

AMERICAN LIVE PHIRE ACTION SHOOTERS[®], INC.

(ALPhAS[®])

&

CLOSE QUARTERS TACTICAL ACTION SHOOTING[®]

(CQTAS[®])

Mission

Our mission is to provide a fun and challenging experience to competitive shooters of all ages and competency levels while integrating the use of popular tactical gear and readily available firearms.

Description

This is a close quarters battle (CQB) style shooting competition utilizing handguns, rifles, and shotguns. All engagements are presented at CQB distances. Rifle targets are a mixture of steel and cardboard depending on distance. Pistol targets are static steel targets as well. Shotgun targets are steel knock-downs without springs. Pistol and rifle targets are of realistic size (approximately 16" x 24"). Pistol and rifle targets are counted as hits or misses not *scored*. Shotgun targets must be knocked down. Misses may be made up and there is no penalty for extra rounds placed on targets.

This sport provides for a vast number of different firearm options to engage the courses of fire. A course of fire (stage) will present a shooting problem that might have several creative solutions that require the employment of handgun, rifle, and shotgun.

Categories are based around the gear and equipment selected, not weapons, competitor experience and/or shooting skill. This eliminates the need for "qualifier" stages and the possibility of "sand-bagging" for competitive advantage. This strategy was chosen under the philosophy that all competitors can, and should, hone their skills to be cleaner, faster, and more proficient combat shooters regardless of their skill level.

This is a *close quarters* style shooting sport. As such, it is not meant to be a foot race or acrobatics contest. Movement and shooting on the move are of tactical importance but in a close quarters environment, 25-yard sprints are not common occurrences. Short distances between shooting positions and negotiating obstacles/barriers while working a shooting problem are the goals.

Code Of Conduct

Personal conduct on the range is of paramount importance. It is expected that all competitors pitch in and help work the squads so the match runs efficiently and we get finished in a timely manner. Competitors are also expected to behave in a respectful and courteous manner. Interpersonal conflict will not be tolerated on any level for any reason. This includes rude, belligerent behavior towards competitors or match officials. Working a shooting problem during stage engagement is important, however one must do so safely and within the Rules of Engagement (ROE). There may be stages that are not tactically perfect or even realistic but at the end of the day, the zombies are not *really* coming and *everyone* needs to go home intact. If this is not possible for you, this may not be your sport.

Standard Operating Procedures (SOP[©])

Range Safety SOP

1. All weapons are to be considered loaded and handled in a safe manner.
2. Muzzle awareness is paramount; all weapons are to be carried with the muzzles pointed in a safe direction at all times.
3. Eye and ear protection are mandatory.
4. Cold range. **No weapons** will be loaded except at the designated loading area and on the firing line.
5. When not on the firing line, all long guns will have the magazines out and actions open.
6. When not on the firing line, all handguns will be holstered with the magazine out, chamber verified empty with the action closed, and hammer/striker down.
7. If you must handle weapons when not engaging a stage, take them to a designated "safe area".
8. No weapon may be carried with a sling at any time.
9. Breaking the 180 during stage engagement will incur a stage disqualification (SDQ).
10. Any negligent/accidental discharge while not on the firing line will incur a match disqualification (MDQ).
11. Serious and/or repeated weapons manipulation violations will incur a MDQ.
12. During stage engagement, the loss of control of any weapon will incur a MDQ.
13. During stage engagement, any negligent/accidental discharge impacting a prop not designated by the stage ROE as "OK to engage" or impacting the deck within 10 feet of the competitor will incur a MDQ.
14. Sweeping/flagging any person (including yourself) with the muzzle of a loaded weapon at any time will incur a MDQ.
15. Any round discharged from any weapon during stage engagement while not directly engaging targets will incur a MDQ.
16. Two SDQs during the same event will incur a MDQ.

That Guy

That Guy who absolutely must have a loaded firearm on him at all times will not be tolerated. This is a competition sport in a safe Area of Operation (AO). Please do not be *That Guy*.

