



GBPSC

HONESTAS INTEGRITAS PROVOCATIO

**GBPSC
OFFICIAL
RULEBOOK**

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Foreword

These events serve to provide a competitive style of gel blasting to the public, as an alternative to skirmish, milsim & Speedsoft/SpeedQB style events.

Any clubs & organisations wishing to participate under the banner of GBPSC must first seek permission from the Governing body of GBPSC. To obtain permission, the applicant must build and maintain events/courses fire, targets and all other applicable items, in line with parameters defined in this document.

GBPSC events are run under 3 classes, and 7 divisions. These are:

- Pistol Class
- SMG/Submachinegun Class
- Rifle Class

The following divisions are allocated under the above classes:

Pistol-

- GBB (Gas blowback) division (CO2 & Green Gas)
- Revolver (Gas revolvers)
- Electric

SMG/Submachinegun-

- Semi/Single
- Auto

Rifle-

- Semi/Single
- Auto

FPS (feet per second) limit for all blasters is set at 350 FPS

South Burnett Shooting Complex - SPECIFIC RULES & INFORMATION

- All attendees (everyone, including competitors & spectators) must sign in on arrival at the range
- All attendees (everyone, including competitors & spectators) MUST READ AND SIGN the GBPSC Rules/Standing Orders (this document) upon attending GBPSC for the first time.
- All attendees (everyone, including competitors & spectators) MUST READ AND SIGN a GBPSC waiver upon attending the range for the first time.
- A full kitchen is available and (when possible) will be manned by a volunteer for purchases of food/soft drink
- Please respect that this property is national forest land, no fires, littering etc
- All wildlife/plants/trees etc are not to be interfered with
- Speed limits on roads within the South Burnett Shooting Complex premises MUST be observed at all times. The speed limit within the premises is 20km/h.

GENERAL & SAFETY RULES

These are a list of general and safety rules that are considered to be the most common and need to know by all persons involved in these events. These rules work in conjunction with further rules stated later in this document.

General Rules:

- FPS limits are a maximum limit of 350FPS for any and all blasters used at events. All blasters used in events will be chronographed at each event. If one or 2 shots out of more than 6 shots chronograph above 350FPS, it is the discretion of the organisers/ referees as to whether that blaster will be permitted for use or not.
- All blasters will be inspected prior to events to ensure compliance with class & division restrictions.
- Pistols- all course runs must start from the standard start position (standing relaxed with arms relaxed and fully extended by your side).
- SMG's and Rifles- All course runs will start with the blaster on a table next to the competitor, and the competitors' hands at their side. Blaster will be in the safe position via fire selector, and must remain on safe until the competitor reaches the first firing position.
- Match officials may not carry a holstered blaster or magazines while directly accompanying a competitor on the course of fire
- Laser sights are not permitted (laser pointers)

Safety Rules:

- Eye Protection MUST be worn at all times outside the safe area.
- Blasters must be unloaded (magazine removed & chamber empty), with the safety engaged when in the safe area or outside the designated course area.
- Loading & gassing of magazines is permitted only within the clearly marked prep area. Eye protection is required in the prep area.
- Blasters must be pointed downrange of the course at all times while actively participating
- A maximum turn radius of 30 degrees either side from “forward” is permitted when moving between targets on the course. Breaking this angle bracket will result in immediate disqualification of that course run.
- When moving between targets, trigger finger must be OUTSIDE the trigger guard, until you reach the firing point at the next target.
- When moving between firing points, the blaster must be held below elbow level in a manner that the blaster must be raised to fire at the target. Pistols must be either holstered when moving or held in one hand only, SMG’s and Rifles must be held with both hands.
- When loading, unloading, or reloading a blaster, the muzzle of said blaster must be pointed downrange.

General Equipment Rules & Restrictions

These are a list of general equipment rules and restrictions that are considered to be the most common and need to know by all persons involved in these events. These rules work in conjunction with further rules stated later in this document.

SMG & Rifle Class-

- No restrictions are in place regarding sights. Iron or optical sights may be used.
- Slings (of any style) are not permitted for use in any GBPSC competition

Pistol Class:

- A holster must be worn to secure the pistol outside active course participation. This MUST be a belt mounted platform. Shoulder, drop leg or other holster styles are not permitted. There are no restrictions as to whether a soft or hard holster is used, the pistol must be able to be secured firmly in the holster in such a manner that it will not easily fall out with rigorous movement.
- No restrictions are in place regarding sights. Iron or optical sights may be used.

CLASSES & DIVISIONS

CLASSES

Pistol Class:

Pistol Class encompasses the use of any gel blasters that fall within the definition of a pistol. Pistols must be able to be comfortably held with one hand to be permitted in this category. Magazines are limited to standard capacity magazines only.

SMG/Submachine gun Class:

SMG Class encompasses the use of any gel blasters that fall within the definition of a SMG. Therefore, blasters are only permitted in this category if based on a “real steel” pistol calibre firearm (“stick magazines”) Gel blasters in this category must not exceed 70cm in length (with buttstock at full extension if an extendable buttstock is fitted on the blaster). Blasters in this division do not need to be shouldered when firing.

Rifle Class:

Rifle Class encompasses the use of any gel blasters that fall within the definition of a rifle. Therefore, blasters are only permitted in this category if based on a “real steel” rifle calibre firearm. Gel blasters in this category must be a minimum length of 70cm (with buttstock at minimum extension if an extendable buttstock is fitted on the blaster). Blasters in this class **MUST** be firmly shouldered when firing.

DIVISIONS

Pistol Divisions-

GBB/Gas Blowback Division:

This division encompasses any pistol gel blasters using compressed gas (CO2 or Green Gas) as the method of propelling the gel ball out of the blaster and cycling the action. Pistol types allowed in this division are “semi-automatic” style pistols, such as Glock, SIG, Beretta & 1911 styles etc.

Revolver Division:

This division encompasses any pistol gel blaster built in a “revolver” style, such as J or K frame revolvers (Smith & Wesson revolvers for example), Colt peacemaker & other similar styles.

Electric Division:

This division encompasses any pistol blasters powered by a battery/ electrical power source to create compression inside the pistol propelling the gel ball out of the blaster.

SMG/Submachinegun Divisions-

Semi/Single Division:

This division encompasses any gel blasters that fit the definition of an SMG/Submachine gun. To be permitted in this division, the blaster must have a working fire select that contains semi-automatic/single shot as one of the options. The blaster does not have to be "locked" to semi-auto, but during the course of the event, can only be placed in safe or semi-auto.

Auto Division:

This division encompasses any gel blasters that fit the definition of an SMG/Submachine gun. To be permitted in this division, the blaster must have a working fire select that contains automatic/continuous fire as one of the options. The blaster does not have to be "locked" to automatic/continuous fire, but during the course of the event, can only be placed in safe or auto.

Rifle Divisions-

Semi/Single Division:

This division encompasses any gel blasters that fit the definition of a rifle. To be permitted in this division, the blaster must have a working fire select that contains semi-automatic/single shot as one of the options. The blaster does not have to be "locked" to semi-auto, but during the course of the event, can only be placed in safe or semi-auto.

Auto Division:

This division encompasses any gel blasters that fit the definition of a rifle. To be permitted in this division, the blaster must have a working fire select that contains automatic/continuous fire as one of the options. The blaster does not have to be "locked" to automatic/continuous fire, but during the course of the event, can only be placed in safe or auto.

COURSE DESIGN

- Safety- GBPSC matches must be designed, constructed and conducted with due consideration to safety.
- Quality- The value of a GBPSC match is determined by the quality of the challenge presented in the course design. Courses of fire must be designed primarily to test a competitor's GBPSC shooting skills, not their physical abilities.
- Balance- Accuracy, power and speed are equivalent elements of GBPSC shooting. A properly balanced course of fire will depend largely upon the nature of the challenges presented therein. Courses must be designed, and matches conducted, in such a way as to evaluate these elements equally.
- Diversity- GBPSC shooting challenges are diverse. While it is not necessary to construct new courses for each match, no single course of fire must be repeated to allow its use to be considered a definitive measure of GBPSC shooting skills.
- Freestyle- GBPSC matches are freestyle. Competitors must be permitted to solve the challenge presented in a freestyle manner and shoot targets on an "as and when visible" basis
- Mandatory reloads may be dictated in some courses.
- Certain shooting positions/locations/stances may be dictated in some courses.
- Some courses may dictate the use of weak hand shooting. For pistols, the blaster must be drawn from its holster with the strong hand, swapped to the weak hand, and used in the weak hand for the remainder of the course of fire.
- Course Designers may give competitors freedom to await the Start Signal anywhere within the boundaries of a well demarcated firing zone.
- Difficulty – GPPSC matches present varied degrees of difficulty. No shooting challenge may be appealed as being prohibitive. This does not apply to non-shooting challenges, which should reasonably allow for differences in competitor's height and physical build.

TYPES OF COURSES

GBPSC matches may contain the following types of courses of fire:

General courses of fire:

- Short Courses – Must not require more than 6 target bays rounds to complete. Course design and construction must not require more than 6 scoring hits from any single location or view.
- Medium Courses – Must not require more than 12 target bays to complete. Course design and construction must not require more than 9 scoring hits from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view.
- Long Courses – Must not require more than 16 target bays to complete. Course design and construction must not require more than 12 scoring hits from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view

Special Courses of fire:

- Shoot-Off – An event conducted separately from a match. Two eligible competitors simultaneously engage two identical and adjacent target arrays in a process of one or more elimination bouts. Competitors **MUST** engage all targets and cannot skip any target. The winner is determined by score and fastest time. Each round must contain no more than 10 targets and each competitor must perform a mandatory reload after shooting at his first target, and before he shoots at his final target. Violations are subject to automatic forfeiture of the bout.

RANGE AND COURSE CONSTRUCTION

The following general regulations of course construction list the criteria, responsibilities, and restrictions applicable to courses of fire in GBPSC matches. Course Designers, host organizations and officials are governed by these regulations.

