapping caps at the firing line, at the direction of the announcer and under the supervision of a safety officer.

B. A shooter snapping caps in either individual or team matches must have his/her handgun cleared by a safety officer before leaving the firing line.

6.7 LOADING MUZZLE-LOADING SHOULDER FIREARMS

A. The manner of loading a muzzle-loading shoulder firearm during a skirmish event is in the discretion of the shooter, except as specifically provided in these rules, as long as the shooter does not endanger anyone while loading, or point the firearm anywhere except down range or toward the ground or sky during the loading process. Every muzzle-loader shooter must comply with the following rules for shoulder arms:

1. No powder or bullet shall be loaded unless the butt of the firearm is on the ground or on the shooter's foot.
2. No powder or bullet shall be loaded unless the muzzle of the firearm is pointed away from any part of the body of the shooter or any other person.
3. No powder or bullet shall be loaded unless the hammer is down on the nipple of a percussion firearm [preferably on a fired cap], or the frizzen of a flintlock is open, un-covering the un-primed pan.
4. The shooter shall handle the powder, cartridge, bullet, and rammer so as to minimize exposure of the shooter's hand and fingers to the path of an accidental discharge from the muzzle during loading and ramming.
5. Bullets shall be held between forefinger and thumb and placed in the muzzle so that the hand does not enter the line of fire. Neither the palm of the hand nor the thumb shall be used to start the bullet into the bore. The palm of the hand shall not be placed over the end of the rammer while ramming.

6. If the shooter returns the rammer to the piece, the rammer should be pulled down by the little finger, keeping the hand out of the line of fire.
7. If the shooter does not return the rammer to the piece, the shooter may hold the rammer in either hand, lean it against the shooter's body, lean it against a bayonet or edged firearm of the period shoved into the ground, or lean it against a scope tripod during individual matches, or the shooter may stick the rammer into the ground. No other rammer supports are permitted. The shooter shall never place the rammer in a way that results in the shooter pointing the muzzle of the firearm at any part of the shooter's body, or at anyone else, when the shooter reaches for the rammer.
8. Placing the cap or priming the pan shall be done only with the buttstock of the firearm placed between the shooter's arm and body on the side from which the shooter fires and the muzzle pointed down range or toward the ground.

6.8 LOADING CARTRIDGE FIREARMS

A. The manner of loading a cartridge firearm during a skirmish event is in the discretion of the shooter, except as specifically provided in these rules, as long as the shooter does not endanger anyone while loading, or point the firearm anywhere except down range or toward the ground or sky during the loading process.

B. Every shooter firing a repeater must comply with the following rules:

1. The shooter shall only single-load during individual matches.
2. In team matches, the shooter shall exercise extreme care loading any tubular magazine, keeping the magazine as close to horizontal as possible while loading. The shooter shall never allow a magazine follower to snap against the loaded cartridges under power of the follower spring, and shall control the follower with his/her hand when closing the magazine. The shooter may not re-load the magazine after firing has commenced in a team event, but may single-load after all cartridges in the magazine have been fired. Pre-loaded Spencer magazine tubes from a Blakeslee-type cartridge box may be used to re-load Spencer repeaters after firing has commenced in a team event.
3. The shooter shall use reasonable means to make certain that the barrel is un-obstructed before placing a cartridge in the chamber.

C. No shooter shall carry a cartridge firearm to or from the firing line unless the firearm's action is open, exposing the empty chamber(s).

6.9 LOADING HANDGUNS

A. Shooters may load revolvers in the preparation area, as stated above, but shall not cap any chamber until on the firing line and authorized to do so by the range officer or skirmish announcer. The powder for handguns loaded in the preparation area shall be loaded from sealed containers, each holding one pre-measured charge, except as provided below.

B. Shooters may use paper cartridges in revolvers if each cartridge contains one pre-measured charge.

C. Revolver chamber loads may include filler or wads of inert material as space-filler between the powder and projectile.

D. The mouth of each revolver chamber shall be completely covered with grease after the projectile is loaded.

E. Muzzle-loading handguns may be loaded only on the firing line, and all rules for muzzle-loading shoulder firearms apply, except matters not reasonably possible with a handgun, such as references to the butt of the firearm.