Rules of Engagement (ROE[©])

1. After the beep, when the 1st round is sent downrange, the competitor is committed to the stage.
2. The competitor is ultimately responsible for their actions regarding range safety, weapons manipulation and stage engagement. The Range Timer Operator (RTO) is present to *assist* the competitor safely through stage engagement.
3. Any missed target may be re-engaged to "make up the miss". Extra rounds placed on targets will incur no penalty.
4. Rifles will be placed in Condition 1 (magazine inserted, chambered, placed "on safe") **on the firing line** prior to staging.
5. Pistols will be placed in Condition 1 (magazine inserted, chambered, placed "on safe") **on the firing line** prior to holstering/staging.
6. Shotguns must be staged in Condition 2 (magazine loaded with the required shell count for the stage, hammer down on an empty chamber. Shotgun magazine is loaded in the loading area. Shotguns may be staged "off safe".
7. Shotgun magazines may only be loaded with the number of shells required by the stage ROE up to 8 shells regardless of actual magazine capacity.

8. During stage engagement, rifles and pistols must be placed “on safe” after engaging and discarded with the muzzle safely within the 180. This will be verified by the RTO upon completion of stage engagement prior to the competitor being allowed to clear the them.
9. During stage engagement, the shotgun must be discarded with the action open and empty with the muzzle safely within the 180.
10. When a mandatory magazine change for rifle or pistol is required, at least 1 round must be fired *before* the magazine is dropped from the weapon and at least 1 round must be fired *after* the fresh magazine is inserted into the weapon. Timing of the change may be further specified by stage ROE.
11. Any magazine or round of ammunition dropped on the deck during stage engagement is dead and may not be retrieved until stage engagement is complete.
12. Once the competitor draws/picks up a weapon, they are committed to that weapon.
13. In the event of declared catastrophic malfunction, the competitor may “transition to secondary” or another weapon to complete stage engagement. *See Range OPS Manual for specific clarifications.*
14. When specified by the stage ROE, all competitors may “shoot on the move”. *See Range OPS Manual for specific clarification.*

Categories

ALPhAS sanctioned categories are based on gear selection, age and gender. Affiliated clubs may offer extra categories at their monthly matches. All categories are subject to relaxed “dress code” during extreme summer months. The ALPhAS sanctioned categories are listed alphabetically below.

Category SOP[©]

Contractor[©]

Contractor is for the competitor who likes the form and function of mission specific gear used by some civilian contractors but do not want the bulk and/or weight of body armor.

1. Contractors may employ any handgun of 9mm (0.356") or larger permitted by the Weapon SOP.
2. Contractors may employ any rifle of “rifle caliber” permitted by the weapon SOP.
3. Contractors may employ a centerfire “pistol caliber” rifle but only in an M-4/AR-15 platform.
4. Contractors may employ any shotgun permitted by the Weapon SOP.

Contractor Dress Code

1. Contractors must wear camouflage or solid colors (no hunting camo permitted; i.e. RealTree, Mossy Oak, etc.). No jeans. Tactical pants and tactical/combat shirts only.
2. Contractors must wear a chest rig or tactical vest (**not** a plate/armor carrier without plates) on which they will carry their gear.
3. Contractors must carry on their person at least 3 fully loaded standard capacity rifle magazines and at least 2 fully loaded standard capacity pistol magazines in pouches/carriers as well as their extra shotgun shells. These must fit the competitor’s rifle and pistol and must contain live ammunition.

These are to be maximum legal capacity if limited by the competitor’s state of residence otherwise they are expected to conform to the Weapon SOP.

4. Contractors may employ “leg rigs” for their pistol holster and extra magazines.
5. Contractors may employ a MOLLE “Battle Belt” for their pistol holster and extra magazines. No “speed rigs” are not permitted; tactical magazine pouches only.
6. Chest rig/tactical vest must weigh at least 10 pounds (not including water, reservior, and tube).
5. Contractors must carry at least 3 items from the list below:

This list is not exhaustive, if you have a question about a piece of gear not seen here, please ask.