General Regulations

- Physical Construction – Safety considerations in the design, physical construction, and stated requirements for any course of fire are the responsibility of the host organization subject to the approval of the Range Master. Reasonable effort must be made to prevent injury to competitors, officials and spectators during the match. Course design should prevent inadvertent unsafe actions wherever possible. Consideration must be given to the operation of any course of fire to provide suitable access for officials supervising the competitors.

- Safe Angles of Fire – Courses of fire must always be constructed taking into account safe angles of fire. Consideration must be given to safe target and frame construction and the angle of any possible ricochets. Where appropriate the physical dimensions and suitability of backstops and side berms must be determined as part of the construction process. Unless otherwise specified, the default maximum muzzle angle is 30 degrees in all directions, measured from the front of the competitor facing directly centre downrange.
- Target Locations – When a course is constructed to include target locations other than immediately downrange, organizers and officials must protect or restrict surrounding areas to which competitors, officials or spectators have access. Each competitor must be permitted to solve the competitive problem in his own way and must not be hindered by being forced to act in any manner which might cause unsafe action. Targets must be arranged so that shooting at them as presented will not cause competitors to breach safe angles of fire.
- Range Surface – Where possible, the range surface must be prepared prior to the match, and be kept moderately clear of debris during the match, to provide reasonable safety for competitors and officials. Consideration should be given to the possibility of inclement weather and competitor actions. Match Officials may add gravel, sand or other materials to a deteriorated range surface at any time, and such range maintenance actions may not be appealed by competitors.
- Obstacles – Natural or created obstacles in a course of fire should reasonably allow for variations in competitors' height and physical build and should be constructed to provide reasonable safety for all competitors, Match Officials and spectators.
- Common Firing Lines – Courses of fire where multiple competitors are required to fire simultaneously from a common firing line (e.g. Shoot-Off), must provide a minimum of 3 meters of free space between each competitor.

Course Construction Criteria

During the construction of a course of fire, a variety of physical barriers may be used to restrict competitor movement and to provide additional competitive challenges as follows:

- Fault Lines – Competitor movement should preferably be restricted through the use of physical barriers. However, the use of Fault Lines is permitted as follows:

To prevent unsafe and/or unrealistic charging at or retreat from targets

To simulate the use of physical barriers and/or cover

To define the boundaries of a general shooting area or part thereof.

Fault Lines must be fixed firmly in place if possible, otherwise all attempts must be made to secure them in place as much as possible, they must rise at least 2 centimetres above ground level, they should be constructed of wood or other rigid materials, and they should be of a consistent colour (preferably red), at every COF in a match. Unless used in a continuous manner to define the boundary of a general shooting area, fault lines must be a minimum of 1.5 meters in length, but they are deemed to extend to infinity.

If a COF has a passageway visibly delineated by fault lines and/or a clearly demarcated shooting area, any competitor who takes a shortcut by stepping on the ground outside the passageway and/or shooting area will incur a 10 point penalty for that course of fire.

- Barriers- Must be constructed in the following manner:

They must be high enough and strong enough to serve the intended purpose. Unless supplemented by a shooting platform or similar, barriers of at least 1.8 meters high are deemed to extend skywards to infinity.

They should project Fault Lines projecting rearward at ground level from the side edges.

- Stage Props- Where these items are intended to support a competitor in motion or while shooting targets, they must be constructed with the safety of the competitor and Match Officials as a priority. Provisions must be made to allow Match Officials to safely monitor and control competitor action at all times. Props must be strong enough to withstand use by all competitors.
- Windows and Ports – Must be placed at a height reachable by most competitors, with a sturdy platform being available for use by others, if requested, without penalty.

Modifications to Course Construction

- Match Officials may, for any reason, modify the physical construction or stage procedure for a course of fire, provided that such changes are approved in advance by the Range Master. Any such physical changes or additions to a published course of fire should be completed before the stage begins.
- All competitors must be notified of any such changes as soon as possible. As a minimum, they must be notified by the official in charge of the course of fire during the squad briefing.

- If the Chief Controller approves any such action after the match begins he must either:

Allow the course of fire to continue with the modification affecting only those competitors who have not already completed the stage. If a competitor's actions caused the change, that competitor must be required to reshoot the revised course of fire

If possible, require all competitors to complete the course of fire as revised with all previous attempts removed from the match results.

A competitor who refuses to reshoot a course of fire, under this or any other Section, when so ordered by a Range Controller, will receive a zero score for that stage, irrespective of any previous attempt.

- If the Chief Controller) determines that the physical or procedural change results in a loss of competitive equity and it is impossible for all competitors to attempt the revised stage, or if the stage has been rendered unsuitable or unworkable for any reason, that stage and all associated competitor scores must be deleted from the match.

A competitor who incurred a disqualification in a stage which is subsequently deleted, may be entitled to reinstatement, if the highest level of appeal pursued by the competitor (i.e. the Range Master or the Arbitration Committee, as the case may be), deems that the disqualification was directly attributable to the reasons for the stage being deleted.

- If the Chief Controller deems that climatic or other conditions have, or are likely to, seriously affect the safety and/or conduct of a match, he may order that all shooting activities be suspended, until he issues a "resume shooting" directive.

Safety Areas

- The host organization is responsible for the construction and placement of a sufficient number of Safety Areas for the match. They should be conveniently placed and must be easily identified with signs.
- Safety Areas must include a table with the safe muzzle direction and boundaries clearly shown. If a backstop and/or side walls are included, they must be constructed of materials capable of containing fired rounds. Safety Areas at tournaments and long gun matches must include sufficient gun racks adjacent to, but not in, the Safety Area for secure muzzle-up storage of rifles and shotguns.
- Competitors are permitted to use Safety Areas unsupervised for the activities stated below provided they remain within the boundaries of the Safety Area and the gel blaster is pointed in a safe direction. Violations may be subject to disqualification

Casing, uncasing, and holstering unloaded gel blasters.

Practice the mounting, drawing, dry firing and re-holstering of unloaded gel blasters.

Practice the insertion and removal of empty magazines and/or to cycle the action of a gel blaster.

Conduct inspections, stripping, cleaning, repairs and maintenance of gel blasters, component parts and other accessories.

- Live rounds(Gel balls), whether loose, packaged or contained in magazines or speed loaders, must not be handled in a Safety Area under any circumstances

Test Firing / Sighting-in Bay

- Eye protection MUST be worn in these areas AT ALL TIMES
- When available at a match, a test firing bay must be operated under the supervision and control of a Range Controller.
- Competitors may test the operation of their firearm and ammunition, subject to all existing safety rules and any time limits or other restrictions imposed by a Range Controller.

Vendor Areas

- Vendors (i.e. individuals, corporations and other entities displaying or selling merchandise at an GBPSC match) are solely responsible for the safe handling and security of their products and other items in their care, and ensuring they are displayed in a condition that will not endanger any person. Assembled gel blasters must be deactivated(battery/gas removed) prior to being displayed.
- The Chief Controller (in consultation with the Match Director) must clearly delineate the vendor area, and he may issue "Acceptable Practice Guidelines" to all vendors, who are responsible for their implementation in respect of their own merchandise.
- Competitors may handle unloaded vendor's firearms while remaining wholly within the vendor areas, provided reasonable care is taken to ensure that the muzzle is not pointed at any person while being handled.
- Competitors must not draw or re-holster their gel blasters in the vendor area. Competitors seeking blastersmithing services for their gel blasters must firstly place them in a gun bag or gun case, in a designated Safety Area, before passing them to a vendor in the vendor area

Hygiene Areas

- A sufficient number of hygiene areas, with hand cleansing supplies and facilities, should be provided adjacent to lavatories and near the entrance to food service areas.

COURSE INFORMATION

General Regulations

The competitor is always responsible to safely fulfill the requirements of a course of fire but can only reasonably be expected to do so after verbally or physically receiving the written stage briefing, which must adequately explain the requirements to the competitors. Course information can be broadly divided into the following types:

- Published Courses of Fire – Registered competitors must be provided with the same course of fire information, within the same notice period, in advance of the match. The information may be provided by physical or electronic means, or by reference to a website
- Non-Published Courses of Fire –The details for the course of fire are not published beforehand. The course of fire instructions are provided in the written stage briefing.

Written Stage Briefings

A written stage briefing consistent with these rules and approved by the Range Master must be posted at each course of fire prior to commencement of the match. This briefing will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match, and it must provide the following minimum information:

- Targets (type & number)
- Number of rounds to be scored;
- The gel blaster ready condition;
- Start position;
- Time starts: audible or visual signal;
- Procedure

The Range Controller in charge of a course of fire must read out the written stage briefing verbatim to each squad. The Range Controller must visually demonstrate the acceptable Start Position (either by use of a picture or physically) at all match levels.

The Chief Controller may modify a written stage briefing at any time for reasons of clarity, consistency or safety

After the written stage briefing has been read to competitors, and questions arising therefrom have been answered, competitors should be permitted to conduct an orderly inspection ("walkthrough") of the course of fire. The duration of time for the inspection must be stipulated by the Range Controller, and it should be the same for all competitors. If the course of fire includes moving targets or similar items, these should be demonstrated to all competitors for the same duration and frequency.

RANGE EQUIPMENT

Targets-General Principles

- Scoring targets used in all GBPSC matches must be of a single colour
- No-shoots must be clearly marked with a conspicuous "X" or be of a single, unique colour different from scoring targets throughout a match or tournament.
- Targets used in a course of fire may be partially or wholly hidden through the use of soft cover
- Targets MUST have a hole shot to count as a hit target.

Targets-Shape, size & details:

Targets for all divisions and classes will take place at distances between 2-15 metres.

Targets will remain in 2 standard sizes: A4 & A5

Shoot off targets will come in one or both sizes dependant on division, class & distance. Shoot off targets may or may not have an inner shape on the target where shots MUST be placed to count for score.