6.10 UNLOADING FIREARMS

A. If a shooter's firearm is loaded when the command to cease fire is given, either by the signal of the skirmish announcer when the time of a firing period runs out, in an individual or team event, or when a shooter's team commander calls time in a team event, the shooter shall notify the safety officer

supervising the shooter's firing position of that fact. At the direction of the safety officer, and under the safety officer's observation, the shooter shall promptly discharge or unload the firearm, as follows.

1. A shooter with a muzzle-loader shoulder arm or muzzleloader handgun, or any other firearm which cannot be unloaded safely except by firing, shall discharge the firearm, from the regular shooting position, into the backstop behind the target line, by firing to the right or left of the target frame on which the shooter had been firing, until the firearm is empty.
2. A shooter with a breech-loader which can be safely unloaded without firing shall unload by removing the cap, if any, and then opening the action and removing the cartridge from the chamber or action.
3. A shooter with a Henry or Spencer repeater with cartridges in the magazine shall remove those cartridges without cycling them through the action. The shooter shall leave the action open and slide remaining cartridges slowly out of the muzzle end of the Henry magazine, or remove the Spencer magazine and any cartridges in the magazine channel of the stock.
4. A shooter with a cartridge handgun containing un-fired cartridges may remove them in any safe manner appropriate to the design of the firearm.

B. No shooter shall fire to unload a firearm except under the observation of the appropriate safety officer, so that the officer has an opportunity to observe that the shooter does not fire on any target or target fragment.

6.11 DISABLED FIREARMS

A. If a shooter has a loaded firearm which becomes disabled and cannot be discharged or unloaded, the shooter shall promptly notify the appropriate safety officer of that fact. After the firing time has ended for the event, the safety officer shall take charge of the firearm, go with the shooter and the firearm to a part of the firing line designated by the range officer, and arrange for the safe unloading of the firearm, after which the firearm shall be cleared by the shooter and the safety officer for removal from the firing line.

6.12 CLEARING FIREARMS

When a shooter in an individual or team event has emptied his/her firearm, either during the firing period or under these rules after the firing period has ended, the shooter shall cooperate with the appropriate safety officer in clearing that firearm for removal from the firing line. No shooter shall leave the firing line with a firearm until the firearm has been cleared by the appropriate safety officer, except under Rule 6.13.

A. CLEARING PROCEDURE. Clearing shall be accomplished as follows.

1. A shooter with a percussion muzzle-loader shoulder arm or a percussion muzzle-loader handgun shall, when directed by the safety officer, fire one cap from the normal shooting position, while the firearm is aimed down range, and a second cap while the firearm is pointed at a safety flag or at grass or dirt near the muzzle but down range from the firing line. The safety officer shall observe that the first cap does not set off any powder, and that the second cap causes movement of the flag, grass, or dirt, indicating that the barrel is empty and not obstructed. If the safety officer observes any evidence of any powder being present when the first cap is fired, the officer shall have additional caps fired from the shoulder, and not proceed to the second stage until satisfied that the firearm is empty. If the second stage cap or caps fail to cause movement of the flag, grass, or dirt, the shooter may be required to demonstrate that the firearm is unloaded by inserting a ramrod as far as it will go in the barrel, noting how much of the rod remains outside the barrel, and then withdrawing the rod and placing it along side the barrel to show that there is no room for a charge in the barrel. If a safety officer is not satisfied by these tests that a firearm is empty, he/she shall proceed as with a firearm which cannot be discharged.
2. A shooter with a flintlock muzzle-loader shoulder arm or a flintlock muzzle-loader handgun shall, when directed by the safety officer, with the frizzen open to demonstrate that no priming powder is present, demonstrate that the firearm is unloaded by inserting a ramrod as far as it will go in the barrel, noting how much of the rod remains outside the barrel, and then withdrawing the rod and placing it along side the barrel to show that there is no room for a charge in the barrel. If a safety

officer is not satisfied by these tests that a firearm is empty, he/she shall proceed as with a firearm which cannot be discharged.

3. A shooter with a single shot breech-loader, when directed by the safety officer, shall open the action and allow the safety officer to look through the barrel, or, if the nature of the firearm prevents that, by allowing the safety officer to observe the empty chamber.
4. A shooter with a Henry repeater, when directed by the safety officer, shall cycle the action at least twice, and then allow the safety officer to observe the empty chamber opening, the magazine follower in the open action, and the slot of the magazine, to determine that no cartridges are in the chamber or magazine.
5. A shooter with a Spencer repeater, when directed by the safety officer, shall remove the magazine feeder tube, cycle the action at least twice, and then allow the safety officer to observe the chamber opening and look through the magazine tunnel in the stock, to determine that no cartridges are in the chamber or magazine.
6. A shooter with a percussion or cartridge revolver, when directed by the safety officer, shall place the hammer on half-cock, and, with the muzzle pointed in a safe direction, rotate the cylinder to allow the safety officer to observe that all chambers are empty and no live caps or cartridges are in place.

