

MOONS OUT

RULES

Version 1.2

1. General Rules of Conduct

1.1 Eye protection is mandatory for participants, spectators & officials at the event site to include while on or near a stage when not having Night Vision mounted and be actively used.

1.2 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired as a result of legitimate prescription drugs may be directed to stop shooting and leave the event site.

1.4 Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue.

1.5 Participants and spectators are expected to always conduct themselves in a courteous and sportsman-like manner. Any person who violates this rule may be removed from the event site at the Range Master's discretion. A participant shall be disqualified for unsportsmanlike conduct, including (but not limited to) cheating, making threats, assault, disruptive or distracting behavior, and willful disregard of Event Official instructions.

1.6 All disqualifications and re-shoots are subject to approval by the Match Director or Range Master.

1.7 Participants must compete for score according to the published match and squadding schedule.

1.8 A participant who is not present at the scheduled time and date for a stage may not attempt that stage without the approval of the Range Master, and the provisions of rule 6.2.4 will apply.

1.9 The challenge of nocturnal shooting includes adapting to prevailing conditions. Participants will not be permitted to defer due to lighting or weather conditions, except when the Range Master determines that a stage attempt would (i) start outside the

published hours for sunset to sunrise, or (ii) put participant or Event Official safety in immediate jeopardy.

1.10 Any aspect not expressly covered in this document will be resolved with a ruling by the Match Director. Any ruling by the Match Director will be final and will serve as a precedent for the duration of the event. If rules overlap, fully or partially, this document will take precedence.

2. Safety

2.1 All events will be run on cold ranges.

2.1.1 Participants' firearms must remain unloaded at the event site except under the direction and immediate supervision of an Event Official.

2.2 Firearms may only be handled and/or displayed in a designated safety area.

2.2.1 Safety areas will be designated by squad leaders or range officers.

2.2.2 No firearm may be loaded in a safety area.

2.2.3 No ammunition (including dummy ammunition, snap caps or ammunition feeding devices) may be handled in a safety area.

2.3 Firearms may be transported to, from and between stages only in the following conditions:

2.3.1 Handguns are NOT going to be used at this event, accordingly they SHALL NOT BE carried by competitors during the match.

2.3.2 The use of chamber flags for long guns is encouraged but not required.

2.3.3 Approved methods of rifle carry are as follows:

A: In an enclosed rifle case.

B: Secured muzzle up or down in a stable gun cart/caddy

C: Carried in the hands or on sling with the muzzle up or down

2.4 A participant who commits a safety violation will be stopped by an Event Official as soon as possible and shall be disqualified. Examples of safety violations include:

2.4.1 An accidental discharge, defined as follows:

2.4.1.1 A shot, which travels over a backstop, a berm or in any other direction specified in the stage briefing as being unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

2.4.1.2 A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet. Also, a shot which strikes a prop where the bullet is deflected or does not continue to strike the ground, if the Event Official determines that the bullet would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop.

2.4.1.3 A shot which occurs while loading, preloading, reloading or unloading a firearm.

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

2.4.1.5 A shot which occurs while transferring a firearm between hands or shoulders.

2.4.1.6 A shot which occurs during movement, except while actually shooting at targets.

2.4.2 Unsafe gun handling, including (but not limited to):

2.4.2.1 Handling a firearm 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, an Event Official. This does not apply to the carrying of rifles between and to stages.

2.4.2.2 If at any time during the course of fire, a participant allows the muzzle of his loaded firearm to break the 180 parallel to the shooters left and right. **This does not apply to RO verified unloaded rifles**

2.4.2.3 If at any time during the course of fire, or while loading, reloading or unloading, a participant drops his LOADED firearm or causes it to fall.

2.4.2.3.B Dropping an RO verified unloaded rifle is +60 seconds per instance.

2.4.2.4 Allowing the muzzle to point at any part of the participant's body during a course of fire. This does not apply to RO verified unloaded rifles

2.4.2.5 Having more than one rifle at any point in time during a course of fire (except for stage guns).

2.4.2.6 Failure to keep the finger outside the trigger guard while clearing a malfunction where the participant clearly moves the firearm away from aiming at targets.

2.4.2.7 Failure to keep the finger outside the trigger guard during loading, reloading, or unloading.

2.4.2.8 Failure to keep the finger outside the trigger guard during movement (except when engaging a target).

2.4.2.9 Handling live, loaded magazines or loaded speed loading devices in a designated Safety Area.

2.4.2.10 Having a loaded firearm other than when specifically ordered to by an Event Official.

2.4.2.11 Retrieving a dropped firearm. Dropped firearms must always be retrieved by an Event Official who will, after checking and/or clearing the firearm, return it directly to the participant.