Rearrangement of Range Equipment or Surface

- The competitor must not interfere with the range surface, natural foliage, constructions, props or other range equipment (including targets, target stands and target activators) at any time. Violations may incur one procedural penalty per occurrence at the discretion of the Range Controller.
- The competitor may request that Match Officials take corrective actions to ensure consistency in respect of the range surface, the presentation of targets and/or any other matter. The Chief Controller will have final authority concerning all such requests.

Range Equipment Failure and Other Issues

- Range equipment must present the challenge fairly and equitably to all competitors. Range equipment failure includes, but is not limited to, the displacement of paper targets, the premature activation of metal or moving targets, the malfunction of mechanically or electrically operated equipment, and the failure of props such as openings, ports, and barriers.
- The declaration and/or use of any firearm as range equipment is prohibited.
- A competitor who is unable to complete a course of fire due to range equipment failure, or if a metal or moving target was not reset prior to his attempt at a course of fire, must be required to reshoot the course of fire after corrective actions have been taken.
- If the Chief Controller deems that one or more targets in a course of fire are faulty and/or have been presented in a manner significantly different to earlier presentations, he may offer a reshoot to the affected competitor(s).
- Chronic malfunction of equipment in a course of fire may result in the removal of that stage from the match results

COMPETITOR EQUIPMENT

Gel Blasters

ALL GEL BLASTERS MUST PASS INSPECTION AT EACH EVENT PRIOR TO COMMENCEMENT OF THE EVENT FOR USEAGE TO BE PERMITTED.

Sights:

- "Open sights" are aiming devices fitted to a firearm which do not use electronic circuitry and/or lenses. Fibre-optic inserts are deemed not to be lenses.
- "Optical/electronic sights" are aiming devices (including flashlights) fitted to a firearm which use electronic circuitry and/or lenses.

- The Chief Controller is the final authority in respect of the classification of any sights used in an GBPSC match and/or their compliance with these rules

Unless required by a Division/Class, there is no restriction on the trigger pull weight of a gel blaster, but the trigger mechanism must, at all times, function safely.

Gel Blasters must be serviceable and safe. Range Officers may demand examination of a competitor's Gel blaster or allied equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Controller, it must be withdrawn from the match until the item is repaired to the satisfaction of the Chief Controller.

Competitors must use the same gel blaster and type of sights for all courses of fire in a match. However, in the event that a competitor's original gel blaster and/or sights become unserviceable or unsafe during a match, the competitor must, before using a substitute gel blaster and/or sights, seek permission from the Chief Controller who may approve the substitution provided he is satisfied:

- The substitute gel blaster satisfies the requirements of the relevant Division/Class; and
- In using the substitute gel blaster the competitor will not gain an advantage
- A competitor who substitutes or significantly modifies a gel blaster and/or sights during a match without the prior approval of the Chief Controller will be subject to disciplinary action to be determined by the Chief Controller.
- A competitor must never use or wear on his person more than one gel blaster during a course of fire
- Handgun gel blasters with shoulder stocks and/or fore grips of any kind are prohibited
- Handgun gel blasters offering "burst" and/or fully automatic operation (i.e. whereby more than one round can be discharged on a single pull or activation of the trigger) MUST be set to semi-auto mode only. Changing of fire mode will result in disqualification of that course run
- Gel blasters with more than one barrel are prohibited.

Holster & Other Competitor Equipment

- Carry and storage – gel blasters must be carried unloaded, in a case or bag of a design intended or suitable for the safe carriage of gel blasters, or in a holster(for pistol style gel blasters) securely attached to the competitor's belt. Violations will be subject to disciplinary action to be determined by the Chief Controller

- Competitors arriving at an GBPSC match in possession of a loaded gel blaster must immediately report to a Range Controller, who will supervise unloading of the gel blaster. Competitors failing to comply will be subject to disciplinary action to be determined by the Range Master/Match Director
- Handgun blasters carried in a holster must have an empty magazine well, and the hammer or striker must be decocked. Violations will incur a warning for the first occurrence, but will be subject to further disciplinary action for subsequent occurrences in the same match.
- Handling – Except when within the boundaries of a Safety Area, or when under the supervision and direct command of a Range Controller, competitors must not handle their gel blasters. The word "handle" includes holstering or unholstering a gel blaster, even if it is concealed by a protective cover, and/or adding or removing it to/from the competitor's person while it is wholly or partially holstered. Violations are subject to disciplinary action by the Chief Controller.
- Unless otherwise specified in the written stage briefing, the belt carrying the holster and all allied equipment must be worn at waist level. The belt or the inner belt or both must be either permanently sewn at the waist, or secured with a minimum of three belt loops attached to shorts or trousers.
- Female competitors in all Divisions are subject to the same conditions as above, except that the belt carrying the holster and all allied equipment may be worn at hip level. If another belt is worn at waist level, the holster and all allied equipment must be placed on the lower belt.
- Spare ammunition, magazines and speed loaders should be carried in retention devices specifically designed for that purpose. Carriage of additional magazines and speed loaders in rear pockets of shorts or trousers is also approved.
- When a Competitor Ready Condition requires that magazines or speed loaders be placed on a table or similar, the competitor may retrieve and carry those items anywhere on their person after the Start Signal, and this will not be treated as contravention of Divisional equipment placement rules.
- Unless specified in the written stage briefing, or unless required by a Range Controller, the position of the holster and allied equipment must not be moved or changed by a competitor from stage to stage.
- Where a Division specifies a maximum distance that a competitor's gel blaster and equipment may extend away from a competitor's body, a Range Controller may check compliance by measuring the closest distance between the competitor's torso and the centre of the longest dimension of the grip and/or any reloading devices.
- The measurement is to be taken while the competitor is standing relaxed

- Any competitor who fails the foregoing test prior to the Start Signal will be required to immediately adjust his holster or allied equipment to comply with the requirements of the relevant Division. The Chief Controller may make allowances for variations in these requirements due to anatomical considerations. Some competitors may not be able to fully comply.
- Handgun matches must not require the use of a particular type or brand of holster or allied equipment. However, the Chief Controller may deem that a competitor's holster is unsafe and order that the item be improved to his satisfaction, failing which it must be withdrawn from the match. If a retaining strap or flap is attached to a holster and/or allied equipment, it must be applied or closed prior to issuance of the "Standby" command

Competitors must not be permitted to commence a course of fire wearing more than one holster or:

- A shoulder holster or "tie-down" rig (visible or otherwise)
- A holster with the heel of the butt of the handgun below the top of the belt
- A holster which permits the muzzle of a holstered handgun to point further than 1 meter from the competitor's feet while standing relaxed;
- A holster which does not completely prevent access to, or activation of, the trigger of the handgun while holstered

Competitors deemed by the Chief Controller to be active law enforcement officers or military personnel may be entitled to use their duty holster and allied equipment. However, the Chief Controller will remain the final authority in respect of the safety and suitability of using such equipment at GBPSC matches.

Competitors deemed by the Chief Controller to be permanently and significantly disabled may be given special dispensation in relation to the type and/or placement of their holster and allied equipment, and the Chief Controller will remain the final authority in respect of the safety and suitability of using such equipment at GBPSC matches.

Appropriate Dress

The use of camouflage or other similar types of military or police garments other than by competitors who are law enforcement or military personnel is discouraged. The Chief Controller will be the final authority in respect of what garments must not be worn by competitors.

Eye and Ear Protection

- All persons are warned that the correct use of adequate eye protection is in their own interest and of paramount importance to prevent injury to vision. Eye protection MUST be worn at all times by all persons while outside of safe areas.
- If a Range Controller notices that a competitor has lost or displaced their eye protection during a course of fire, or has commenced a course of fire without them, the Range Officer must immediately stop the competitor who will be required to reshoot the course of fire after the protective devices have been restored.
- A competitor who inadvertently loses eye protection during a course of fire, or commences a course of fire without them, is entitled to stop, point their gel blaster in a safe direction and indicate the problem to the Range Officer, in which case the provisions of the previous rule will apply.
- Any attempt to gain a reshoot or advantage by removing eye and/or ear protection during a course of fire will be considered unsportsmanlike conduct.
- If a Range Controller deems that a competitor about to make an attempt at a course of fire is wearing inadequate eye or ear protection, the Range Controller may order the competitor to rectify the situation before allowing the competitor to continue. The Chief Controller is the final authority on this matter.

Ammunition and Related Equipment

- Competitors at a GBPSC match are solely and personally responsible for the safety of all and any ammunition, which they bring to the match. Neither GBPSC nor any GBPSC Officers, nor any organization affiliated to GBPSC, nor the officers of any organization affiliated to GBPSC accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such ammunition.
- All competitor ammunition and their respective magazines and speed loaders must comply with the provisions of the relevant Division.
- Spare magazines, speed loaders or ammunition dropped or discarded by a competitor after the Start Signal may be retrieved. However, their retrieval is, at all times, subject to all safety rules.
- Ammunition deemed unsafe by a Range Controller must be immediately withdrawn from the match

Chronograph and Power Factors

One or more official match chronographs must be used to assist in the determination of the power factor of each competitor's ammunition and gel blaster

The chronograph must be properly set up in accordance with the manufacturer's recommendations and verified each day by Match Officials.

Malfunctions – Competitor's Equipment

If a competitor's gel blaster malfunctions after the Start Signal, the competitor may safely attempt to correct the problem and continue the course of fire. During such corrective action, the competitor must keep the muzzle of the gel blaster pointing safely downrange at all times. The competitor must not use rods or other tools to verify or correct the malfunction. Violations will result in a zero score for the stage.

- A competitor who experiences a gel blaster malfunction while responding to the "Load And Make Ready" or "Make Ready" command, but prior to issuance of the Start Signal, is entitled to retire, under the authority and supervision of the Range Controller, to repair his gel blaster, without penalty, subject to all other safety rules. Once the repairs have been completed, the competitor may return to attempt the course of fire, subject to scheduling as determined by the Range Controller or Chief Controller.
- While rectifying a malfunction that requires the competitor to clearly move the gel blaster away from aiming at a target, the competitor's fingers must be clearly visible outside the trigger guard
- In the event that a gel blaster malfunction cannot be corrected by the competitor within 2 minutes, or if the competitor self-stops for any other reason, he must point the gel blaster safely downrange and advise the Range Controller, who will terminate the course of fire in the normal manner. The course of fire will be scored as shot including all applicable misses and penalties.
- Under no circumstances is a competitor permitted to leave a course of fire in the possession of a loaded gel blaster
- Where the gel blaster has failed as above, the competitor must not be permitted to reshoot the course of fire. This includes instances where a gel blaster is declared unserviceable or unsafe during a course of fire.