B. LEAVING THE FIRING LINE WITH A CLEARED FIREARM

1. When a shooter's firearm has been cleared by the safety officer, the shooter may leave the firing line, except that, in team events, no shooter on a team may leave the firing line until all shooters on that shooter's team are authorized to do so by the safety officer, except under Rule 6.13.

6.13 LEAVING THE FIRING LINE DURING EVENTS

A. During both individual and team events, if a shooter has reached the firing line with a firearm, the shooter may not leave the line without the permission of the appropriate safety officer after "snap caps" has been announced.

B. During individual events, after "snap caps" has been announced, the safety officer may grant permission for a shooter to leave the firing line with a firearm, without going through the clearing process, only if the safety officer knows that the shooter has not yet used the firearm in the current relay, that is, that the shooter has not snapped a cap on a percussion firearm, primed a flintlock, or chambered a breech-loader round, in a shoulder-arms event, or has not capped or chambered a cartridge in a handgun event. Otherwise, after "snap caps" has been announced, a shooter may be granted permission to leave the line without clearing the shooter's firearm only if the shooter leaves the firearm grounded on the line. Permission for a shooter to ground his/her firearm and leave the line shall be in the discretion of the safety officer, who shall give due consideration to the safety and efficiency of the skirmish, as well as the concerns of the requesting shooter.

C. No shooter shall leave the firing line after "snap caps" is announced in a team event until the team has been cleared, or when the team has grounded arms during a halt of the event, except in case of injury, illness, or personal emergency, under such conditions as the safety officer orders.

D. If a shooter's leaving the line, at any time, compromises safety or unfairly disrupts any event, the announcer or range officer shall suspend firing and take such other action as the circumstances require.

E. A shooter who violates this rule may, in the discretion of the range officer, be disqualified from further participation in the match or event in which the violation occurs.

6.14 TEMPORARY HALTING OF AN EVENT.

A. SIGNALING A HALT

1. The announcer or range officer may temporarily halt any event, in his/her discretion, for the safe and efficient conduct of the skirmish.

2. To halt an event, the announcer shall sound the signal for firing to stop, followed by an appropriate announcement to advise all shooters and officers of the situation. If timing is under way, timing officers shall immediately stop their watches at the signal. All shooters shall bring their firearms to the ready position.

B. CEASE FIRE/ORDER ARMS COMMAND

1. If the halt involves a possible hazardous situation down range, the announcer shall give the command, "Danger! Danger! Cease fire!," and then, "order arms." At that command, all shooters on the firing line shall place their firearms at half-cock, and, if ordered by the announcer, remove live percussion caps or priming powder or self-contained cartridges from cartridge gun chambers, or may remove them at each shooter's discretion if not ordered to do so by the announcer. Each shooter with a shoulder-arm shall then place the butt of the firearm on the ground or on the shooter's foot, and securely support the barrel with at least one hand. A shooter with a handgun, after placing the handgun at half-cock, shall hold the handgun in one hand, finger outside the trigger guard, with the barrel pointed safely upward. Safety officers shall make sure that no muzzles are pointed in an unsafe direction during such halts.

C. GROUND ARMS COMMAND

1. If the reason for halt will cause a substantial delay of the event, in the range officer's judgment, after all shooters have complied with the command "order arms," he/she may have the announcer order, "ground arms," at which time all shooters shall place their firearms on the ground, in front of the firing line, barrels pointed down range. Shooters who have grounded arms may then leave the line until summoned back to the line and ordered to "raise arms," to continue the event, or to clear arms if the event is cancelled.

2. When "ground arms" is ordered, any shooter, at his/her option, may remain on the line at "order arms," as described above.

3. When "order arms" is ordered, any shooter, at his/her option, may ground arms, but shall remain on the firing position until further orders.

D. RE-STARTING, RE-FIRING, OR CANCELING AN EVENT AFTER A HALT

1. After the halting of an individual match event, the relay may be completed or cancelled. If cancelled, shooters shall be allowed to finish any targets during the next relay, if one is held. If the relay is re-started, the announcer shall announce the time remaining in the relay at the beginning of the re-start.

