



Rule Book

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Rule Book

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1. Purpose

- 1.1. To promote the safe recreational use of firearms
- 1.2. To introduce people to the competitive shooting sports while still offering a challenge to the more experienced competitor
- 1.3. To promote safe, fun, family-friendly range days
- 1.4. To promote and socialize the SIG Experience

2. Safety

Safety is paramount when handling firearms. SHOOT SIG operates on a “cold range,” which means firearms remain unloaded until directed by a SHOOT SIG Range Officer to “Load and Make Ready” during a course of fire on a Stage. An unloaded firearm is defined as having no round in the chamber and no magazine inserted in the firearm. In the case of Pistol Caliber Carabines (PCCs), a safety chamber flag must be inserted into the empty chamber.

- 2.1. Firearm safety rules
 - 2.1.1. Treat every firearm as if it is loaded.
 - 2.1.2. Never point a firearm at anything you do not intend to shoot.
 - 2.1.3. Know your target and what is behind and beyond it.
 - 2.1.4. Keep your finger off the trigger and out of the trigger guard until you are ready to fire.
- 2.2. Unloading Procedure
 - 2.2.1. If you arrive at a SHOOT SIG event with a loaded firearm, locate a SHOOT SIG Range Officer who will escort you to a designated “Safe Area” where you can safely unload and bag or case your firearm.
- 2.3. Transporting firearms
 - 2.3.1. Firearms must be unloaded while being transported on and around the range.
 - 2.3.2. Pistols must be enclosed in a pistol bag, case, holster, or box while moving around the range, including from vehicles to the SHOOT SIG stages.
 - 2.3.3. PCC must be unloaded with chamber flag inserted and transported using one of two methods:
 - 2.3.3.1. In a cart with muzzle pointed straight upward or muzzle pointed downward at an angle no greater than 45 degrees from vertical.
 - 2.3.3.2. In a range bag or case
- 2.4. Safe Areas
 - 2.4.1. Safe areas will be clearly marked and positioned around the range for your use.



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- 2.4.2. Firearms may be manipulated to include casing or uncasing, dryfiring, cleaning, inspection, disassembly, assembly, and repair in the safe area.
- 2.4.3. Muzzle must always be pointed in a safe direction (towards the provided backstop) while handling firearms in a safe area.
- 2.4.4. Ammunition may not be handled or be present in the Safe Area. This includes but is not limited to:
 - 2.4.4.1. Loose ammunition
 - 2.4.4.2. Boxes or containers of ammunition
 - 2.4.4.3. Magazines containing ammunition
 - 2.4.4.4. Inert training rounds or snap caps
- 2.4.5. An exception to 2.4.4 may only be made if under the pretense of 2.2.1 and under the direct supervision of a SHOOT SIG Range Officer for that expressed purpose.

3. Competitor Ethos

Competition does not build character, it reveals it. Competitors are expected to:

- 3.1. Know and play by the rules.
- 3.2. Be responsible for calling your own penalties if you become aware you are or were in violation of a rule.
- 3.3. Respect the SHOOT SIG Range Officers and their decisions.

4. Match Format

What competitors can expect at a SHOOT SIG match:

- 4.1. A SHOOT SIG match is meant to be a soft introduction to the competitive shooting sports in a safe, approachable, and fun environment.
 - 4.1.1. The SHOOT SIG stages are designed to give the newer competitor exposure to common styles of competitive shooting formats that test speed and accuracy.
 - 4.1.2. For the more experienced competitor familiar with these styles of competitive shooting, the challenge comes in benchmarking speed and accuracy skills against your peers and/or yourself.
- 4.2. A SHOOT SIG fee schedule can be found in Appendix B, which outlines match and associated fees.
- 4.3. A SHOOT SIG match consists of 3 separately timed stages of competition, see section **5. Stages** for stage composition and requirements.
- 4.4. Competitors can pre-register for a SHOOT SIG match though the Sig Sauer Events club page on [PractiScore](#) or register in-person at a match.
 - 4.4.1. Pre-registered competitors will have priority for squadding preferences and may elect to self-squad through PractiScore during online registration.