- In the event that a Range Controller terminates a course of fire due to a suspicion that a competitor has an unsafe gel blaster or unsafe ammunition (e.g. metal or plastic bb's), the Range Controller will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The Range Controller will then inspect the gel blaster or ammunition and proceed as follows:

If the Range Controller finds evidence that confirms the suspected problem, the competitor will not be entitled to a reshoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded up to the last shot fired, and the course of fire will be scored "as shot", including all applicable misses and penalties

If the Range Controller discovers that the suspected safety problem does not exist, the competitor will be required to reshoot the stage.

A competitor who self-stops due to a suspected or actual squib load is not entitled to a reshoot

MATCH STRUCTURE

General Principles

The following definitions are used for clarity:

- Course Of Fire (also "course" and "COF") – A separately timed and scored GBPSC shooting challenge, conceptualized and constructed in accordance with GBPSC principles of course design, containing targets and challenges which each competitor must safely negotiate.
- Stage – A portion of a GBPSC match containing one course of fire and related supporting facilities, amenities, shelter and signage. A stage must use one type of gel blaster (e.g. handgun, rifle or shotgun) exclusively.
- Match – Consists of a minimum of 3 stages where all stages use the same type of gel blaster. The total sum of individual stage results will be accumulated to declare a match winner.
- Tournament – A special match where individual stages are assigned to one particular type of gel blaster (e.g. Stages 1-4 Handgun, Stages 5-8 Rifle, Stages 9-12 Shotgun). The total sum of individual stage results will be accumulated to declare a tournament winner.
- Grand Tournament – Consists of two or more gel blaster specific matches (e.g. a handgun match and a shotgun match, or a handgun match, a rifle match and a shotgun match). The individual match results achieved by a competitor in each component match will be used to declare an overall tournament winner, in accordance with the GBPSC Grand Tournament Rules.
- League – Consists of two or more GBPSC matches of a single gel blaster type held at different locations and on different dates. The total sum of match results attained by each competitor at component matches specified by the league organizers will be accumulated to determine a league winner.

- A Region affiliated to GBPSC cannot actively or passively sanction a shooting match of any type or format within the geographical boundaries of another Region without the advance and written approval of the Regional Director of the Region where the match is to be held.

Match Divisions

- GBPSC Divisions recognize different gel blasters and equipment. Each match must recognize at least one Division. When multiple Divisions are available in a match, each Division must be scored separately and independently, and match results must recognize a winner in each Division.
- In GBPSC sanctioned matches, the minimum number of competitors stipulated must compete in each Division for it to be recognized. If there are insufficient competitors in a Division, the Match Director may allow that Division to stand without official GBPSC recognition.
- Prior to the commencement of a match, each competitor must declare one Division for score, and Match Officials should check competitor equipment compliance with the declared Division, prior to the competitor making an attempt at any of the courses of fire. This is a service to assist competitors verify that their equipment, in the configuration as presented, is in compliance with their declared Division.

If a competitor disagrees with an equipment compliance ruling, the onus is upon him, prior to him attempting any courses of fire, to provide evidence acceptable to the examiner in support of his claim. In the absence or rejection of such evidence, the original decision will stand, subject only to appeal to the Range Master, whose decision is final.

The competitor's gel blaster and all allied equipment accessible to him during a course of fire are subject to compliance testing, if requested by a Match Official.

- Where a Division is unavailable or deleted, or where a competitor fails to declare a specific Division prior to the commencement of a match, the competitor will be placed in the Division which, in the opinion of the Chief Controller, most closely identifies with the competitor's equipment. If, in the opinion of the Chief Controller, no suitable Division is available, the competitor will shoot the match for no score.
- A disqualification incurred by a competitor, at any time during a match, will prevent the competitor from further participation in the match including any subsequent attempts in another Division. However, this is not retroactive. Any previous and complete scores from another Division will be entered into match results for recognition and awards in that Division.
- Recognition of a competitor in a specific Division will not preclude further recognition in a Category or from inclusion as member of a Regional or other team.

Match Categories

- GBPSC matches may include different Categories within each Division to recognize different groups of competitors. A competitor may declare only one Category for a match or tournament.
- Failure to meet the requirements of the declared Category or failure to declare a Category prior to the start of the match will result in exclusion from that Category.

Competitor Scheduling & Squadding

- Competitors must compete for score according to the published match and squadding schedule. A competitor who is not present at the scheduled time and date for any stage may not attempt that stage without the prior approval of the Chief Controller, failing which the competitor's score for that stage will be zero.
- Only Match Officials (approved by the Chief Controller), match sponsors, GBPSC Patrons and dignitaries (approved by the Chief Controller), who are members in good standing of their Region of residence, and GBPSC Officers may compete in a pre-match. Scores attained in the pre-match will be included in the overall match results provided dates of the pre-match are published in advance in the official match schedule. Competitors in the main match must not be restricted from viewing the pre-match.
- A match, tournament or league will be deemed to have started on the first day that competitors (including those specified above) shoot for score and will be deemed to have ended when the results have been declared final by the Chief Controller.

MATCH MANAGEMENT

Match Officials

The duties and terms of reference of Match Officials are defined as follows:

- Range Controller-("RC") – Issues range commands, oversees competitor compliance with the written stage briefing and closely monitors safe competitor action. He also declares the time, scores and penalties achieved by each competitor and verifies that these are correctly recorded on the competitor's score sheet (under the authority of a Chief Range Officer and Range Master).
- Chief Controller-("CC") – Is the primary authority over all persons and activities in the courses of fire under his control, and oversees the fair, correct and consistent application of these rules (under the direct authority of the Range Master).

Has overall authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire and the application of these rules. All disqualifications and appeals to arbitration must be brought to his attention.

References to "Chief Controller" throughout this rulebook mean the person serving as Chief Controller at a match (or his authorized delegate for one or more specific functions).

Handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff and the provision of services. His authority and decisions will prevail with regard to all matters except in respect of matters in these rules which are the domain of the Range Master. The Match Director is appointed by the host organization

- Stats Officer ("SO") – Supervises the stats room team, which collects, sorts, verifies, tabulates and retains all score sheets and ultimately produces provisional and final results (under the direct authority of the Range Master).

Discipline of Match Officials

- The Chief Controller has authority over all Match Officials other than the Match Director (except when the Match Director is actually participating as a competitor at the match), and is responsible for decisions in matters concerning conduct and discipline.
- A Match Official who is disqualified from a match for a safety infraction while competing will continue to be eligible to serve as a Match Official for the match. The Chief Controller will make any decision related to an official's participation.

Appointment of Officials

- Match organizers must, prior to commencement of a match, appoint a Match Director and a Chief Controller to carry out the duties detailed in these rules. The nominated Controller should preferably be the most competent and experienced certified Match Official present.
- References in these rules to Match Officials (e.g. "Range Controller", "Chief Controller" etc.), mean personnel who have been officially appointed by match organizers to actually serve in an official capacity at the match. Persons who are certified Match Officials, but who are actually participating in the match as regular competitors, have no standing or authority as Match Officials for that match.
- A person acting as a Match Official is prohibited from having a holstered gel blaster while directly accompanying and timing a competitor during his attempt at a COF.

THE COURSE OF FIRE

Handgun Ready Conditions

The ready condition for handguns will normally be as stated below. However, in the event that a competitor fails to load the chamber when permitted by the written stage briefing, whether inadvertently or intentionally, the Range Controller must not take any action, as the competitor is always responsible for the handling of the handgun

Revolvers

- Double/Selective Action: hammer fully down and cylinder closed. If self-loading pistols prepare "magazine well and chamber empty", revolvers prepare with an empty cylinder, otherwise revolvers prepare with a fully loaded cylinder.

Self Loading Pistols

- "Single action" – Chamber loaded, hammer cocked, with external safety applied.
- "Double action" – Chamber loaded, hammer fully down or decocked.
- "Selective action" – Chamber loaded, hammer fully down or decocked, or chamber loaded, hammer cocked with external safety applied.
- For all self-loading pistols, the term "external safety" means the primary visible safety lever on the handgun (e.g. the thumb safety on a "1911" genre handgun). In the event of doubt, the Chief Controller is the final authority on this matter.
- If a handgun has a decocking lever, that alone must be used to decock the handgun, without touching the trigger. If a handgun does not have a decocking lever, the hammer must be safely and manually lowered all the way forward (i.e. not just to a "half-cock notch" or to another similar intermediary position).

If a course of fire requires that a self-loading pistol be prepared with an empty chamber, the slide must be fully forward and the hammer, if fitted, must be fully down or decocked

- When a written stage briefing requires that a competitor's firearm and/or allied equipment be placed on a table or another surface prior to the Start Signal, they must be placed as stipulated in the written stage briefing. Apart from components normally affixed to them (e.g. a thumb rest, thumb safety, racking or cocking handle, base pad etc.), other items must not be used to artificially elevate them

Unless complying with a Division requirement, a competitor must not be restricted on the number of rounds to be loaded or reloaded in a handgun. Written stage briefings may only stipulate when the gel blaster is to be loaded or when mandatory reloads are required.

In respect of handguns used at GBPSC matches, the following definitions apply:

- "Single Action" means activation of the trigger causes a single action to occur (i.e. the hammer or striker falls)
- "Double Action" means activation of the trigger causes more than a single action to occur (i.e. the hammer or striker rises or retracts, then falls).
- "Selective Action" means that the handgun can be operated in either "Single Action" or "Double Action" modes.