2. If a team event is halted after target firing begins, the affected relay may be re-fired in full, with new targeting, or re-started to complete firing with the targets and time remaining when the halt was ordered, whichever is most fair and practicable, in the judgment of the skirmish director. If either re-firing or re-starting would not be practicable, or would not be fair to all teams in the match, in the skirmish director's judgment, the skirmish director may order the event eliminated from the skirmish for all teams.

3. When the halt has ended, the announcer shall announce that fact and instruct shooters to "raise arms," at which point each shooter will return his/her firearm to the "order arms" position and follow the further instructions of the announcer. If the halt came before the announcer's command to load, snapping caps shall be repeated.

SECTION 7 - FIREARMS, EQUIPMENT AND AMMUNITION

NOTE: FIRING BLACK POWDER ARMS IS INHERENTLY DANGEROUS. SKIRMISH FIREARMS, WHETHER ORIGINAL OR REPRODUCTION, VARY GREATLY IN CONDITION, QUALITY, AND SAFETY. BY APPROVING ANY FIREARMS, EQUIPMENT, OR AMMUNITION FOR ACWSA SKIRMISH USE, THE ACWSA DOES NOT SUGGEST THAT THOSE THINGS ARE LESS DANGEROUS THAN ANY OTHER FIREARMS, EQUIPMENT, OR AMMUNITION, OR ARE SAFE

FOR ANY USER OR ANY PURPOSE.

7.1 APPROVED FIREARMS AND EQUIPMENT

A. These rules apply equally whether the firearms referred to are originals, reproductions of originals, firearms combining original and reproduction parts, or firearms with modifications or repairs for skirmish use, such as re-lined barrels or re-worked locks and triggers. Reference to a firearm in these rules includes any firearm of the same type, make, or model.

B. Any firearm approved for skirmish use by the North-South Skirmish Association [N-SSA] may be used in ACWSA skirmish matches.

C. Whether or not approved by the N-SSA, a firearm shall be approved for ACWSA skirmish use if it complies with the definition of the applicable category of firearm in these rules, and if credible historical evidence supports the conclusion that the firearm was used by belligerents of either side during any part of the American Civil War, for general military purposes. [The American Civil War, "the war," will be considered as extending from April 1, 1861 to May 31, 1865.] This includes firearms, in military or civilian models, which were privately purchased by or for individual belligerents, if they were used for military purposes.

D. Paragraph C above does not include firearms designed or equipped primarily for long-range, precision target shooting or "sharpshooting" [called "sniper" firing in later wars], rather than general military use, nor does it include personal civilian sporting arms used by militia, home guards, or early volunteers while awaiting issuance of their service firearms. Such long-range or personal sporting arms may be used only if and when special matches for them are added to a skirmish.

E. Paragraph C above shall be applied and interpreted for each ACWSA region by a regional small arms committee appointed by the regional commander, or by such other small arms committee(s) as may be provided for in the ACWSA By-laws. In any national or similar multi-regional ACWSA match, any firearm may be used which has been approved by the small arms committee of any ACWSA region participating in the match.

F. Any questions at a skirmish about whether firearms or equipment comply with these rules shall be decided by the skirmish rules committee for that skirmish. The ACWSA or ACWSA regional small arms committees may issue rules, rulings, or lists from time to time regarding approved firearms and equipment. Such rules, rulings, and lists, if issued, shall apply to all subsequent ACWSA skirmishes in the region(s) involved, unless and until changed under the ACWSA bylaws.

7.2 APPROVED BARRELS AND CHAMBERING

A. All firearms shall be of the same nominal bore size as those of the same make and model used during the war, unless otherwise provided in these rules, but need not exactly duplicate or comply with any dimension within that size. For example, an 1861 Springfield with an original nominal bore size of .58 would be approved with a bore of .574 or .585, but not .540 or .620; an 1851 Colt Navy with an original nominal bore size of .36 would be approved with a bore of .355 or .375, but not .451. Firearms used during the war in different nominal bore sizes would be approved with any of them. For example, a Lorenz musket would be approved with a nominal bore of .54 or .58.

B. Rifling in rifled shoulder-arms and handguns may be of any configuration, although rifling duplicating that of the originals is encouraged. Smoothbore firearms shall have unrifled bores of generally uniform size their entire length. No firearms of a make and model which had a rifled barrel when used during the war may be used in smoothbore competition, regardless of any subsequent reconfiguration or modern manufacture resulting in an unrifled barrel.

