

CARNIVORE'S HUNTER GAMES BY RECOIL RULES

Revised 04/02/19 AFH

Principles

Courses of fire at a Hunter Games event will simulate practical hunting situations encountered by hunters in different environments. Stages will be designed to test a shooter's ability to shoot accurately while accounting for environmental factors and solving problems quickly.

The Hunter Games courses of fire (COF) are individual events designed to test a shooter's individual skill and ability. Therefore, coaching a shooter while he or she is conducting a stage is prohibited. Assistance before and after a stage is not only authorized but encouraged especially for new shooters.

Safety is the first and highest priority before, during, and after all Hunter Games competitions and is everyone's responsibility. Anyone who observes an unsafe act can call a cease fire at any point during an event.

The Hunter Games may involve multiple events, including other shooting events. The general safety rules and all sportsmanship rules apply to all Hunter Games events whether or not they involve shooting or competitions.

Rules

1. Safety

1.1 General Safety Rules

1.1.1 Keep muzzles pointed in a safe direction at all times regardless of the status of the firearm. Do not point any firearm at anything you do not wish to destroy. This is considered "sweeping" and will not be tolerated.

1.1.2 Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.

1.1.3 All Hunter Games events will be run on cold ranges. A cold range is defined as keeping firearms unloaded until it is the competitor's turn to shoot.

1.2 Safety while on Event Grounds

The following rules apply to all participants of a Hunter Games event.

1.2.1 While conducting any movement with a weapon at the Hunter Games, the participant will ensure all of their weapons are pointed in a safe direction at all times.

1.2.2 All participants will ensure all of their firearms are cleared (chamber empty and the magazine out) at all times unless involved in shooting a course of fire.

1.2.3 No person shall consume or be under the influence of alcohol or faculty altering drugs such as common narcotics before or while participation in any competitive event. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.3 Safety Rules for the Conduct of a COF

1.3.1 Weapons will remain empty until the RO gives the command of "Load and make ready."

1.3.2 It is the shooter's responsibility to fully understand the COF and how to prepare their rifle prior to starting.

1.3.3 All transitions and movements during a course of fire must be done with open bolts. An exception will be made for Semi-Automatic Rifles. If the MD does permit transitions and movements with a hot rifle, the firearm must be on safe and the shooter must give an audible "Safe" before moving.

1.3.4 No shooter may point their muzzle more than 60 degrees off of the direction of fire in either direction.

1.3.5 Shooters must maintain positive control of a firearm during a stage (loaded or unloaded).

1.3.6 Negligent/Accidental Discharges (AD/ND's). An AD/ND is defined as any round unintentionally discharged from a firearm. A competitor who causes an accidental discharge must be stopped by a Range Officer as soon as possible. An accidental discharge is defined as follows:

1.3.6.1 A shot, which travels over a designated backstop, a berm or in any other direction outside the range span, specified in the written stage briefing or match rules as determined by the match director.

1.3.6.2 A shot which occurs while loading or unloading a firearm.

1.3.6.3 A shot which occurs during remedial action in the case of a malfunction.

1.3.6.4 A shot which occurs during movement/transition, except while actually shooting at targets.

1.3.6.5 A shot which occurs when the shooter has not established a sight picture.

1.3.6.6 A shot which occurs before the shooter intended to shoot, regardless if the shot remains in the range span.

1.3.7 If it can be established that the cause of the discharge is due to a broken or defective part of the firearm, the competitor has not committed any safety infraction in this Section, and a disqualification will not be

invoked, but the competitor's scores for that stage will be zero. The firearm must be immediately presented for inspection to the Range Officer who will contact the Match Director or his delegate, who will inspect the firearm and carry out any tests necessary to establish that a broken or defective part caused the discharge. A competitor may not later appeal a disqualification for an accidental discharge due to a broken or defective part if they fail to present the firearm for inspection prior to leaving the course of fire.

1.3.8 All participants and spectators must have eye and ear protection in use while on an active course of fire or other event where shooting is underway.

1.4 Penalties for Safety Infractions and Unsportsmanlike Conduct

1.4.1 Rule violations for sweeping, improper movements, greater than 60 degree deviation, and other safety infractions may result in warnings for an initial infraction. However, a match disqualification may be incurred for repeated infractions or the severity of the initial infraction.

1.4.2 All AD/NDs will result in match disqualification (DQ).

1.4.3 Movement or transition during a COF with a closed bolt (or non-engaged safety on a semi-auto) will result in the shooter being made to move back to the last shooting position while still on the clock for a first offense. Repeated offenses may result in a match DQ.