Competitor Ready Condition

This designates when, under the direct command of a Range Officer:

- The gel blaster is prepared as specified in the written stage briefing, and is in compliance with the requirements of the relevant Division.
- The competitor assumes the start position as specified in the written stage briefing. Unless otherwise specified, the competitor must stand erect, facing downrange, with the handgun loaded and holstered (for pistols), and arms hanging naturally by the sides. A competitor who attempts or completes a course of fire where an incorrect start position was used may be required by a Range Controller to reshoot the course of fire.
- A course of fire must never require or allow a competitor to touch or hold a gel blaster, loading device or ammunition after the "Standby" command and before the Start Signal (except for unavoidable touching with the lower arms).
- A course of fire must never require the competitor to draw a handgun from the holster with the weak hand.
- A course of fire must never require the competitor to re-holster a handgun after the Start Signal. However, a competitor may re-holster provided this is accomplished safely, and the handgun is either unloaded or in a ready condition. Violations will be subject to disqualification.

Range Communications

The approved range commands and their sequence are as follows:

- "Load And Make Ready" (or "Make Ready" for starts with an unloaded gel blaster) – This command signifies the start of "the Course of Fire". Under the direct supervision of the Range Controller the competitor must face downrange, or in a safe direction as specified by the Range Controller, fit eye protection, and prepare the gel blaster in accordance with the written stage briefing. The competitor must then assume the required start position. At this point, the Range Controller will proceed.

Once the appropriate command has been given, the competitor must not move away from the start location prior to issuance of the Start Signal without the prior approval, and under the direct supervision, of the Range Controller. Violation will result in a warning for the first offense and may result in disciplinary action for a subsequent offense in the same match.

- "Are You Ready?" – The lack of any negative response from the competitor indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at this command, he must state "Not Ready". When the competitor is ready he should assume the required start position to indicate his readiness to the Range Officer.
- "Standby" – This command should be followed by the Start Signal within 1 to 4 seconds.
- "Start Signal" – The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to a Start Signal, for any reason, the Range Controller will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from "Are You Ready?"

In the event that a competitor inadvertently begins shooting prematurely ("false start"), the Range Controller will, as soon as possible, stop and restart the competitor once the course of fire has been restored.

A competitor who reacts to a Start Signal but, for any reason, does not continue their attempt at the course of fire and fails to have an official time recorded on the timing device operated by the Range Controller, will be given a zero time and zero score for that stage.

- "Stop" – Any Range Controller assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Controller.

When two or more courses of fire share a common shooting bay or area, Range Controllers may issue other interim commands on completion of the first COF, in order to prepare the competitor for the second and subsequent COF (e.g. "Reload if required"). Any such interim commands to be used must be clearly stated in the written stage briefing.

- "Done/Finished/Complete" – This command is spoken by the competitor immediately after they have engaged their last target/fired their last shot. This should be accompanied by raising the non dominant/weak hand away from the gel blaster.
- "If You Are Finished, Unload And Show Clear" – If the competitor has finished shooting, he must lower his gel blaster and present it for inspection by the Range Controller with the muzzle pointed downrange, magazine removed, slide locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty
- (FOR PISTOLS) "If Clear, Hammer Down, Holster" – After issuance of this command, the competitor must not resume shooting. While continuing to point the handgun safely downrange, the competitor must perform a final safety check of the handgun as follows:

Self-loaders – Release the slide and pull the trigger (without touching the hammer or decocker, if any). If a handgun has a device which requires a magazine be inserted to enable the trigger to be pulled, the competitor must, on issuance of the above command, inform

the Range Controller, who will direct and supervise the use, and subsequent removal, of an empty magazine to facilitate this process.

Revolvers – Close the empty cylinder (without touching the hammer, if any).

If the gun proves to be clear, the competitor must holster his handgun. Once the competitor's hands are clear of the holstered handgun, the course of fire is deemed to have ended.

If the gel blaster does not prove to be clear, the Range Controller will resume the commands commencing from unload and show clear

- "Range Is Clear" – Competitors or Match Personnel must not move forward of, or away from, the firing line or final shooting location until this declaration is given by the Range Controller. Once the declaration is made, officials and competitors may move forward to score, patch, reset targets etc.
- A competitor with a severe hearing disability may, subject to prior approval of the Chief Controller, be entitled to have the foregoing verbal Range Communications supplemented by visual and/or physical signals.

The recommended physical signals are taps on the competitor's weak side shoulder using a countdown protocol, namely 3 taps for "Are You Ready?", 2 taps for "Standby" and 1 tap to coincide with the Start Signal.

Competitors wishing instead to use their own electronic or other device must firstly submit it for examination, testing and approval by the Chief Controller before it can be used.

- There are no fixed range communications designated for use at the chronograph station or at an equipment compliance check (which may be conducted at a venue away from the shooting range). Competitors must not handle their gel blasters until the examiner asks for them to be passed to him, in accordance with his instructions.

Loading, Reloading or Unloading During a Course of Fire

- When loading, reloading or unloading during a course of fire, the competitor's fingers must be visibly outside the trigger guard except where specifically permitted, and the gel blaster must be pointed safely downrange or in another safe direction authorized by a Range Controller.

Movement

Except when the competitor is actually aiming or shooting at targets, all movement must be accomplished with the fingers visibly outside the trigger guard and the external safety should be

applied. The gel blaster must be pointed in a safe direction. "Movement" is defined as any of the actions below:

- Taking more than one step in any direction.
- Changing shooting position (e.g. from standing to kneeling, from seated to standing etc.).

Assistance or Interference

- No assistance of any kind can be given to a competitor during a course of fire, except that any Range Controller assigned to a stage may issue safety warnings to a competitor at any time. Such warnings will not be grounds for the competitor to be awarded a reshoot.

Competitors confined to wheelchairs or similar devices may be given special dispensation by the Chief Controller in respect of mobility assistance.

- Any person providing assistance to a competitor during a course of fire without the prior approval of a Range Controller (and the competitor receiving such assistance) may, at the discretion of a Range Controller, incur a procedural penalty for that stage.
- Any person verbally or otherwise interfering with a competitor during his attempt at a course of fire may be subject to disciplinary action. If the Range Controller believes that the interference significantly affected the competitor, he must report the incident to the Chief Controller, who may, at his discretion, offer the affected competitor a reshoot.
- In the event that inadvertent contact with the Range Controller, or another external influence, has interfered with the competitor during a course of fire, the Range Controller may offer the competitor a reshoot of the course of fire. The competitor must accept or decline the offer prior to seeing either the time or the score from the initial attempt. However, if the competitor commits a safety infraction during any such interference, rules surrounding safety infractions will still be enforced.
- In the event that any person appears downrange from the competitor during a course of fire, it must immediately be terminated and the competitor required to reshoot the course of fire. If the competitor notices the problem before the Range Controller, they must immediately self-stop, cease firing, point their gel blaster in a safe direction and wait for further instructions from the Range Controller. However, if the competitor fails to comply with the above procedure they will be subject to disciplinary action.
- Drones or other remotely controlled devices are prohibited unless their use is approved in advance by the Match Director.

Sight Pictures, Dry Firing and Course Inspection

- Competitors are prohibited from taking a sight picture and/or dry firing prior to the Start Signal. Violation will result in a warning for the first occurrence and one procedural penalty for each subsequent occurrence in the same match. Competitors may, while pointing their gel blaster directly at the ground in front of them, adjust electronic sights.
- Competitors are prohibited from using any sighting aid (e.g. the whole or part of an imitation or replica firearm, any part of a real firearm including any accessories thereof etc.), except for their own hands, while conducting their inspection ("walkthrough") of a course of fire. Violations will incur one procedural penalty per occurrence.
- No person is permitted to enter or move through a course of fire without the prior approval of a Range Controller assigned to that course of fire, or the Chief Controller. Violations will incur a warning for the first offense but may be subject to disciplinary action for subsequent offenses.

SCORING

General Regulations

- Approaching Targets – While scoring is in progress, competitors or their delegate must not approach any target closer than 1 meter without the authorization of the Range Controller. Violation will result in a warning for the first offense, but the competitor or his delegate may, at the discretion of the Range Controller, incur a procedural penalty for subsequent occurrences in the same match.
- Touching Targets – While scoring is in progress competitors or their delegate must not touch, gauge or otherwise interfere with any target without the authorization of the Range Controller. Should a Range Controller deem that a competitor or their delegate has influenced or affected the scoring process due to such interference, the Range Controller may:

Score the affected target as a missed target; or

Impose penalties for any affected no-shoots.
- Unrestored Targets – If, following completion of a course of fire by a previous competitor, one or more targets have not been properly patched or taped for the competitor being scored, the Range Controller must judge whether or not an accurate score can be determined. If there are extra scoring hits or questionable penalty hits thereon, and it is not obvious which hits were made by the competitor being scored, the affected competitor must be ordered to reshoot the course of fire.
- A competitor who hesitates or self-stops during his attempt at a course of fire, due to a belief that one or more targets have not been restored or reset, is not entitled to a reshoot.

Scoring Method

- A competitor's score is calculated by adding the highest score value of hit targets, minus penalties, divided by the total time (recorded to two decimal places) taken by the competitor to complete the course of fire, to arrive at a hit factor. The overall stage results are sorted via the competitor with the highest hit factor with all other competitors ranked relatively below the stage winner by hit factor value.
- Stage results must rank competitors within the relevant Division in descending order of individual stage points achieved, calculated to 4 decimal places.
- Match results must rank competitors within the relevant Division in descending order of the combined total of individual stage points achieved, calculated to 4 decimal places.

Scoring Ties

- If, in the opinion of the Match Director, a tie in match results must be broken, the affected competitors must shoot one or more courses of fire, nominated or created by the Match Director, until the tie is broken. The result of a tiebreaker will only be used to determine the final placing of the affected competitors, and their original match points will remain unchanged. Ties must never be broken by chance.