C. Firearms which originally fired rim fire cartridges may be used in center fire, either after conversion or when chambered for a roughly equivalent modern cartridge.

7.3 SPECIALLY APPROVED FIREARMS

A. Any ACWSA Small Arms Committee, or similar entity organized to approve firearms under the ACWSA By-laws or under sec. 7.1 above, may, in its discretion, issue special approval of a particular firearm for skirmish use, even if that firearm is not on the most recent list of approved firearms issued under section 7.1 of these rules. The committee will issue a card or other document verifying such special approval. The shooter(s) using a firearm under such special approval shall provide proof of that approval upon the request of the skirmish director, or other skirmish officer, at any skirmish where the firearm is used. If the shooter does not provide such proof, the firearm may not be used in that skirmish.

7.4 APPROVED SIGHTS

A. Any type of sight originally provided on a firearm which complies with these rules shall be allowed for that firearm.

B. A sight may be changed in any way feasible for a Civil War soldier skilled in the use of, and having access to, period hand tools and related technology, but the original location and general appearance of the sight shall not be changed, and the rules set forth below shall be followed.

C. A sight approved for one type of firearm may not be installed on another type of firearm, unless historical evidence supports the conclusion that such substitution was made during the war.

D. Sights may be colored or dulled with paint, carbide, or other material, at the shooter's discretion.

E. Telescopic sights are not allowed, except in novelty matches under Rule 2.11.

F. Any solid metal blade front sight is allowed. A replacement front sight may be attached to the barrel by any means consistent with the original, or by a dovetail base, even if the original was not dovetailed. A dovetail base shall not extend beyond the contour of the barrel, unless the original sight was dovetailed and did so. A dovetail base shall not significantly change the appearance of the firearm. A dovetail base may be secured in place by any unobtrusive means which does not change the contour of the sight base or the barrel. No apertures, sight hoods, leveling indicators, or adjusting devices, other than a dovetail base, are allowed.

G. A rear sight may not be added to a firearm which, as issued during the war, did not have a rear sight. If such a firearm has a sighting notch, groove, or similar part to assist aiming, that may be filed or filled in, as long as the general appearance of the firearm is not significantly changed. On a firearm originally provided with a rear sight, a shooter may drill, file down, or build up the sight, and/or add any metal blade or leaf, with any kind of notch or aperture, as long as the original type of sight base, and the original configuration of any ladder or other original means of adjustment, are retained. Existing elevation steps may be filed down or built up, and spacers or shims may be added to sight ladders, as long as the general configuration of the original sight is retained. Dovetail bases are not allowed, unless the original sight had a dovetail base. No sight shades, leveling indicators, or adjusting devices not on the original sight or base, are allowed.

7.5 TRIGGER PULLS AND MECHANICAL ALTERATIONS

A. Locks, triggers, springs, and other parts may be replaced, fitted, or polished to improve trigger pull or other functioning of a firearm, provided that a safe half-cock shall be retained, that the original external appearance of the firearm is not changed, and that the safe functioning of the firearm is not compromised.

B. Trigger pull on a shoulder-arm shall not be less than three pounds. Trigger pull on a handgun shall not be less than two pounds.

7.6 STOCKS AND GRIPS

A. The original external shape of shoulder-arm stocks and revolver grips shall not be altered. Shoulder-arm stocks and wood revolver grips may be finished with any stain, oil, shellac, varnish, or similar material which is not inconsistent with the appearance of similar arms used during the war. Checkering, finger grooves, and similar gripping aids, are not allowed, unless present on the original firearm. Revolver grips may be of material other than wood, if the material is similar in appearance to material used for revolver

grips during the war. Cheek rests, recoil pads, hand guards, grip adapters, and similar attachments, are not allowed.

B. Reasonable exceptions to these rules on stocks and grips may be approved by the ACWSA in special cases involving shooters with physical disabilities.

7.7 RAMMERS

A. No shooter in a skirmish match for muzzle-loading firearms may use a rammer [ramrod] which exceeds the barrel length of the shooter's firearm, breech face to muzzle, by more than three inches. A rammer shall have the same general appearance and configuration as the rammer issued with the firearm involved, except that it may be made partly or wholly of brass. The shaft of the rammer shall be smooth, except for the last inch of the small end, which may be threaded. A metal tip not over one inch long and not exceeding the bore of the firearm in diameter may be threaded onto the small end of the rammer shaft. Rammer guides or barrel protectors are not allowed.