1.4.4 A participant may be disqualified from the Match or Event for unsportsmanlike conduct.

1.4.4.1 Cheating

1.4.4.2 Intentionally altering targets

1.4.4.3 Altering the course of fire. (i.e., moving props and or targets) This includes, but is not limited to, the repositioning or altering of targets, barriers, barrels, walls, tables, fault lines, painted markings, banners, trees, bushes or anything else deemed by match officials to create an unfair advantage.

1.4.4.4 Shooting prohibited ammo (see 3.1).

1.4.4.5 Inappropriate behavior toward staff or other competitors.

1.4.4.6 This is not an all-inclusive list of unsportsmanlike conduct.

1.4.5 A participant shall be disqualified for unsafe gun handling. This includes, but is not limited to: handling a gun while people are down range, handling a gun on a stage without permission of the range officer, abandoning a gun in an unsafe manner or direction.

2. The Hunter Games Rifle Divisions

The Hunter Games currently has three rifle divisions. All shooters must declare the division in which they will be competing when they register for The Hunter Games.

Competition experience is not required to enter either division. These divisions are: Carnivore Bolt Gun, Carnivore Gas Gun, and Hunter.

2.1 Carnivores are upper level hunters and shooters who will be competing for an “order of finish” prize table. Carnivores must walk from stage to stage carrying all their gear, and arrive within a designated time limit. All stages not arrived at and completed in the time frame allowed will be scored as zero points. More liberal equipment allowances (see below in Section 3).

2.1.1 Carnivore competitors have the option to shoot the match in the Carnivore Bolt Gun Division, or the Carnivore Gas Gun Division, **or both**.

2.1.2 By shooting both bolt and gas guns, the competitor becomes eligible to be the **Ultimate Rifleman** for the rifle match, but will not walk the prize table of the second division shot. Therefore, if shooting both divisions, the FIRST division shot will be for placement in that division.

The score for the SECOND division shot will be added to the score of the FIRST to determine the Hunter Games' Ultimate Rifleman.

2.2 Hunters are hunters and shooters A) who wish to compete in the class, B) those who want to gain experience, or C) those who want to gain confidence in rifle shooting competitions. These shooters may shoot either a bolt or gas gun and will be competing for a “random draw” prize table. Restricted equipment allowances (see below in Section 3). Hunters may drive from stage to stage.

3. Equipment and Division Specific Rules

3.1 General Requirements and Rules for All Rifle Divisions

3.1.1 All bullets used in this match must be a hunting bullet. All bullets commercially advertised as hunting bullets will be approved for The Hunter Games.

3.1.2 Rifle caliber may not exceed .30 or a velocity of 3200 fps.

3.1.2.1 An automatic match DQ will result if any shooter's round chronographs over 3,200 fps.

3.1.2.2 Match Officials may request at any point during a match that a competitor fire their rifle through a chronograph, or that a competitor surrender a round that will be shot through a chronograph by the competitor at a later time during the match. If a round is collected, it will be marked for identification and placed in a labeled container until the shooter tests it at the chronograph.

3.1.3 Equipment allowed to be used on a particular stage may be limited by the stage description or brief.

3.2 Carnivore Division Specific Rules and Requirements

3.2.1 Because The Hunter Games concept is to simulate realistic hunting engagements that would result in the humane harvest of large game, all rifle calibers in the Carnivore Division must be 6.5 mm or larger in

diameter. Carnivore division competitors will be shooting targets at farther distances than Hunter division competitors.

3.2.2 All shooters will walk the entire course of stages from designated staging areas, and/or stand down areas.

3.2.3 Shooters in this class may use a backpack, a bipod and/or a tripod suitable for hunting, binoculars, a rangefinder, and one shooting bag. All equipment must be carried by the individual shooter throughout the match.

3.2.4 No equipment will be provided by The Hunter Games staff for this division.

3.2.5 Prohibited actions include: sharing equipment without a match official's approval, abandoning equipment, and passing information to others before they shoot a stage.

3.2.6 Movement Time: Carnivore Division shooters will be required to move to their next stage within a specified amount of time (movement time) which will be determined by the Match Director.

3.2.6.1 Movement time may vary from one stage to another.

However, a non-standard movement time must be noted on the shooter's copy of their score sheet.

3.2.6.2 Movement time begins immediately after the shooter has finished shooting and the score and time of day has been recorded on the shooter's score sheet.

3.2.6.3 Arrival time at the next stage will be recorded when the shooter arrives at the next stage.

3.2.6.4 If a shooter fails to reach the next stage in the allowed movement time, the shooter will not be allowed to shoot that stage and therefore, will receive no points for that stage.