Target Scoring and Penalty Values

- Foot /body over the firing line: 10 points- engaging more than 2 targets with a competitors body over the line will result in disqualification of that course run
- Missed target: 5 points
- Skipped target: 10 points
- Wrong fire mode for current division (penalty applied blanket per stage of course that infraction is committed: 10 points- engaging more than 2 targets in the wrong mode will result in disqualification of that course run

Target Scoring Policy

- The minimum score for a stage will be zero.
- A competitor who fails to engage the front of each scoring target in a course of fire with at least one round will incur one procedural penalty per target for failure to engage the target, as well as appropriate penalties for misses

Score Verification and Challenge

- After the Range Controller has declared "Range is Clear", the competitor or their delegate will be permitted to accompany the official responsible for scoring to verify the scoring.
- The Range Controller responsible for a course of fire may stipulate that the scoring process will begin while a competitor is actually completing a course of fire. In such cases, the competitor's delegate is entitled to accompany the official responsible for scoring in order to verify the scoring. Competitors must be advised of this procedure during the squad briefing.
- A competitor (or his delegate) who fails to verify a target during the scoring process loses all right of appeal in respect of scoring that target.
- Any challenge to a score or penalty must be appealed to the Range Controller by the competitor (or his delegate) prior to the subject target being painted, patched, or reset, failing which such challenges will not be accepted.
- In the event that the Range Controller upholds the original score or penalty and the competitor is dissatisfied, he may appeal to the Chief Controller for a ruling.
- The Chief Controller's ruling in respect of the scoring of hits on targets and no-shoots will be final. No further appeals are permitted with respect to such scoring decisions.
- During a scoring challenge, the subject target(s) must not be patched, taped, moved or otherwise interfered with until the matter has been settled. The Range Controller may remove a disputed target from the course of fire for further examination to prevent any delay in the match. Both the competitor and the Range Controller must sign the target and clearly indicate which hit(s) is (are) subject to challenge.
- Scoring information may be relayed through the use of hand signals. If a score is challenged, the subject targets must not be restored until they have been verified by the competitor or his delegate, in accordance with whatever arrangements have been approved in advance by the Chief Controller.

Score Sheets

- The Range Controller must enter all information (including any warnings given) on each competitor's score sheet prior to signing it. After the Range Controller has signed the score sheet, the competitor must add his own signature in the appropriate place. Electronic score sheet signatures will be acceptable if approved by the Regional Director. Whole numbers should be used to record all scores or penalties. The elapsed time taken by the competitor to complete the course of fire must be recorded to 2 decimal places in the appropriate place.
- If corrections to the score sheet are required, these will be clearly entered onto the original and other copies of the competitor's score sheets. The competitor and the Range Controller should initial any corrections.

- Should a competitor refuse to sign or initial a score sheet, for any reason, the matter must be referred to the Chief Controller. If the Chief Controller is satisfied that the course of fire has been conducted and scored correctly the unsigned score sheet will be submitted as normal for inclusion in the match results.
- A score sheet signed by both a competitor and a Range Controller is conclusive evidence that the course of fire has been completed, and that the time, scores and penalties recorded on the score sheet, are accurate and uncontested. The signed score sheet is deemed to be a definitive document and, with the exception of the mutual consent of the competitor and the signatory Range Controller, or due to an arbitration decision, the score sheet will only be changed to correct arithmetical errors or to add procedural penalties.
- If a score sheet is found to have insufficient or excess entries, or if the time has not been recorded on the score sheet, it must be promptly referred to the Chief Controller who will normally require the competitor to reshoot the course of fire.
- In the event that a reshoot is not possible for any reason, the following actions will prevail:

If the time is missing, the competitor will receive a zero score for the stage.

If insufficient hits or misses have been recorded on the score sheet, those which have been recorded will be deemed complete and conclusive.

If excessive hits or misses have been recorded on the score sheet, the highest value scoring hits recorded will be used.

Procedural penalties recorded on the score sheet will be deemed complete and conclusive

If the identity of the competitor is missing from a score sheet, it must be referred to the Chief Controller, who must take whatever action he deems necessary to rectify the situation.

- In the event that an original score sheet is lost or otherwise unavailable, the competitor's duplicate copy, or any other written or electronic record acceptable to the Chief Controller, will be used. If the competitor's copy, or any other written or electronic record, is unavailable, or is deemed by the Chief Controller to be insufficiently legible the competitor will be required to reshoot the course of fire. If the Chief Controller deems that a reshoot is not possible for any reason, the competitor will incur a zero time and score for the affected stage.

Once a reshoot has been completed, the outcome of the reshoot will stand, even if a record of the original score is subsequently discovered.

- No person, other than an authorized Match Official, is permitted to handle an original score sheet retained on a stage, or at any other place, after it has been signed by a competitor and a Range Controller, without the prior approval of the Range Controller or personnel directly involved with Stats. Violations will incur a warning for the first offense, but may be subject to disciplinary action for subsequent occurrences in the same match.

Scoring Responsibility

- Each competitor has a responsibility to maintain an accurate record of their scores by verifying the lists posted by the Stats Officer.
- After all competitors have completed a match, the provisional stage results must be published and posted in a conspicuous place at the shooting range. The time these results are posted must be clearly marked on the results sheet.
- If a competitor detects an error in those results, he must file an appeal with the Stats Officer within 1 hour after the results were actually posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.
- Competitors who are scheduled (or otherwise authorized by the Match Director) to complete all courses of fire in a match in a period of time less than the full duration of the match (e.g. 1 day format in a 3 day match etc.), are required to check their provisional match results in accordance with the special procedures and time limits specified by the Match Director (e.g. via a website), failing which scoring appeals will not be accepted. The relevant procedure must be published in advance in match literature and/or by way of a notice posted in a conspicuous place at the shooting range prior to commencement of the match.
- A Match Director may elect to have results posted electronically (e.g. via a website) either in addition to, or as an alternative to, physically printing them. If so, the relevant procedure must be published in advance in match literature and/or by way of a notice posted in a conspicuous place at the shooting range prior to commencement of the match.

Official Time

- Only the timing device operated by a Range Controller must be used to record the official elapsed time of a competitor's attempt at a course of fire. If a Range Controller assigned to a course of fire (or a more senior Match Official) deems that a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to reshoot the course of fire.
- If, in the opinion of an Arbitration Committee, the time credited to a competitor for a course of fire is deemed to be unrealistic, the competitor will be required to reshoot the course of fire

PENALTIES AND DISQUALIFICATIONS

Procedural Penalties – General Regulations

- Procedural penalties are imposed when a competitor fails to comply with procedures specified in a written stage briefing and/or is found to be in violation of other general rules. The Range Controller imposing the procedural penalties must clearly record the number of penalties, and the reason why they were imposed, on the competitor's score sheet.
- Procedural penalties are assessed at minus 10 points each.
- A competitor disputing the application or number of procedural penalties may appeal to the Chief Controller. A competitor who continues to be aggrieved may then lodge an appeal for arbitration.
- Procedural penalties cannot be nullified by further competitor action. For example, a competitor who fires a shot at a target while faulting a line will still incur the applicable penalties even though he subsequently shoots at the same target while not faulting the line.

Procedural Penalties – Specific Examples

- A competitor who fires shots while any part of their body is touching the ground or any object beyond a Fault Line will receive 1 procedural penalty for each occurrence. No penalty is assessed if a competitor does not fire any shots while faulting.

However, if the competitor has gained a significant advantage on any target(s) while faulting, he may instead be assessed 1 procedural penalty for each shot fired at the subject target(s) while faulting.

- A competitor who fails to comply with a procedure specified in the written stage briefing will incur 1 procedural penalty for each occurrence. However, if a competitor has gained a significant advantage during non-compliance, the competitor may be assessed 1 procedural penalty for each shot fired, instead of a single penalty (e.g. firing one or more shots contrary to the required location, shooting position or stance).
- Where multiple penalties are assessed in the above cases, they must not exceed the maximum number of scoring hits that can be attained by the competitor. For example, a competitor who gains an advantage while faulting a Fault Line where only 4 metal targets are visible will receive 1 procedural penalty for each shot fired while faulting, up to a maximum of 4 procedural penalties, regardless of the number of shots actually fired.
- A competitor who fails to comply with a mandatory reload will incur 1 procedural penalty for each shot fired after the point where the reload was required until a reload is performed.

- A competitor who is creeping (e.g. moving hands towards the firearm, a reloading device or ammunition) or physically moving to a more advantageous shooting position or stance after the "Standby" command and prior to issuance of the Start Signal, will incur 1 procedural penalty. If the Range Controller can stop the competitor in time, a warning will be issued for the first offense and the competitor will be restarted.
- A competitor who fails to engage any scoring target with at least one round will incur 1 procedural penalty per target, plus the applicable number of misses.
- If a course of fire (or part thereof) stipulates shooting strong or weak hand only, a competitor will incur one procedural penalty for each occurrence of touching the handgun (or scooping it from a table etc.) with the other hand after the Start Signal (or from the point where single hand shooting has been stipulated). Exceptions are releasing an external safety (without scooping), reloading or correcting a malfunction. However, the procedural penalty will be applied on a "per shot fired" basis when a competitor uses the other hand or arm to:

support the handgun or the stipulated wrist, hand or arm while firing shots;

increase stability on the ground, a barricade or another prop while firing shots.
- A competitor who leaves a shooting location may return and shoot again from the same location provided they do so safely.
- Special penalty: A competitor unable to fully execute any part of a course of fire due to incapacity or injury may, prior to making his attempt at the course of fire, request that the Chief Controller apply a penalty in lieu of the stated course requirement.

If the request is approved by the Chief Controller, he must state, in advance of the competitor attempting the course of fire, the extent of the special penalty, ranging from 1% to 20% of the competitor's points "as shot", to be deducted.

Alternatively, the Chief Controller may waive application of any penalties in respect of a competitor who, due to having a significant physical disability, is unable to comply with the stated course requirement.

If the request is denied by the Chief Controller, normal procedural penalties will apply.