2.4.3 Possession of any prohibited ammunition as defined in rule 3.2.

2.4.4 Unsafe abandonment of any firearm. Firearms may only be abandoned as stipulated in the stage briefing and in one of the following safe conditions:

2.4.4.1 Rifle loaded with safety/selector fully in the “safe” position.
Muzzle pointed in the designated safe direction (e.g. pointing down into the receptacle).

2.4.4.2 Completely unloaded (no live ammunition anywhere inside the firearm). Muzzle pointed in the designated safe direction (e.g. pointing down into the receptacle).

2.4.5 Unloading any firearm in an unsafe manner.

2.4.7 Pointing a firearm, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe.

2.5 Moons Out, Specific Safety Rules-Violating these will result in disqualification:

2.5.1 Competitors Must be present for check-in and the safety briefing prior to beginning of each nights course of fire.

2.5.2 Competitors shall only leave the designated waiting areas at each stage when supervised by their squad RO or other match official.

2.5.3 Competitors must wear designated safety equipment provided by the match such as chem lights, IR reflectors, etc as needed.

2.5.4 Any photography or videography by competitors must be done using shooter or weapon mounted equipment. NO Photographers/Videographers will be allowed on the stages.

2.5.5 If a Competitor's Night Vision or Thermal system malfunctions in such a way that they can no longer see the course of fire or targets, they should stop shooting and inform the RO.

3. Ammunition

3.1 Rifle Caliber Targets shall be calibrated to fall or activate with 5.56mm 55 grain ammunition (multiple rounds may be required)

3.2 Ammunition containing tracer, incendiary, explosive, armor piercing, bare steel jacket or steel/tungsten/penetrator core projectiles is unsafe and prohibited. Bimetal projectiles (lead core with mild steel jacket covered in copper) may be permitted at Match Director discretion.

3.3 Only intermediate caliber ammunition (IE 5.56 300BLK 7.62X39 etc) or Pistol Caliber (9mm Parabellum or greater) or sub sonic Battle rifle (7.62x51 8.6 etc.) shall be used.

4. Firearms

4.1 All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.

4.2 Participants must use the same firearms for the entire event, reference section 5.0 regarding "mulligans".

4.3 If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Range Master.

4.4 Unless otherwise stipulated in the stage briefing, the participant's equipment will start the stage in the following conditions:

4.4.1 Firearm loaded to division start capacity and held in the low ready position (i.e. oriented with sights uppermost, buttstock in strong-side shoulder, hands in normal firing

hold with finger outside trigger guard, muzzle at belt level), safety catch set to the “safe” position.

4.4.2 The participant may not touch or hold any firearm loading device or ammunition after the “Standby” command and before the start signal (except for unavoidable touching with the lower arms).

4.4.3 All equipment must start the stage secured on the participant’s person or firearms (i.e. equipment may not be otherwise pre-positioned on the stage unless required by the stage description).

5. Mulligans

5.1 Mulligans (re-shoots for competitor equipment failure) may be granted at the sole discretion of the match director.

5.2 Each competitor only has one mulligan available for the whole match.

5.3 After the mulligan is used any other stages the competitor cannot finish will be scored as fired with all penalties for actions not performed and targets not hit applying.

6. Scoring & Penalties

6.1 Stage time will be based on time to complete the stage plus applicable penalties.

6.1.1 Each stage will have a written stage briefing:

6.1.1.1 The stage briefing will stipulate the number and type of targets, the manner in which they must be engaged, and the hits required to neutralize them.

6.1.1.2 The stage briefing will stipulate a time limit (“par time”) for completing the stage.

6.1.1.3 If a participant exceeds the time limit, they will be stopped by an Event Official and the stage will be scored as shot with the scored time at PAR time and all applicable miss penalties. Event Officials may prompt the participant on engagement of targets, and this will not be deemed to be interference.

6.1.1.3.B If an event official calls a target neutralized in error, causing the shooter to move on, it is not the fault of the shooter and a penalty does not apply.

6.1.1.4 If a shooter intentionally quits a stage before completing the course of fire before par time for any reason, they will receive the par time for the stage plus penalties.

6.1.1.5 Each stage description will list the penalties and bonuses for that particular stage.

6.2 Match Time

6.2.1 Each participant's Stage Times will be totaled to produce a Match Time.

6.2.2 Match Times for all participants will be ranked in order, lowest to highest, to determine match placement.

6.2.3 The participant with the lowest Match Time wins.

6.2.4 Competitors with incomplete match scores; i.e. have not completed all stages will not be included in the final results.

6.3 While not shooting a stage, IR Laser activations shall be the equivalent of a negligent discharge with live ammunition and result in automatic disqualification. You may only test your devices under the supervision of the RO during load and make ready OR with specific RO permission.

6.3.1 Any Laser breaking the 180 will be considered the equivalent of a loaded firearm breaking the 180 and result in immediate disqualification.

