



World Series of Shooting Rules and Standard Operating Procedures



WSS Competition's Standards and Principles

1. Our highest priority is safety. Keeping our events safe, before, during, and after, is every participant's responsibility. Any person on the course who sees anything unsafe can call for a ceasefire at anytime.
2. World Series of Shooting competitions are designed to challenge a shooter to shoot precisely, take environmental conditions into account, and solve problems quickly.
3. The courses of fire at our events will test the shooter in his or her ability to use firearms practically.
4. Every participant in our events (including management, shooters, and spectators) will be respected.
5. Cheating at any WSS event is unacceptable. The consequences of cheating will be immediate disqualification, and potentially debarment from any future events.
6. Coaching any shooter while they are participating in our Courses of Fire is prohibited. However, coaching before and after a stage is encouraged!



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Chapter 1-Safety

All World Series of Shooting rules are set to ensure our shooting environment is safe. None of our rules are negotiable. It is the responsibility of everybody involved in any WSS event to read and fully comprehend our safety rules. Every Match Official must read these rules before going down range.

1.1 General Safety Rules

- 1.1.1 Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.
- 1.1.2 All firearms will be unloaded until it is the shooter's turn to shoot.
- 1.1.3 Gun muzzles must be pointed in a safe direction at all times whether the gun is loaded or not. Do not point your weapon at anything you don't want to destroy. This is considered "flagging" and is unacceptable.

1.2 Safety SOP For the Conduct of a Match

The following rules apply to all shooters of all WSS events. The rules do not apply to a shooter who is shooting a course of fire.

- 1.2.1 No person shall consume or be under the influence of alcohol or faculty altering drugs during the match. If a participant is found under the influence, they will be expelled from the match. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.2.2 When handling a firearm at all WSS events, the participant will ensure their weapon is pointed in a safe direction at all times (See rule 1.1.1).
- 1.2.3 Chamber flags or other Empty Chamber Indicator (ECI) will be used at all times.
- 1.2.4 All participants will ensure all of their weapons are cleared with the magazine out at all times.

1.3 Safety SOP For the Conduct of a COF

The following rules apply to shooters who are actively participating in a course of fire.

- 1.3.1 ECI's or chamber flags will remain in the weapon until the RO gives the order of "Load and make ready."

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- 1.3.2 During all secondary movements in the course of fire, the rifle must have open bolts and an empty chamber. The MD may make an exception for Semi- Automatic Rifles. If the MD does permit movements with a hot rifle, the weapon must be on safe; NO EXCEPTIONS.
- 1.3.3 Based on the course design and the MD's judgement, rifles may be "Hot" meaning the weapon on safe, a round in the chamber, the magazine inserted, and the bolt closed, in the first movement only.
- 1.3.4 We will use the 180 degree rule at all times. The muzzle of the participant's rifle will not be aimed any more than 90 degrees away from the direction of fire in either direction.
- 1.3.5 Accidental Discharges (AD's) are also taken very seriously. An AD is defined as any shot unintentionally fired due to a mechanical failure.
- 1.3.6 Negligent Discharges (ND's) are taken very seriously at all events. We define a ND as any shot accidentally fired from a firearm during a transition, movement, and/or weapons manipulation. This can also happen when a round is intentionally discharged during a cease fire period.

1.4 **Penalties for Safety Infractions.**

The penalties listed below should be followed as closely as possible. However, MD's may, when the situation warrants, issue a more severe punishment than what is called for in the rule book.

- 1.4.1 First offense flagging will result in a warning. Second offense will result in the shooter's stage disqualification. Third offense will result in the expulsion of the shooter from the competition entirely.
- 1.4.2 Anyone found violating the Cold Range rule will result in an immediate Match Disqualification.
- 1.4.3 Movement or transition during a COF with a round in the chamber or a closed bolt (a Hot weapon) will result in the shooter being made to move back to the last shooting position while still on the clock for a first offense. Once the shooter has returned to the last firing point, he or she will continue with the rest of the COF. A second failure will result in a stage disqualification. Third offense will result in a removal of the shooter from the competition. Semi- Automatic Rifles are the only exception to policy that will be granted, as determined by the MD.
- 1.4.4 Any shooter deemed to be under the influence will receive an immediate Match Disqualification, judged by the MD. The shooter will not be permitted to drive away from the event while still inebriated.
- 1.4.5 First failure to use an ECI will result in a warning. Second failure will

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result in a stage disqualification. Third failure will result in a removal of the shooter from the competition entirely.

1.4.6 First violation the 180 degree rule will result in a warning. Second violation will result in a stage disqualification. Third violation will result in a removal of the offending shooter from the competition.

1.4.7 An AD will result in a zero for the stage on which the shot was fired. Participants will have an opportunity to repair their rifles and continue on with the competition, but will receive no points for any stages they did not complete. The MD may disqualify the shooter based on their judgement.