- A competitor who fires shots over a barrier constructed to a height of at least 1.8 meters will incur 1 procedural penalty for each shot fired

Disqualification – General Regulations

- A competitor who commits a safety infraction or any other prohibited activity during a GBPSC match will be disqualified, and will be prohibited from attempting any remaining courses of fire regardless of the schedule or physical layout of the match, pending the verdict of any appeal submitted.
- When a disqualification is issued, the Range Controller must record the reasons for the disqualification, and the time and date of the incident, on the competitor's score sheet, and the Chief Controller must be notified as soon as possible.
- Scores for a competitor who has received a disqualification must not be deleted from match results, and match results must not be declared final by the Match Director, until the end of the match, provided no appeal to arbitration on any matter has been submitted to the Chief Controller (or his delegate).
- Scores for a competitor who has completed a pre-match or main match without a disqualification will not be affected by a disqualification received while that competitor is participating in a Shoot-Off or other side match

Disqualification – Accidental Discharge

A competitor who causes an accidental discharge must be stopped by a Range Controller as soon as possible. An accidental discharge is defined as follows:

- A shot, which travels over a backstop, a berm or in any other direction, specified in the written stage briefing by the match organizers as being unsafe. Note that a competitor who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified, but disciplinary action may be taken.
- A shot which occurs while actually loading, reloading or unloading a gel blaster.

Exception – a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to a disqualification.

- A shot which occurs during remedial action in the case of a malfunction
- A shot which occurs while transferring a handgun between hands.
- A shot which occurs during movement, except while actually shooting at targets.

Disqualification – Unsafe Gel Blaster Handling

Examples of unsafe gel blaster handling include, but are not limited to:

- Handling a gel blaster at any time except when in a designated Safety Area or when under the supervision of, and in response to a direct command issued by, a Range Controller.
- Allowing the muzzle of a gel blaster to point uprange, or past the default, or specific safe angles of fire during a course of fire.
- If at any time during the course of fire, a competitor drops his gel blaster or causes it to fall, loaded or not. Note that a competitor who, for any reason during a course of fire, safely and intentionally places the gel blaster on the ground or other stable object will not be disqualified provided:

The competitor maintains constant physical contact with the gel blaster, until it is placed firmly and securely on the ground or another stable object; and

The competitor remains within 1 meter of the firearm at all times (except where the firearm is placed at a greater distance, under the supervision of a Range Controller, in order to comply with a start position.

- Drawing or holstering a handgun within the confines of a tunnel.
- Allowing the muzzle of a handgun to point at any part of the competitor's body during a course of fire (i.e. sweeping). A disqualification is not applicable if sweeping occurs while drawing or re-holstering a gel blaster, provided the competitor's fingers are clearly outside the trigger guard.
- Allowing the muzzle of a loaded gel blaster to point rearwards uprange beyond a radius of 1 meter from a competitor's feet during drawing or re-holstering. The 1 meter concession only applies when a competitor is facing directly downrange.
- Wearing or using more than one firearm during a course of fire.
- Failure to keep the finger outside the trigger guard while clearing a malfunction where the competitor clearly moves the gel blaster away from aiming at targets.
- Failure to keep the finger outside the trigger guard during loading, reloading, or unloading except where specifically permitted
- Failure to keep the finger outside the trigger guard during movement.

- Having a loaded and holstered handgun gel blaster, in any of the following conditions:
 - A single action self-loading pistol with the chamber loaded and the safety not applied.
 - A double action or selective action pistol with the hammer cocked and the safety not applied.
 - A revolver with the hammer cocked.
- Having a loaded gel blaster other than when specifically authorized by a Range Controller.
- Retrieving a dropped gel blaster. Dropped gel blasters must always be retrieved by a Range Controller who will, after checking and/or clearing the gel blaster, place it directly into the competitor's gun case, gun bag or holster. Dropping an unloaded gel blaster or causing it to fall outside of a course of fire is not an infraction. However, a competitor who retrieves a dropped gel blaster will receive a disqualification.
- Using prohibited and/or unsafe ammunition, and/or using a prohibited gel blaster.

Disqualification – Unsportsmanlike Conduct

- Competitors will be disqualified for conduct which a Range Controller deems to be unsportsmanlike. Examples include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behaviour likely to bring the sport into disrepute. The Chief Controller must be notified as soon as possible.
- A competitor who is deemed by a Range Controller to have intentionally removed or caused the loss of eye or ear protection in order to gain a reshoot or advantage will be disqualified.
- Other persons may be expelled from the range for conduct which a Range Controller deems to be unacceptable. Examples include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a competitor's attempt thereof, and any other behaviour likely to bring the sport into disrepute.

Disqualification – Prohibited Substances

- All persons are required to be in complete control both mentally and physically during GBPSC matches.
- GBPSC considers the abuse of alcoholic products, non-prescription and non-essential drugs and the use of illegal or performance enhancing drugs, irrespective of how they are taken or administered, to be an extremely serious offense.

- Except when used for medicinal purposes, competitors and officials at matches must not be affected by drugs (including alcohol) of any sort during matches. Any person, who in the opinion of the Chief Controller is visibly under the influence of any of the items described herein, will be disqualified from the match and may be required to leave the range.
- GBPSC reserves the right to prohibit any general or specific substances and to introduce tests for the presence of these substances at any time

ARBITRATION & INTERPRETATION OF RULES

General Principles

- Administration – Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant match levels the outcome is much more important to the individual competitor. However, effective match administration and planning will prevent most if not all disputes.
- Access – Appeals may be submitted to arbitration in accordance with the following rules for any matter except where specifically denied by another rule. Appeals arising from a disqualification for a safety infraction will only be accepted to determine whether exceptional circumstances warrant reconsideration of the disqualification. However, the commission of the infraction as described by the Match Official is not subject to challenge or appeal.
- Appeals – The Range Controller makes decisions initially. If the appellant disagrees with a decision, the Chief Controller for the stage or area in question should be asked to rule.
- Appeal to Committee – Should the appellant continue to disagree with the decision he may appeal to the Arbitration Committee by submitting a first party appeal.
- Retain Evidence – An appellant is required to inform the Chief Controller of his wish to present his appeal to the Arbitration Committee and may request that the officials retain any and all relevant documentary or other evidence pending the hearing. Audio and/or video recordings may be accepted as evidence.
- Preparing the Appeal – The appellant is responsible for the preparation and delivery of the written submission, together with the appropriate fee. Both must be submitted to the Range Master within the specified period of time.
- Match Official's Duty – Any Match Official in receipt of a request for arbitration must, without delay, inform the Chief Controller and must note the identities of all witnesses and officials involved and pass this information on to the Chief Controller.
- Match Director's Duty – Upon receiving the appeal from the Chief Controller, the Match Director must convene the Arbitration Committee in a place of privacy as soon as possible.

- Arbitration Committee's Duty – The Arbitration Committee is bound to observe and apply the current GBPSC Rules and to deliver a decision consistent with those rules. Where rules require interpretation or where an incident is not specifically covered by the rules, the Arbitration Committee will use their best judgment in the spirit of the rules.

Composition of Committee

- Level I and II Matches – The Match Director can appoint an Arbitration Committee of three experienced persons who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the appeal. The arbitrators should be certified Match Officials if possible. All committee members will vote. The senior Match Official, or the senior person if there are no Match Officials, will be the chairman.

Time Limits & Sequences

- Time Limit for Appeal to Arbitration – Written appeals to arbitration must be submitted to the Range Master on the appropriate form, accompanied by the applicable fee, within one hour of the time of the disputed call as recorded by Match Officials. Failure to comply will render the appeal invalid, and no further action will be taken. The Range Master must, on the appeal form, immediately record the time and date he received the appeal.
- Decision Time Limit – The Committee must reach a decision within 24 hours of the request for arbitration or before the results have been declared final by the Match Director, whichever comes first. If the Committee fails to render a decision within the prescribed period, both a first and third party appellant will automatically succeed in their appeal, and the fee will be returned.

Rules of Procedure

- Committee's Duty and Procedure – The Committee will study the written submission and retain on behalf of the organizers the monies paid by the appellant until a decision has been reached.
- Submissions – The Committee may require the appellant to personally give further details of the submission and may question him on any point relevant to the appeal.
- Hearing – The appellant may be asked to withdraw while the Committee hears further evidence.
- Witnesses – The Committee may hear Match Officials as well as any other witnesses involved in the appeal. The Committee will examine all evidence submitted.

- Questions – The Committee may question witnesses and officials on any point relevant to the appeal.
- Opinions – Committee members will refrain from expressing any opinion or verdict while an appeal is in progress.
- Inspect Area – The Committee may inspect any range or area related to the appeal and require any person or official they regard as useful to the process to accompany them.
- Undue Influence – Any person attempting to influence the members of the Committee in any way other than evidence may be subject to disciplinary action at the discretion of the Arbitration Committee.
- Deliberation – When the Committee is satisfied that they are in possession of all information and evidence relevant to the appeal, they will deliberate privately and will reach their decision by majority vote.

Verdict and Subsequent Action

- Committee Decision – When a decision is reached by the Committee, they will summon the appellant, the official and the Range Master to present their judgment.
- Implement Decision – It will be the responsibility of the Chief Controller to implement the Committee's decision. The Chief Controller will post the decision in a place available to all competitors. The decision is not retroactive and will not affect any incidents prior to the decision.
- Decision is Final – The decision of the Committee is final and may not be appealed unless, in the opinion of the Chief Controller, new evidence received after the decision, but before the results have been declared final by the Match Director, warrants reconsideration.
- Minutes – Decisions of the Arbitration Committee will be recorded and will provide precedent for any similar and subsequent incident during that match.

Third Party Appeals

- Appeals may also be submitted by other persons on a "third party appeal" basis. In such cases, all provisions of this Chapter will otherwise remain in force.

Interpretation of Rules

- Interpretation of these rules and regulations is the responsibility of the GBPSC Executive Council.
- Persons seeking clarification of any rule are required to submit their questions in writing, either by fax, letter or email to GBPSC headquarters.
- All rule interpretations published on the GBPSC website will be deemed to be precedents and will be applied to all GBPSC sanctioned matches commencing on or after 7 days from the date of publication. All such interpretations are subject to ratification or modification at the next GBPSC Assembly.