6.3.2 Any Night Vision equipment damaged by unauthorized laser activation results in automatic disqualification.

7. Equipment Rules That Apply to All Divisions

7.0.1 Participants will declare one equipment division at the beginning of the event. The shooter must pick one option and use that option for the entire event.

7.0.2 A SLING is required for long guns for the entirety of the match. The Sling is required to be on the rifle or on the shooter. Single point slings are allowed but must be worn on the shooter or installed on the rifle for the duration of the match.

7.0.3 Anything used to protect a firearm from the elements during the course of fire must be carried or worn for the duration of the match.

7.0.4 You, everything you're wearing, and your gear will remain unaltered throughout all stages. EXAMPLE: if you wear kneepads on the first stage of the match, you will wear kneepads on all stages.

7.0.5 GEAR EXEMPTIONS: Snacks, repair parts, water/drinks, ammunition, and

environmental protective gear (Rain or cold weather gear) can change as the shooter wants it to. This gear does not need to be carried with the shooter while shooting a stage.

7.0.6 Backpacks may be used to support rifles so long as they are carried by the shooter throughout every stage.

7.0.7 Rifle Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator). Sound suppressors are not considered to be compensators or muzzle brakes.

7.0.7.1 Obnoxious Muzzle brakes are defined as muzzle breaks that are painfully loud even with hearing protection and cause damage to props during the match. Use of these brakes will be a 60 second penalty per stage.

7.0.8 Shooter will not go back to your vehicle while the match is in progress, Shooter must have everything you need for the match on your body or in your range bag.

7.0.9 Red filter lights may be used for administrative tasks while not shooting the stage. They must be used facing away from the firing line. Failure to do so, is a +60 second penalty per instance.

7.1.0 All gear used during the stage must be retained by the shooter or picked up by the shooter before ending the stage. Any gear (magazines, etc.) left behind by the shooter at the end of the stage will result in a +60 second penalty.

7.2 Passive Division

7.2.1 Competitors in this division shall use a night vision device and PASSIVE aiming system (NO LASERS)

7.2.2 The Night Vision device may be head mounted, or weapon mounted.

7.2.3 The Night Vision device may have its own aiming reticle.

7.2.4 White Lights, Can be mounted on the weapon but not used. Accidental discharge of the white light is a 60second penalty.

7.2.5 IR Illuminators and Lasers may on the weapon but must be disabled. RO will verify.

7.2.6 No other limitations on optics, magazine capacity, or accessories.

7.3 Active Division

7.3.1 Competitors in this division shall use a night vision device and an active aiming system (IR laser)

7.3.2 The Night Vision device may be head mounted or weapon mounted

7.3.3 Passive aiming systems may be used as a backup to the active aiming system.

7.3.4 White Lights can be mounted but not used. Accidental discharge of the white light is a 60second penalty.

7.3.5 No other limitations on optics, magazine capacity, or accessories.

7.4 Armoured / TST Division

7.4.1 Competitors in this division shall use a night vision device and an active aiming system (IR laser), passive aiming system or Thermal.

7.4.2 The Night Vision device may be head mounted or weapon mounted

7.4.3 Passive aiming systems may be used as a backup to the active aiming system.

7.4.4 White Lights, Can be mounted but not used. Accidental discharge of the white light is a 60second penalty.

7.4.5 Competitor must carry at all times:

- Gloves

- First Aid Kit (must include functional Tourniquet)

- 1 Liter of water

- Minimum 3 Rifle Magazines and 90 rounds of ammunition.

- Knife

7.4.6 Combined weight of required equipment in 7.4.5 plus competitor's belt (including all attached accessories), plate carrier or chest rig (including all attached accessories), Helmet (optional) and rucksack (optional) must be 26.5 pounds (12KG)

7.5 Thermal Division

7.5.1 Thermal optics must be weapon mounted.

7.5.2 Shooter must have a Night Vision Device in addition to the thermal optic to move about the stage to perform stage designated tasks that do not involve shooting.

7.5.3 White Lights Can be mounted but not used. Accidental discharge of the white light is a 60second penalty.

7.5.4 IR Illuminators, and Lasers may on the weapon but must be disabled. RO will verify. Accidental discharge of the laser is a 60second penalty.

7.5.5 Competitors in this division shall use a Thermal device for aiming and no other aiming system is allowed.

8. Range Officer Conduct/Match Administration

8.1.1. Range Officers will read the stage description in its entirety to each squad before answering questions.

8.1.2. Range Officers may use the command STOP during any course of fire to stop the shooter if they believe there to be a safety issue of any kind, including those that would result in a match DQ.

8.1.3 Range Officers will summon the Match Director for final rulings for all DQs.

8.1.4 Range Officers will summon the Match Director for approval for any mulligans or re-shoots.