1.4.8 A ND will result in an immediate Match Disqualification.



Chapter 2-WSS Divisions

The WSS is divided into three Divisions. All shooters must declare the Division in which they will be competing when they register for the WSS. Shooters will not be permitted to move into another Division during the season with the one exception being shooters who registered in the Production Division will be permitted to move to Open or Tactical Division but will have to forfeit all Production Division points to do so. The following rules govern each of the three classes.

2.1 Open Division.

2.1.1 Open Division rifles will not exceed a caliber of .30 or a velocity of 3,200 fps. A match disqualification will result any rounds over the speed limit of 3,200 fps (+/- 32 fps for environmental factors and equipment discrepancies).

2.1.2 Match Officials may request at any point during a match that a competitor fire their rifle through chronograph. If the bullet exceeds the 3,200 fps speed limit, the shooter will receive an automatic match disqualification.

2.2 Military/Law Enforcement Class

2.2.1 Any shooter who is an Active Duty Service Member is eligible to shoot in the Mil/LE Class in addition to the open division.

2.3 Ladies' Class

2.3.1 All female shooters are eligible to shoot in the Ladies Class in addition to the open division.

2.3.2 As in all physically demanding sports, any male who has had a gender reassignment procedure, is not permitted to shoot in the Ladies' Class.

2.4 Senior's Class

2.4.1 Anyone over the age of 50 is eligible to shoot in the Seniors Class in addition to the open division.



Chapter-3 Match Conduct

The rules below direct the conduct of all World Series of Shooting Matches. Some of these rules must be followed, while some are guidelines that may be overruled due to unforeseen circumstances.

3.1 Match Director's Responsibilities

- 3.1.1 MD's must be a WSS member.
- 3.1.2 MD's must record each COF.
- 3.1.3 The MD is overall in charge of the WSS event.
- 3.1.4 MD's are responsible for finding and using quality Range Officers to run all stages. There should be a minimum of three RO's running a stage; a head RO with the shooter and two assistant RO's observing targets.
- 3.1.5 MD's will settle all disputes within 15 minutes of posting the scores. If an issue arises after the 15 minutes, it will not be considered.
- 3.1.6 MD's will ensure targets are working well. Any target past 600 yards must be reactive and have two RO's observing the target.

3.2 Range Officer's Responsibilities

- 3.2.1 RO's must enforce the same rules for every shooter.
- 3.2.2 RO's must understand each stage of the COF and adhere to the rules. Any questions about the stage must be addressed with the MD before the first shot is fired.
- 3.2.3 A Stage Brief will be conducted prior to the start of each squad and all questions must be answered prior to the start of the first shooter. RO's will point out each target to the shooters except on "blind" stages in which case no shooter will be told the location of any target.
- 3.2.4 RO's will use the following verbiage to start each shooter: "Shooter do you understand the course of fire?"
If there are no questions-"Load and make ready." "Shooter ready?" Once the shooter signifies ready-"Standby" At some point within the next 1-3 seconds the RO will start the shooter with the beep of a reliable shot-timer.
- 3.2.5 RO's will provide the shooters with one minute to walk-through the stage, unless the stage is "blind". It is up to the RO/MD as to whether or not inspecting a firing position is permitted during the walk through.

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- 3.2.6 If the RO observes an unsafe act, he must call a cease-fire.
- 3.2.7 The RO/MD will decide how to handle any breaches of rules, but the decisions must be the same for all shooters.
- 3.2.8 RO's are not permitted to signify in any way where the shooter's rounds are impacting during the COF. Telling them after they have finished shooting is allowed and encouraged.
- 3.2.9 The shooter's score must be shown to them before the squad moving to the next stage. The shooter should initial beside their score.
- 3.2.10 RO's who are spotting during a COF are only required to call "Impact." "Impact" is the only word that shall be used to let the shooter know the target he/she was engaging was struck with a bullet and will be scored as a hit.
- 3.2.11 In the times COF's, the RO's job is to make sure the shot timer is as accurate as possible. There will be a buffer time of 0.3 seconds, which means that a shot fired at 90.3 of 90 second stage and was an impact, the shooter will receive full credit.
- 3.2.11 Any issues must be brought to the MD as soon as possible.

3.3 Shooter's Responsibilities.

- 3.3.1 Shooters must be completely responsible for their scores. This includes asking the RO for a reshoot if one is warranted, as well as ensuring the proper score was recorded for the stage. If the shooter does not sign for their score, they will not be permitted to petition the MD for a score change during the arbitration period.
- 3.3.2 The shooter is must fully understand all WSS rules before entering the match, and comply with the rules during the match.
- 3.3.3 Shooters are completely responsible for the equipment they are shooting, including ammo.