B. No shooter in a skirmish match for muzzle-loading firearms may use a rammer [ramrod] which is attached to the firearm by a swivel or similar device. Firearms with rammers so attached must be loaded with a separate rammer, in compliance with sec. 7.7A.

7.8 EQUIPMENT AND ACCOUTREMENTS

A. All accoutrements shall be reasonably similar to those worn by the Civil War military of the side and branch of service which the shooter using them is portraying.

B. All shooters shall keep their ammunition supplies, cleaning equipment, equipment boxes, tables, firearms and scopes not in use, extra gear, etc., in the preparation area. A shooter in an individual or team event shall carry all ammunition and equipment for that event by hand or in or suspended from the shooter's cartridge box, cap box, waist belt, scabbard, haversack, or pockets.

C. Open powder containers are prohibited on the firing line. Any other powder containers, except cartridges which comply with these rules, are prohibited.

D. Powder measures which require pouring or dipping loose powder to fill the measure are prohibited.

E. Tables, stools, benches, chairs or similar items are prohibited on the firing line.

F. Each shooter may use a small ground cloth or mat on the firing line on which to load, ground arms or to catch fired cartridges, if the use of it does not interfere with other shooters or disrupt the skirmish.

7.9 POWDER, PROJECTILES, AND CARTRIDGES

A. Any propellant other than black powder is prohibited for all firearms.

B. Any projectile material except lead or lead alloy is prohibited for all firearms.

C. Projectiles may be lubricated by coating or by placing lubricant in grooves or hollow bases.

D. Each projectile and a pre-measured charge of black powder shall be contained in a cartridge of paper, cardboard, metal or plastic, plus a primer in the case of a self-contained breech-loader cartridge.

E. Priming powder for flintlock firearms must be contained in a vial or cartridge separate from the cartridge containing the main charge and projectile[s], or in a spring-valve safety priming dispenser (such as the Track of the Wolf 2011 model FLASK-PP-4). Vials or cartridges with priming powder shall be carried in the shooter's cap box.

F. Only loading tubes of cardboard or plastic may be used for muzzle-loader cartridges, except that in smoothbore events, cartridges incorporating aluminum foil are permitted.

G. Multiple, separating, tracer, incendiary, or explosive projectiles are prohibited, except in smoothbore buck and ball events, where multiple projectiles otherwise complying with these rules are allowed.

H. The projectile for a smoothbore firearm shall be a single round ball only, except in smoothbore buck and ball events. In those events, multiple round balls, not to exceed three buckshot and one full-size ball per loading are permitted.

I. For all muzzle-loading firearms, nothing except powder and a lubricated projectile may be loaded into the barrel. Loading any type of patch, wad, or combustible cartridge in a muzzle-loader is prohibited.

J. Any bullet in a repeater cartridge must have a flat nose larger in diameter than the cartridge's primer.

K. Primers in repeater cartridges must be seated flush with or below the level of the external base of the cartridge.

7.10 FLINTLOCK SAFETY FEATURES

A. Flintlock arms must be equipped with a metal flash guard to direct the flash from the touch hole upwards, sufficient to reasonably protect the other competitors on the firing line.

SECTION 8 – CHALLENGES AND PROTESTS

8.1 CHALLENGES IN INDIVIDUAL MATCHES

A. Any shooter in an individual match may challenge the scoring of any target which he considers has been evaluated improperly, by notifying the skirmish scoring officer at any time after learning of the challenged score, and not later than the time for challenging scores, which shall be set and announced by the skirmish director. If the shooter and the scoring officer disagree, the dispute shall be resolved by the skirmish rules committee, as provided above.

8.2 PROTESTS IN INDIVIDUAL MATCHES

A. Any shooter in an individual match may formally protest to the skirmish director any injustice to the shooter which the shooter perceives, except in the scoring of a target, which the shooter may challenge as prescribed above. A protest may include the conditions under which another competitor has been permitted to fire or the equipment which another competitor has been permitted to use. If the protest involves compliance with rules governing firearms, ammunition, equipment, or uniforms, the skirmish director may refer the matter to the skirmish inspection officer. If the skirmish director agrees with the protest, the skirmish director shall order such equitable relief as the skirmish director deems appropriate. If the skirmish director disagrees with the protest, or if the shooter disagrees with the relief granted by the skirmish director, the shooter may appeal the matter to the rules committee, whose decision in the matter is final. Any protest not made in time for an equitable remedy to be implemented, or for the protested condition to be corrected, is waived.