- Tactical ball cap (camo rule applies)
- Boonie hat (camo rule applies)

- Watch cap (camo rule applies)
- Balaclava
- Shemagh
- Tactical gloves (do not have to be worn while shooting)
- Full hydration carrier
- Radio with headset carried in appropriate pouch
- Med kit/pouch
- Fixed blade knife with a blade ≥ 3.5 inches
- Knee and elbow pads

FNG[©]

Friendly New Guy. Competitors qualify as a FNG if they have minimal gear and have not shot an action shooting sport under the clock (Cowboy Action, IPSC, IDPA, etc.). One would also qualify for this category if they retain magazines (pistol or rifle) as well as shotgun shells in their waistband and/or pockets. This is the category to learn how to safely handle firearms under the stress of timed competition.

1. FNGs may employ any handgun of 9mm (0.356") or greater permitted by the Weapon SOP.
2. FNGs may employ any centerfire rifle permitted by the Weapon SOP.
3. FNGs may employ any shotgun permitted by the Weapon SOP.
4. FNGs must pick up the pistol from a staging area during stage engagement.

High Speed Low Drag (HSLD)[©]

HSLD is for competitors who prefer to run slick with very little to weigh them down. All gear must be carried on a single belt. **This may be a "Battle Belt" or their "pants" belt.**

1. HSLD competitors may employ any handgun of 9mm (0.356") or larger permitted by the Weapon SOP.
2. HSLD competitors may employ any centerfire rifle permitted by the Weapon SOP.
3. HSLD competitors may employ any shotgun permitted by the Weapon SOP.
4. HSLD competitors must carry their holster, rifle and pistol magazines, and extra shotgun shells on one belt.
5. HSLD competitors may employ "leg rigs" for their pistol holster and extra magazines.
"Leg rigs" must attach and descend from the belt.

Historical U.S. Military[©]

Historical U.S. Military are for those who enjoy re-enacting a period of American military history from 1921-1984 while engaging a stage using live ammunition.

1. Dress must conform to the time period or military conflict portrayed (i.e. Vietnam, Korea, etc.).
2. Magazines/clips must be carried in correct pouches for time period or military conflict being portrayed.
3. Shotgun shells may be carried in modern carriers.
4. Authentic pistol holsters may be traded for modern/safer holster designs of the same color as the original.
5. This is a re-enactment category; competitors are expected to treat it as such. "Just doing the minimum" is not acceptable here.
6. All firearms must conform to the Weapon SOP with the following exceptions.
 - Pistols are limited to 1911 variants without magazine wells and double action revolvers.

- Pistol magazines must have a capacity of 8 rounds or less and be contained within the pistol grip. Magazines may have a base pad that is solid and contains no rounds and does not serve to increase capacity.
- Rifles must conform to time period or military conflict portrayed yet be within the Weapon SOP.
- M-16 variants must have integral carry handle or detachable carry handle on the upper (no bare A3 flat top uppers).
- AR-15/M-16 grips may be changed but must keep the original A-1/A-2 grip angle.
- No “modern tactical accessories” on AR-15/M-16 rifles.
- Iron sights only for all guns.
- Pistol caliber rifles/carbines are permitted only if they are mil-spec for the time period or military conflict portrayed.
- Shotguns must be 12 gauge slide action guns with wood furniture only; plain jane guns only; no tactical accessories permitted.

Junior 2-Gun® (up to 13 years of age at the start of the event)

This category is for children who might be too young or small to safely handle a shotgun. It will be divided by gender as needed. It is the parents’ responsibility to ensure that the children are trained in the safe handling of the weapons and are of a responsible age to do so.

1. Competitors may employ any rimfire or centerfire handgun permitted by the Weapon SOP.
2. Competitors may employ any rimfire or centerfire rifle permitted by the Weapon SOP.
3. Competitors may pick up weapons and magazines from staging areas as needed.

Junior 3-Gun® (14-18 years of age at the start of the event)

This category is for young competitors who are able to safely handle a shotgun. It will be divided by gender as needed. It is the parents’ responsibility to ensure that the competitors are trained in the safe handling of the weapons. Junior 3-Gun competitors may enter the standard categories but must abide by the rules of those categories.

1. Competitors may employ any centerfire handgun permitted by the Weapon SOP.
2. Competitors may employ any centerfire rifle permitted by the Weapon SOP.
3. Competitors may employ any shotgun permitted by the Weapon SOP.
4. Competitors may pick up weapons and magazines/shotgun shells from staging areas as needed.