3.4 Scoring in a WSS Match

- 3.4.1 There is one method of scoring for a WSS match 1 or two points per hit or 10 or 20 points per hit on steel targets and no steel target shall be worth more than 2 times the point value of any other target.
- 3.5
- 3.4.1.1 Know Your Limits/Test Your Limits Stages are exempted from this rule with one caveat; the total number of points available on the stage cannot exceed the maximum target value (2 or 20) multiplied by the number of targets. For example; a four target KYL stage can only be worth a max of 8 or 80 points depending on what scoring

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method is used. It is left up to the MD as to how a shooter is able to attain max points. For the four target example the stage cannot be worth more than 8 points so a scoring scheme of 1, 1.5, 2, 3.5 would be acceptable

3.5 Reshoots

- 3.5.1 Reshoots shall only be allowed when an interruption of the stage that was outside the control of the shooter happens. This could be broken targets, called cease fires, a broken shooting support or prop, or any other reason approved by the RO. Reshoots will not be permitted for equipment malfunctions, nor shall they be permitted for shooters who claim to have not understood the stage rules.
- 3.5.2 If the RO deems necessary, the RO can provide the shooter with an option for a reshoot.
- 3.5.3 The shooter can request a reshoot if he/she believes one is necessary. The shooter will have two minutes to explain his reasoning to a RO. The shooter can appeal to the MD if they believe the ruling by the RO is unfair. If the MD denies the shooter's request, there will be no further appeal.
- 3.5.4 There are two types of reshoots in WSS Competitions.
 - 3.5.4.1 A Full Reshoot means the shooter will run the entire course of fire a second time from start to finish.
 - 3.5.4.2 A Partial Reshoot means the shooter is placed in the exact same position they were in at the time of the stoppage and will have the exact amount of time placed back on the clock which was remaining at the time of the stoppage. If the time remaining or position of the shooter is unknown, a Full Reshoot will be done.
- 3.5.5 Once a shooter reshoots a stage, they must take the reshoot score.

3.6 Tie Breakers

- 3.6.1 A tie will be decided with a draw from the existing stages of the tournament, and timed to see who completes the stages the fastest.

4.1 Code of Conduct and Sportsmanship

- 4.1.1 Any unsportsmanlike action will not be tolerated by the WSS.
- 4.1.2 Unsportsmanlike conduct includes but is not limited to: arguing with other competitors or match officials, heckling other shooters while they are shooting, throwing of equipment or any other temper tantrum-like

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behavior, habitual whining, use of profane language, or any other action that is not considered to be professional behavior.

4.1.3 Penalties for Unsportsmanlike infractions is left to the discretion of the MD.

The general guidelines for MD's are as follows: first time offenders are given a warning, while a second offense will result in a Match Disqualification and expulsion of the premises. If, however, the MD determines the infraction to be of a serious nature, he/she may have the offender removed at first offense.

4.1.4 Repeat offenders will be suspended from all WSS events in the season they entered.

4.2 Cheating Definitions and Penalties

4.2.1 Cheating is defined as deliberately attempting to gain an unfair advantage over other competitors in an unscrupulous manner.

4.2.2 Examples of cheating include but aren't limited to: shooting a WSS stage for score the shooter had a hand in setting up in any way, exceeding the velocity or caliber rule, changing anything on a fellow competitor's equipment, altering or falsifying score sheets or data in electronic scoring devices or deliberately altering targets or props prior to the target being scored or engaged to gain advantage.

4.2.3 Any person discovered cheating will receive an immediate Match DQ. A second offense or a severe first offense will result in an expulsion from the WSS for the remaining season and will not be permitted to participate in any WSS event.

5.1 WSS Scoring

5.1.1 All scoring will be match specific.



Appendix A-1 Match Director Guidelines

General

The World Series of Shooting strongly believes there should be as few restrictions and constraints placed on Match Directors as possible so that they may run their individual matches in a manner that best fits their vision and needs. The WSS Rules and Standard Operating Procedures are meant to ensure a basic standard is maintained with regards to safety and match conduct which are two essential elements of a National level shooting series. MD's should always have the freedom to plan and execute courses of fire they feel best captures the core principles of WSS competitions. The WSS, with the exception of two Skills Stages, will not dictate to MD's the way in which they run their COF's. It is the WSS's belief that the competitors should make the determination of the quality of a match and should provide appropriate feedback to the MD as well as the WSS when necessary. The following guidelines, therefore, are meant to aid MD's, especially new ones, in ensuring their matches are as successful as possible at all levels.

Pre-Match

Provide the shooters with as much information as possible. Accurate start times, solid directions, round count by weapon and general expectations should be conveyed to the shooters at least two weeks prior to the match. Also include what amenities and facilities will be available and what the participants should plan to bring; i.e. food, water, toilet items, etc.

Stage Design

Each stage should be checked for level of difficulty, practicality, and safety. Making a stage too difficult, unsafe, or impractical should be avoided at all costs.

The recorded scores must include information about the shooter and stage, such as stage design, target descriptions, starting point, direction of fire, shooting locations, par time, stage restrictions, and round count. Exclude blind stages.



Match Flow

Matches should be done with quick efficiency. An ideal match would minimize the time shooters are waiting, have experienced RO's, and follow all guidelines.

Post-Match

Scoring should be done within one hour of the last shooter's completion of the course.