8.3 CHALLENGES AND PROTESTS IN TEAM MATCHES

A. Any team commander may, on behalf of his/her team, challenge any determination regarding timing, un-hit targets, or assessed penalties and may protest any perceived injustice to his/her team, or the perceived non-compliance with these rules by any other team, team member, or skirmish officer, under the same procedure as set forth above for individual competitors, or under the team match rules set forth above.

SECTION 9 - INSPECTIONS

9.1 WHEN INSPECTIONS ARE CONDUCTED

A. An ACWSA inspection officer or the skirmish inspection officer may examine any participating team or person's firearm[s], ammunition, or equipment, under the provisions of Rule 1.12, to determine if any of it violates these rules. Inspections shall be in the discretion of the inspector, but shall not unfairly

concentrate on any one individual or team. Except in response to a particular complaint or protest, inspections should cover as many people as possible and be conducted as randomly as possible. Where practicable, the subjects for inspection shall be selected by a random drawing of individual or team names.

B. Arms, ammunition, and equipment which, upon inspection, are determined not to be in compliance with these Skirmish Rules, shall be removed from competition in that skirmish unless they can be brought into compliance with these rules. Penalties for use of the non-complying items, if any, shall be as provided elsewhere in these rules.

9.2 TRIGGER PULL

A. Trigger pull shall be weighed in any fair manner ordered by the ACWSA or the skirmish director. Failure of a trigger to meet the trigger pull requirements shall result in penalties and disqualifications as provided in the rules governing individual and team penalties.

B. The procedure for testing trigger pulls shall be as follows. The firearm shall be held muzzle up with the barrel perpendicular to the ground. The rod, or hook, of the test weight or other testing device shall rest on the lowest point of the curve in curved triggers, or on a point approximately one-quarter of an inch from the lower end of straight triggers. To pass the trigger pull test, the weight shall be lifted by the firearm, or the testing device shall be applied, while the firearm's hammer and any safety devices are in the full cocked and firing position. If the slope or angle of the trigger is such that the hook of the weight does not catch on the trigger with the barrel perpendicular to horizontal, the barrel shall be inclined off the perpendicular just enough to allow the weight hook to catch on the trigger. When it becomes necessary to employ the modification stated above, the resting point for the hook should be considered to be the same as stated for straight triggers, i.e., approximately one-quarter of an inch from the lower end of the trigger.

C. A firearm shall be allowed no more than three attempts to pass the trigger pull inspection. If it fails the first two tries by the inspector, the shooter may make the third and final try. If a firearm passes either of the first two tests, no further testing shall be conducted.

9.3 HALF-COCK

A. Half-cock of shoulder-arms shall be checked by putting the firearm in half-cock and suspending it by the trigger from the inspector's finger. If the hammer does not fall while the arm is suspended, the half-cock shall be considered functional.

B. Half-cock of handguns shall be inspected by putting the arm in half-cock and suspending it in the same manner as for shoulder-arms but with a 3-pound weight suspended from the trigger guard so as to add its weight to the weight of the handgun.

9.4 REPEAT INSPECTIONS

A. Any shooter or team that has failed any inspection may apply to the inspecting officer who conducted the failed inspection for a re-inspection if the requester has a reasonable belief that the defect has been corrected. A re-inspection shall be granted as soon as practicable. No more than one re-inspection need be granted at any one skirmish.

9.5 CHALLENGING INSPECTION RESULTS

A. If a shooter or team commander believes that a failed inspection resulted from a failure to follow proper procedures or from any other error by the inspecting officer, he/she may challenge the inspection to the skirmish director and the rules committee, in the same manner as other protests and challenges.