Ladies 2-Gun® (18 years of age and up at the start of the event)

This category is for ladies who may be uninterested or who are unable to safely handle a shotgun.

1. Competitors may employ any centerfire handgun permitted by the Weapon SOP.
2. Competitors may employ any centerfire rifle permitted by the Weapon SOP.
3. Competitors may combine staging and carrying weapons/magazines.

Law Enforcement (LE)®

LE is a “uniformed” law enforcement category. Competitors may choose the dress of any “uniformed” law enforcement officer.

1. LEs must use weapons of standard department issue as permitted by the Weapon SOP.
2. LEs may employ any handgun of 9mm (0.356”) or larger permitted by the Weapon SOP.
3. LEs may employ any rifle permitted by the Weapon SOP.
4. LEs must employ any 12 gauge shotgun permitted by the Weapon SOP.

LE Dress Code

1. LEs must wear a “classic” LE uniform with LE insignias and appropriate footwear. Tactical pants *may* be appropriate depending on the department. This may be their “work” uniform if they are uniformed law enforcement.
2. LEs must carry at least 4 items of gear listed below on a single belt:

This list is not exhaustive, if you have a question about a piece of gear not seen here, please ask.

 - Officer’s hat
 - Tactical LE ball cap (with LE insignia)
 - Trooper hat
 - Handgun holster (1 only; if using revolvers, the extra ones must be picked up and returned to a staging area)
 - At least 2 fully loaded standard capacity pistol magazines or revolver speed loaders
 - Extra shotgun shells
 - At least 1 fully loaded rifle magazine
 - Handcuffs
 - LE spec flashlight
 - Taser (or replica)
 - Pepper spray in appropriate pouch
 - Baton/”night stick”/Asp baton
 - LE spec radio (or replica)

Operator[©]

Operator is for the competitor who prefers a mil-spec load out with “body armor”.

1. Operators may employ any handgun of 9mm (0.356”) or larger permitted by the Weapon SOP.
2. Operators must employ an M-4/AR-15 platform rifle; centerfire pistol caliber rifles are permitted in M-4/AR-15 platform only.
3. Operators may employ any shotgun of 12 gauge or larger permitted by the Weapon SOP.

Operator Dress Code

1. Operators must wear camouflage or solid colors (no hunting camo is permitted; i.e. RealTree, Mossy Oak, etc.). No jeans. Tactical pants and tactical/combat shirts only.
2. Operators must wear a plate/armor carrier. The carrier must have front and back “plates” in it.

Plates must be at least ½ inch thick. Composition of the plates is unimportant. Competitors choosing to carry AR500 steel plates that are less than ½ inch thick are good-to-go.
3. Operators must carry on their person at least 3 fully loaded standard capacity rifle magazines and at least 2 fully loaded standard capacity pistol magazines in pouches/carriers as well as their extra shotgun shells. These must fit the competitor’s rifle and pistol and must contain live ammunition.

These are to be maximum legal capacity if limited by the competitor’s state of residence otherwise they are expected to conform to the Weapon SOP.
4. Plate/armor carrier must weigh at least 15 pounds (not including water, reservoir, and tube).
5. Operators must wear a combat style helmet (replica and “bump” helmets are permitted).
6. Operators must display 2 American flags on their uniform or kit; 1 standard and 1 charging (reverse).
7. Operators must display a name tape bearing their call sign or last name.
8. Operators may employ “leg rigs” for their pistol holster and extra magazines.
9. Operators may employ a MOLLE “Battle Belt” for their pistol holster and extra magazines. No “speed rigs” are not permitted; tactical magazine pouches only.
10. Operators must carry at least 4 items from the list below:

This list is not exhaustive, if you have a question about a piece of gear not seen here, please ask.

- Shemagh

- Full hydration carrier
- Radio with headset in appropriate pouch
- Med kit/pouch with tourniquet
- 2 or more grenades (dummy or deactivated) in appropriate pouches
- Night Vision Goggles (NVGs) mounted on helmet (or replicas)
- Fixed blade knife with a blade ≥ 3.5 " or punching dagger
- Strobe and tactical light on helmet
- At least 2 chem lights
- Breaching charge (dummy)
- Tactical gloves (do not have to be worn while shooting)
- Knee pads
- Elbow pads

Rimfire

This category is for those wishing to shoot firearms in .22 rimfire only. Handguns and rifles must conform to the weapon SOP but be chambered for .22 rimfire (.22 conversions are permitted).