MISCELLANEOUS MATTERS

Appendices

All Appendices included herein are an integral part of these rules.

Language

English is the official language of the GBPSC Rules. Should there be discrepancies between the English language version of these rules and versions presented in other languages, the English language version will prevail.

Disclaimers

Competitors and all other persons in attendance at a GBPSC match are wholly, solely and personally responsible to ensure that all and any equipment which they bring to the match is fully in compliance with all laws applicable to the geographical or political area where the match is being held. Neither GBPSC nor any GBPSC Officers, nor any organization affiliated to GBPSC nor any officers of any organization affiliated to GBPSC accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such equipment.

Gender

References made herein to the male gender (i.e. "he", "his", "him") are deemed to include the female gender (i.e. "she", "her").

Glossary

Throughout these rules, the following definitions apply:

Aftermarket	Items not manufactured by the OGBM, and/or bearing identifying marks of a different OGBM.
Aim / Aiming	Aligning the barrel of a firearm at targets.
Allied Equipment	Magazines, speed loaders and/or their respective retention devices (including magnets).
Berm	A raised structure of sand, soil or other materials used to contain bullets and/or to separate one shooting bay and/or COF from another.
Bullet	The projectile in a round intended to strike a target.
Calibre	The diameter of a bullet measured in millimetres (or thousandths of an inch).
Chamber Safety Flag	A brightly coloured device, no part of which resembles a round or any part thereof. The flag must be incapable of being inserted into a firearm which has a loaded chamber and must, while fitted, prevent a round from being inserted into the chamber. The flag must have an integral tab or ribbon clearly protruding from the firearm.
Compensator	A device fitted to the muzzle end of a barrel to counter muzzle rise (usually by diverting away escaping gasses).
Discharge	See Shot.
Downrange	The general area of a stage, shooting bay or range, where the muzzle of a firearm may be safely pointed during a course of fire and/or where projectiles are intended or are likely to impact.
Draw (Drawing)	The act of removing a handgun from its holster. A draw is deemed to have ended when the handgun has cleared the holster.
Dry firing	The activation of the trigger and/or action of a gel blaster which is totally devoid of ammunition.
Dummy Ammunition	Includes practice or training rounds, blanks, snap caps and empty cases.
Engage	Firing a shot at a target. Firing a shot at, but missing, a target is not a "failure to engage". The malfunction of a gel blaster or a round which prevents a shot being fired, is deemed to be a "failure to engage".
Face, (facing) uprange	The competitor's face, chest and toes are all facing uprange.
False start	Beginning an attempt at a COF prior to the Start Signal
Holster	A handgun retention device, worn on a competitor's belt.
Loaded	A gel blaster having a live or dummy round in the chamber or cylinder, or having a live or dummy round in an inserted or fitted magazine(s).
Loading	The initial insertion of ammunition into a gel blaster in response to the "Load And Make Ready" command. Loading begins as soon as the competitor grips a round of ammunition, a magazine or speed loader, and ends when the gel blaster is securely holstered (or placed elsewhere in accordance with the written stage briefing), and the competitor's hands are clear of the gel blaster. For an unloaded Handgun Ready Condition, loading ends when the magazine is fully seated (or when the cylinder is fully closed).
Location	A geographical place within a course of fire.
Match Personnel	People who have an official duty or function at a match, but who are not necessarily qualified as, or acting in the capacity of, Match Officials.
May	Entirely optional.
Must	Mandatory.

No-shoot(s)	Target(s) that incur penalties when hit.
Not applicable	The rule or requirement does not apply to the particular discipline or Division
OGBM	Original Gel Blaster manufacturer
Props	Items, other than targets or fault lines, used in the creation, operation or decoration of a COF
Prototype	A gel blaster in a configuration which is not in mass production and/or is not available to the general public
Region	A country or other geographical area, recognized by GBPSC
Regional Director	The person, recognized by GBPSC, who represents a Region.
Reloading	Replacement of a magazine already inserted in a gel blaster with a different magazine, or the insertion of additional ammunition into a gel blaster while the competitor is actually making his attempt at a COF. Reloading commences when the magazine (or cylinder) release button is activated, and ends when the competitor's hand is clear of the newly inserted magazine (or when the cylinder is fully closed). Exception: safely firing the chambered round at a target before inserting a fresh magazine.
Reshoot	A competitor's subsequent attempt at a course of fire, authorized in advance by a Range Officer or an Arbitration Committee.
Round	A cartridge of ammunition used in a handgun, SMG or rifle
Shooting position	The physical presentation of a person's body (e.g. standing, sitting, kneeling, prone).
Shot	A projectile which passes completely through the barrel of a gel blaster
Should	Optional but highly recommended.
Sight picture	Aiming at a target without actually shooting at it.
Snap Cap	(Also "spring cap") A type of dummy round.
Squib	Any part of a round lodged inside the barrel of a gel blaster and/or a projectile which exits the barrel at extremely low velocity.
Stance	The physical presentation of a person's limbs (e.g. hands by the side, arms crossed etc.).
Start position	The location, shooting position and stance prescribed by a COF prior to issuance of the Start Signal
Strong Hand	The hand a person uses to initially grip a handgun when drawing it from a holster attached to their belt (the weak hand is the other hand). Competitors with only one hand can use that hand for both Strong and Weak Hand stages.
Sweeping	Pointing the muzzle of a gel blaster at any part of the competitor's body during a course of fire when a handgun is held or touched while not securely holstered, or when a long gun is held while a chamber safety flag is not inserted
Target(s)	A term that can include both scoring target(s) and no-shoot(s) unless a Rule differentiates between them.
Target Array	A collection of approved targets that can only be seen from any single location or view.
Tie-down rig	A holster where the lower portion is secured to a competitor's leg by a strap or other means.
Unloaded	A gel blaster which is totally devoid of any live or dummy rounds in its chamber(s) and/or in an inserted or fitted magazine(s).

Unloading	Removal of ammunition from a gel blaster when the competitor has completed his attempt at a COF or when otherwise directed to unload by a Range Official. Unloading commences as soon as the magazine (or cylinder) release button is activated, and ends when the handgun is devoid of ammunition. Note that a competitor who, after activating the magazine or cylinder release button in response to a command given, safely fires the chambered round at a target and/or who reinserts ammunition, is deemed to have terminated the unloading process and resumed shooting.
Uprange	The general area of a stage, shooting bay or range, rearwards of the default maximum safe angle of fire, where the muzzle of a firearm must not be pointed during a course of fire.
View	A vantage point available at a location (e.g. one of the ports, one side of a barricade etc.).
Will	Mandatory
Pistol	a small firearm designed to be held in one hand. This can encompass both semi-automatic pistols & revolvers. No forward grips are permitted on pistols at any events.
Revolver	A revolver is a repeating handgun that has at least one barrel and uses a revolving cylinder containing multiple chambers (each holding a single cartridge) for firing.
SMG/Submachine gun	a magazine-fed, automatic carbine designed to fire handgun cartridges.
Rifle	A rifle is a long-barrelled firearm designed for accurate shooting. In keeping with their focus on accuracy, rifles are typically designed to be held with both hands and braced firmly against the shooter's shoulder via a buttstock for stability during shooting.
GBB/Gas Blowback	A method of using gas (CO2 or green gas) to propel a gel ball out of a gel blaster and cycle the action of the blaster.
Green Gas	Propane with a different scent added to standard commercial propane, with silicone oil suspended in the propane.
CO2	Pressurised carbon dioxide, generally contained in 12-gram capsules.
Electric	Any gel blaster powered by a battery, running a motor that operated parts inside the gearbox to create air pressure inside a cylinder and piston, using this pressure to fire the gel ball from the blaster.
FPS	Feet per second, the common method used to measure the velocity of gels fired from gel blasters.
Semi/Single	A method where every pull & release of the trigger results in one gel ball being fired, with the trigger needing to be pulled again for another shot.
Auto	A method where one pull of the trigger fires the blaster continuously, the action continually cycling while the trigger is pulled.
Stick Magazines	Magazines for gel blasters representing "real steel" magazines for pistol calibre cartridges. These magazines are generally longer and slimmer than rifle calibre magazines, henceforth being called "stick" magazines.
GBPSC	Gel Blaster Practical Shooting Competition

Measurements

Throughout these rules, where measurements are expressed, those in brackets are only provided as a guide.

Fees

- Unless specified otherwise, the standard competitor fee is \$25 per event day.

SAMPLE GBPSC SCORE SHEET

Competitor Name: _____ Date: _____

Division: _____ CLASS: _____

MATCH DETAILS

STAGES: _____

TARGETS PER STAGE: _____

Stage Scoring (cross out unnecessary stages)

Hit targets to be marked with an X, missed targets with an M, and skipped targets with an S

	TARGETS(all targets retain a value of 5 points)	STAGE SCORE
STAGE 1	○ ○ ○ ○ ○ ○	
STAGE 2	○ ○ ○ ○ ○ ○	
STAGE 3	○ ○ ○ ○ ○ ○	
STAGE 4	○ ○ ○ ○ ○ ○	
STAGE 5	○ ○ ○ ○ ○ ○	
STAGE 6	○ ○ ○ ○ ○ ○	
STAGE 7	○ ○ ○ ○ ○ ○	
STAGE 8	○ ○ ○ ○ ○ ○	
STAGE 9	○ ○ ○ ○ ○ ○	
STAGE 10	○ ○ ○ ○ ○ ○	

Total Match Time(recorded to 2 decimal places): _____

Total Match Score: _____

Warnings Given(if any) (if more space is needed see over page):

HIT FACTOR(total score, minus penalties, divided by total time recorded to 2 decimal places): _____

Competitor Signature: _____

Range Controller Signature: _____

Disqualification

Date: _____

Time of disqualifying event: _____

Person/s Involved:

Reason for Disqualification:

Competitor Signature: _____

Range Controller Signature: _____