TABLE FOR CONVERSION OF RAPID FIRE HITS TO TIME VALUES

HITS	FINISH (seconds)		HITS	FINISH (seconds)		HITS	FINISH (seconds)
0	120		20	80		40	40
1	118		21	78		41	38
2	116		22	76		42	36
3	114		23	74		43	34
4	112		24	72		44	32
5	110		25	70		45	30
6	108		26	68		46	28
7	106		27	66		47	26
8	104		28	64		48	24
9	102		29	62		49	22
10	100		30	60		50	20
11	98		31	58		51	18
12	96		32	56		52	16
13	94		33	54		53	14
14	92		34	52		54	12
15	90		35	50		55	10
16	88		36	48		56	8
17	86		37	46		57	6
18	84		38	44		58	4
19	82		39	42		59	2
						60+	0

TABLE FOR CONVERSION OF VOLLEY FIRE HITS TO TIME VALUES

POINT VALUE	FINISH (seconds)		POINT VALUE	FINISH (seconds)		POINT VALUE	FINISH (seconds)
40	60		26	130		12	200
39	65		25	135		11	205
38	70		24	140		10	210
37	75		23	145		9	215
36	80		22	150		8	220
35	85		21	155		7	225
34	90		20	160		6	230
33	95		19	165		5	235
32	100		18	170		4	240
31	105		17	175		3	245
30	110		16	180		2	250
29	115		15	185		1	255
28	120		14	190		0	260
27	125		13	195			

Values for other actual or anticipated maximum point values may be determined in a like manner, and representative finish time values assigned.

TABLE OF UN-HIT TARGET PENALTIES: 5-MINUTE EVENTS

Number of Targets Un-hit	Number of Targets Used							
	6	8	10	12	16	20	24	32
	Penalty Time (add to record time)							
1	50	38	30	25	18	15	12	9
2	100	75	60	50	37	30	25	18
3	150	113	90	75	56	45	37	28
4	200	150	120	100	75	60	50	37
5	250	188	150	125	93	75	62	46
6	300	225	180	150	112	90	75	56
7		263	210	175	131	105	87	65
8		300	240	200	150	120	100	75
9			270	225	168	135	112	84
10			300	250	187	150	125	93
11				275	206	165	137	103
12				300	225	180	150	112
13					243	195	162	121
14					262	210	175	131
15					281	225	187	140
16					300	240	200	150
17						255	212	159
18						270	225	169
19						285	237	178
20						300	250	187
21							262	196
22							275	206
23							287	215
24							300	225
25								234
26								243
27								253
28								262
29								271
30								281
31								290
32								300

TABLE OF UN-HIT TARGET PENALTIES: 3-MINUTE EVENTS

Number of Targets Un-hit	Number of Targets Used							
	6	8	10	12	16	20	24	32
	Penalty Time (add to record time)							
1	30	22	18	15	11	9	7	5
2	60	45	36	30	22	18	15	11
3	90	67	54	45	33	27	22	16
4	120	90	72	60	45	36	30	22
5	150	112	90	75	56	45	37	28
6	180	135	108	90	67	54	45	33
7		157	126	105	78	63	52	39
8		180	144	120	90	72	60	45
9			162	135	101	81	67	50
10			180	150	112	90	75	56
11				165	123	99	82	61
12				180	135	108	90	67
13					146	117	97	73
14					157	126	105	78
15					168	135	112	84
16					180	144	120	90
17						153	127	95
18						162	135	101
19						171	142	106
20						180	150	112
21							157	118
22							165	123
23							172	129
24							180	135
25								140
26								146
27								151
28								157
29								163
30								168
31								174
32								180

TABLE OF UN-HIT TARGET PENALTIES: 2-MINUTE EVENTS

Number of Targets Un-hit	Number of Targets Used						
	6	7	8	9	10	12	16
	Penalty Time (add to record time)						
1	20	17	15	13	12	10	7
2	40	34	30	27	24	20	15
3	60	51	45	40	36	30	22
4	80	68	60	53	48	40	30
5	100	86	75	67	60	50	37
6	120	103	90	80	72	60	45
7		120	105	93	84	70	52
8			120	107	96	80	60
9				120	108	90	67
10					120	100	70
11						110	82
12						120	90
13							97
14							105
15							112
16							120

TABLE OF UN-HIT TARGET PENALTIES: 90-SECOND EVENTS

Number of Targets Un-hit	Number of Targets Used						
	6	7	8	9	10	12	16
	Penalty Time (add to record time)						
1	15	12	11	10	9	7	5
2	30	25	22	20	18	15	11
3	45	38	33	30	27	22	16
4	60	51	45	40	36	30	22
5	75	64	56	50	45	37	28
6	90	77	67	60	54	45	33
7		90	78	70	63	52	39
8			90	80	72	60	45
9				90	81	67	50
10					90	75	56
11						82	62
12						90	67
13							73
14							79
15							84
16							90