1. One firearm in .22 rimfire places a competitor in rimfire category.
2. Competitors may employ any shotgun permitted by the Weapon SOP.

Zombie Hunter[©]

If you are after The Undead, this is your category!

1. Zombie Hunters may employ any handgun of 9mm (0.356") or larger permitted by the Weapon SOP; if using revolvers, limit 4 (holster placement covered in TOE).
2. Zombie Hunters may employ any centerfire rifle permitted by the Weapon SOP.
3. Zombie Hunters may employ any shotgun permitted by the Weapon SOP.

Zombie Hunter Dress Code

1. Zombie Hunters must carry their holster(s), extra rifle and pistol magazines/revolver speed loaders on their "pants" belt.
2. Zombie Hunters must display at least one biohazard symbol that can be easily seen by all.
3. Zombie Hunters may employ "leg rigs" for their pistol holster and extra magazines.
"Leg rigs" must attach and descend from the "pants" belt. If using 3 or more revolvers, 2 must be carried in "leg rigs"; 1 on each leg.
4. Zombie Hunters must carry at least 1 fixed blade edged weapon from the list below:
 - Knife with a blade ≥ 4 inches
 - Combat tomahawk
 - Bayonet in scabbard
 - Hatchet/Axe
 - Baseball Bat

Weapon SOP[©]

General

1. All firearms must be in safe, serviceable condition and function properly.
2. All firearms permitted for this sport may be customized and/or accessorized within the limits set forth by these SOP.
3. All firearms permitted for this sport may be painted, coated, or cosmetically embellished to suit the competitor's preference within the limits set forth by these SOP.
4. Suppressors, SBRs, SBSs and select fire weapons are permitted within the limits set forth by the SOP but must be accompanied by their corresponding NFA paperwork.

This is subject to verification by the Match Director and Range Safety Officer and any local range rules. The competitor assumes all legal liability and responsibility for their legality and safe use.

RCWA Note: As stated above, local range rules prevail in the case of certain NFA items. As such, per RCWA, the NC-ALPhAS-1 match held at RCWA will not allow select fire weapons or SlideFire stock (including other “bump fire” devices).

Handguns

1. Any double action revolver or semi-automatic pistol is acceptable within the limits defined below.
2. Handguns must retain their *basic* factory silhouette.
3. There is no restriction on *internal* modifications and customization beyond what is listed in these SOP.
4. .22 rimfire revolvers and semi-automatic pistols are permitted in Rimfire Category only.
5. Mini red dot sights are permitted on handguns. They must be mounted where the traditional rear sight is located.
6. No frame mounted optics on semi-automatic pistols.
7. No recoil compensators, ported barrels or barrel weights extending beyond the muzzle and/or beyond the factory slide profile. Factory slides may not be shortened to include compensators.
Barrels threaded for suppressors may extend beyond the slide and may have a traditional thread protector covering the threads.
8. Weapon mounted lights and targeting lasers are permitted; appropriate safety etiquette is required.

Revolvers

1. Double action revolvers are permitted.
The stages will not be designed weapon specific.
2. Competitors using revolvers may carry multiple revolvers (limit 2) unless further specified by Category SOP.

Semi-Automatic Pistols

Competitors using semi-automatic pistols may carry only one pistol.

“Double Stack” Pistols

1. Magazines may not exceed 140 mm (5.5”) in length including the base plate/pad.
This is the maximum allowable length. It is measured parallel to the rear of the magazine.
2. Magazine wells are permitted and must measure less than 3” in length by 2” in width.
This is for all double stack semi-automatic pistols regardless of caliber.

“Single Stack” Pistols

1. Magazine capacity is limited to 10 rounds.
2. Magazine wells are permitted but may be further restricted by Category SOP.