3.2.6.5 If there are significant extenuating circumstances, the shooter may appeal to the Range Master or Match Director whose decision is final. (Extenuating circumstances do not include staying at a stage to watch another competitor shoot.)

3.3 Hunter Division Specific Rules and Requirements

3.3.1 All rifle calibers in the Hunter Division must be 5.56 mm or larger in diameter. Hunter division competitors will be shooting targets at shorter distances than Carnivore division competitors.

3.3.2 Shooters may ride to stages, or to a parking area near the stages. Drivers must maintain safety and appropriate speed while on event grounds since some competitors will be walking between stages along some of the driving routes. Any irresponsible driving may be grounds for disqualification of all competitors in the vehicle.

3.3.3 Shooters in this class may use a scope, a bipod suitable for hunting use, binoculars, and a rangefinder.

3.3.4 Other range equipment such as binoculars, rangefinders, shooting sticks, or a shooting bag may be provided by the match for this division. This is not an all inclusive list.

4. Stage design for the Hunter Games

All stages will be based on realistic hunting situations. While no simulation will ever recreate the intensity and uniqueness of an individual hunt, the goal is to come as close as possible and still present a fair competition.

4.1 Rifle stages will typically have two targets per stage for Hunter Division, and four targets per stage for Carnivore Division. These targets may completely or partially overlap. (i.e. The Carnivore Division may be shooting one or both of the Hunter Division targets on the stage)

4.2 Hunter Division matches will be designed to require 20 hits on targets. Hits should not be “stacked” (i.e. shooting a target with 2 hits from the same, or similar position on one stage).

4.3 Carnivore Division matches will be designed to require 40 hits on targets. Hits should not be “stacked” (i.e. shooting a target with 2 hits from the same, or similar position on one stage).

4.4 Hunter Division stages will, in general, require less movement between targets than Carnivore Division.

4.5 Steel targets will be sized to approximate the thoracic kill zone of the animals represented. The “animals” in front of the targets will be made to look similar the species they are representing. Other kill zone sized targets may be approved for use, including paper or clays.

4.6 Matches should normally consist of 10 stages. If a range facility cannot accommodate that many, and another range cannot be found in the area, the match may have as few as five stages, but must meet the round counts required (see 4.2 and 4.3).

5. Scoring

5.1 Scoring is based on hits on target.

5.2 First round hits on a target scores 3 points. Second round hits on a target scores 1 point. Only 2 shots per target are allowed.

5.2 Hits will be scored primarily on the flash of the Magnetospeed T1000 (or subsequent model). However, a Range Officer may call a hit on a target if he suspects a hit occurred and there is a problem with the T1000. If such a call is made, the range must be called cold and the target and T1000 checked before the next shooter. If the T1000 is working properly when tested, the shooter will not get credit for the hit and the score will be corrected and stand. If the T1000 is not working properly the called hit stands, and the T1000 must be repaired or replaced.

5.3 Stage points will be added together to determine placement in the match.

5.4 If there is a tie for first place in either Carnivore Division, a shoot-off may or may not be required by the Match Director of the event at his sole discretion. The shoot-off may be a stage or stages of the match, a Know Your Limits style stage, or other similar shooting stage.

6. Other competitions

6.1 Non-rifle competitions which replicate hunting may take place at a Hunter Games event if the facility can support them. Such events will run under the general rules in Sections 1 and 2 above, and follow the principles of stage design in Section 4. Examples are Wingshooting and Bowhunting.

6.2 If other competitions are held, the **Ultimate Carnivore** and the **Ultimate Hunter** will be determined by the top cumulative shooter of each division who competed in all of the events. For example, our premier event features rifle hunting, wingshooting, and bowhunting competitions. If a participant chooses to compete in all three events, in their division (Hunter or Carnivore rifle, plus Archery and Wingshooting), there will be an award given to both the highest scoring Carnivore and Hunter competitors.

Other Hunter Games Information for September 20-22, 2019

Awards for the Premier Hunter Games matches will be broken down as follows:

- First/Second/Third place bolt gun for CARNIVORE Division
- First/Second/Third place gas gun for CARNIVORE Division
- First/Second/Third place for HUNTER Division
- First/Second/Third place compound bow for CARNIVORE and HUNTER Divisions
- First/Second/Third place cross bow for CARNIVORE and HUNTER Divisions
- First/Second/Third place for wingshooting challenge for CARNIVORE and HUNTER Divisions
- Top Lady and Junior will be awarded in all divisions
- Carnivore Ultimate Rifleman as explained in section 2.1.2
- Ultimate Carnivore and Ultimate Hunter as explained in section 6.2