Rifles/Carbines

1. Any semi-automatic rifle of 7.62mm and smaller with a detachable magazine is acceptable.
2. “Pistol caliber” (9mm, .45ACP, etc.) semi-automatic rifles are permitted and may be further specified/restricted by the Category SOP.
3. .22 rimfire rifles are permitted in Rimfire Category only (.22 conversions are permitted).
4. Optics and iron sights are permitted in any combination preferred by the competitor.
5. Magazine coupling devices and Redi-Mag systems are permitted.
6. Weapon mounted lights and targeting lasers are permitted; appropriate safety etiquette is required.
7. Rifles may not be carried with slings at any time.
8. No slings may be attached to rifles.

Shotguns

1. Any slide action or semi-automatic shotgun chambered for 20 gauge or larger is acceptable.
2. Optics and iron sights are permitted in any combination preferred by the competitor.
3. Ammunition carriers mounted to the shotgun are permitted.
4. The magazine tube may not extend more than a ½ inch beyond the muzzle. This includes cap, sling swivel, etc.
5. Weapon mounted lights and targeting lasers are permitted; appropriate safety etiquette is required.
6. Shotguns may not be carried with slings at any time.
7. No slings may be attached to shotguns.

Ammunition SOP[©]

General

1. Reloaded/custom loaded ammunition is permitted within the stated power factor range.
2. A chronograph may be on hand to determine questionable ammunition.

Handgun

1. Power Factor of all handgun ammunition must be 100-200.
Power Factor is defined as $\frac{\text{bullet weight} \times \text{velocity}}{1000}$.
2. Velocity must be less than 1200 FPS.
3. Hard cast lead or FMJ ammunition is required.
4. **No JHP, SP or STEEL CORE bullets;** if unsure, use a magnet before bringing it to the match.
5. Inconsistent, over-powered and under-powered ammunition will be considered unsafe and its use will not be permitted.

Rifle/Carbine

1. **No ARMOR PIERCING or TRACER ammunition.**
2. Inconsistent, over-powered and under-powered ammunition will be considered unsafe and its use will not be permitted.

Shotgun

1. Standard 2¾" target loads are required (i.e. 2¾- 3¼ dram equivalent or lighter) carrying #6 or smaller (#7½, 8, etc.) lead shot. *This is subject to local range rules (i.e. #7½ and smaller shot rules).*
2. Inconsistent, over-powered and under-powered ammunition will be considered unsafe and its use will not be permitted.
3. **NO BUCKSHOT, SLUGS, STEEL SHOT or MAGNUM LOADS.**

Gear SOP[©]

This covers basic range gear. The Category SOP details gear required for each category.

Table of Organization & Equipment (TOE[©])

Load Out

A "gun cart", as is used in other shooting sports, is the best choice to keep gear organized and easy to access.

Handgun Gear

1. Holsters must be secure and retain the pistol during a wide range of movement.
2. No "muzzle-plug" or "speed-rail" type holsters.
3. Holsters must cover from the trigger guard to the end of the slide. Holsters may be open or closed muzzle. *See below example of minimum coverage.*



Courtesy TR Holsters

4. Handgun holsters must be on the weapon side (“strong side”) of midline and at no time be canted more than 30° muzzle forward or backward. Competitors carrying multiple revolvers may place holsters where convenient and must obey the 30° rule and Category SOP.
5. Vertical carry cross draw holsters are permitted.
6. No shoulder holsters.
7. No “sternum or chest mounted” holsters on chest rigs/tactical vests or plate/armor carriers.
8. Handgun holsters may be mounted to chest rigs/tactical vests or plate/armor carriers but must adhere to angle and placement requirements in #4 above.
9. Pistol magazine pouches/carriers/revolver speed loader holders should be secure and retain the magazine/speed loader through a wide range of movement.

Rifle/Carbine Gear

1. Rifle magazine pouches/carriers should be secure and retain the magazine through a wide range of movement.

Shotgun Gear

1. The competitor should carry extra shells on their person in case a combat reload is required.
2. Weapon mounted shell carriers are permitted and are advised to be secure and retain the ammunition throughout a wide range of movement.

ALPhAS Membership

Membership has its priviledges! As a member, your unique call sign and serial number will be protected for your membership period; annual or lifetime. You will be issued a set of dog tags with your call sign and serial number on them. After your first renewal, you will get a membership card annually to show that you are in good standing. This is important because all ALPhAS affiliated clubs are required to give members in good standing a discount on the match fee (even if you are just passing through). State, Regional, the National and the World Championship will only be open to members in good standing. In the future, ALPhAS will begin carrying merchandise and offering services to its members. This will be in the form of tactical gear, weapons and accessories, armorer’s services and such. The benefit package will also grow to include stickers and patches as well. Some of these things will be available to the public as well but members will be eligible for a discount.

This sport can be as serious or as social as *you* want it to be. To keep a light hearted and fun atmosphere, each competitor is asked pick a “call sign”. The call sign will be your own when registered as an ALPhAS member. The only restriction placed on call signs is that they must be printable; “Turd Ball”

would be acceptable where “Sh*t Bag” would not. A competitor may use their real name as their call sign if they like. Call signs are exclusive; there can only be one of each. Bottom line, if it sounds the same, it *is* the same. When registered with ALPhAS as members, all call signs are protected from duplication and recognized as original and unique to the owner for the membership period; annual or lifetime.

Scoring SOP[©]

Matches will consist of individual stages (typically 4-6) and will be scored using a system of stage points. This system will rank each competitor’s total time (raw time plus penalties) and assign them a finishing number for every stage (the fastest total stage time will be the stage winner and be given 1 stage point and so on). Each competitor’s finishing numbers (ranks) for all stages making up the match will be added and the lowest total number will be the category winner. Ties in stage points will be broken by the competitor having the lower total time finishing higher. This system was chosen as it rewards consistency in performance and due to its simplicity because it can be done by hand if necessary. Due to the wide range of weapons and gear that are allowed, matches are scored in category only; no overall results will be posted. No other scoring methods are permitted for an ALPhAS affiliated match. ALPhAS sanctioned State, Regional, the National and World Championships will be scored using stage points.

Determining The Competitor’s Total Stage Time

The time displayed on the timer at the last round fired of stage engagement will be the competitor’s *raw* time. This is the time it took the competitor to complete the stage. Any penalties, as described below, will then be added to the raw time. This becomes the competitor’s total stage time.

Penalties

Penalties are discussed in detail in the ALPhAS Range Ops Manual. Below are the basics.

1. Missed targets or knock-down shotgun targets left standing will each incur a 5 second penalty.
2. Not following stage ROE will incur a single 15 second penalty.
3. Safety infractions will each incur a 20 second penalty.
4. Use of equipment that violates the Weapon or Category SOP will incur a Stage Disqualification (SDQ) for each stage engaged with that equipment (State Championship level and above events only).
5. Code of Conduct (CoC) violations will each incur a 30 second penalty.
6. Breaking the 180 during stage engagement will incur a SDQ.
7. Any negligent/accidental discharge while not on the firing line will incur a match disqualification (MDQ).
8. During stage engagement, the loss of control of any weapon will incur a MDQ.
9. Serious and/or repeated weapons manipulation violations will incur a MDQ.
10. Any negligent/accidental discharge impacting a prop not designated by the stage ROE as “OK to engage” or impacting the deck within 10 feet of the competitor will incur a MDQ.
11. Sweeping/flagging any person (including yourself) with the muzzle of a loaded weapon at any time will incur a MDQ.
12. Any round discharged from any weapon during stage engagement while not directly engaging targets will incur a SDQ.
13. Two SDQs during the same event will incur a MDQ.

Re-Starts/Re-Shoots

ALPhAS matches are “no alibi” events. Once the first round has been sent downrange, the competitor is committed to the stage and must complete stage engagement. The competitor is ultimately responsible for adherence to the ROE during stage engagement. Re-starts/re-shoots are a clean start; no

penalties will be carried from the competitor's prior engagement attempt. At the RTO's and/or Match Director's discretion, the following are the only circumstances that shall be grounds for a re-start/re-shoot:

1. Match equipment or prop failure
2. RTO impeding the competitor's progress through stage engagement
3. Improper coaching by the RTO (does not apply to calling hits/misses)
4. Timer failure (including unrecorded time)
5. Re-Start: Weapon failure prior to the 1st round being sent downrange