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- 4.4.2. Competitors who sign up for the match as a walk-up at the event will have preference of next available squad opening on a “first come, first served” basis.
- 4.5. SHOOT SIG uses a “golf squadding” format. Each squad is limited to a maximum of 4 competitors initially but may be adjusted for larger parties that want to squad together at the discretion of the SHOOT SIG Match Director. Each squad has a designated start time, which are set 15 minutes apart once the match has begun and will maintain this general timing throughout the match.
 - 4.5.1. A hard stop will be exercised each day at 12 p.m. to 1 p.m. to provide a lunch break for the SHOOT SIG and Range Officer staff, and to reset and resupply the stages accordingly. The match will resume normal operations at 1 p.m. until the match is complete for the day.
- 4.6. Competitors are encouraged to arrive 15 minutes prior to their scheduled start time to allow enough time to check in at registration, sign the SHOOT SIG and any host range liability waivers, receive additional event information, and have time to load magazines and prepare gear before their official start time.
 - 4.6.1. For competitors who elect to use SHOOT SIG demo firearm(s) and would like an opportunity to test fire them before they officially start the match, it is recommended to plan for additional time to visit the Demo Bay and do so prior to their scheduled start time.
- 4.7. Competitors who wish to test fire or check/confirm zero on their respective personally owned firearms prior to starting the match, will be permitted to do so by coordinating with the SHOOT SIG Match Director prior to starting the match. This will generally be conducted at the Demo Bay under the supervision of a SHOOT SIG Range Officer.
- 4.8. Each squad will have a designated SHOOT SIG Range Officer that will escort the squad through the entire match. Each squad will start the match on Stage 1 and continue through Stage 2 and 3 in numerical order. Once Stage 3 is finished, the squad is considered complete and is free to participate in other event activities or leave the range.
 - 4.8.1. If a competitor has multiple entries across different squad start times, they will return to registration after their initial squad is complete and standby for their next scheduled start time.
 - 4.8.2. No jumping ahead of a slower squad will be permitted without the express permission of the SHOOT SIG Match Director.

5. Stages

- 5.1. Starting Load Out
 - 5.1.1. Max capacity for all Divisions for the start of each Stage or String will be 11 rounds total (i.e., 10 in the magazine, 1 in the chamber).
- 5.2. Total Rounds Required



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- 5.2.1. Total rounds required if a competitor does not miss any target is 56.
- 5.2.2. Total rounds required if a competitor utilizes all available rounds per 5.1.1 is 88.
- 5.3. Loading Protocol
 - 5.3.1. Competitors may handle ammunition and load their magazines anywhere on the range except in a designated Safe Area.
 - 5.3.2. Competitors are encouraged to have their magazines loaded per 5.1.1. prior to their turn to shoot for the sake of expediency.
- 5.4. Start Position
 - 5.4.1. Pistol start position will be loaded, safety on if present, finger visibly outside the trigger guard, elbows touching rib cage, muzzle reasonably level and below chest.
 - 5.4.2. PCC start position will be loaded, safety on, finger visibly outside the trigger guard, buttstock on belt, muzzle reasonably level.
- 5.5. A detailed stage design diagram of each Stage can be found in Appendix D, along with the official written stage brief.
- 5.6. Stage One - X Series
 - 5.6.1. MGM or similar style 6 plate rack at a distance of 15 yards. Speed rack or Bianchi spacing, 8" round, square or hexagon style plates are acceptable.
 - 5.6.2. Procedure
 - 5.6.2.1. Three separately timed strings of fire. On audible start signal Competitor will engage the six plates with their maximum 11 rounds per string. Time stops with the last shot.
 - 5.6.3. Scoring
 - 5.6.3.1. The slowest string of fire will be dropped and the fastest two strings of fire, including any penalties accrued during those two strings, will be added together for the final score.
 - 5.6.4. Penalties
 - 5.6.4.1. Three second penalty for any plate left standing per string
- 5.7. Stage Two - V Crown
 - 5.7.1. Ten SHOOT SIG targets from 5 to 15 yards
 - 5.7.2. Procedure
 - 5.7.2.1. Two separately timed strings of fire, five targets each. On audible start signal, engage each target with 2 rounds each with maximum 11 rounds. Time stops with the last shot.
 - 5.7.3. Scoring



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- 5.7.3.1. Best two hits per target will be scored using time plus scoring. The fastest string of fire, including any penalties accrued during the string of fire, will be the final score with the other string of fire being dropped. Time plus penalties according to target directions. .5, 1, 1.5 seconds added based on distance of the shot to the center of the target
- 5.7.3.2. If the diameter of the bullet touches a higher scoring line the higher score will be awarded
- 5.7.4. Penalties
 - 5.7.4.1. Complete miss = 3 seconds
- 5.8. Stage Three DH-3
 - 5.8.1. 12" Hex or round steel. 6 targets 10-15 yards
 - 5.8.2. Procedure
 - 5.8.2.1. Three separately timed strings of fire. On audible start signal competitor will engage the six plates with their maximum 11 rounds per string. Time stops with the last shot. One plate will be indicated as the SIG Blue (finishing) plate and it must be hit last. The other 5 plates may be engaged in any order.
 - 5.8.3. Scoring
 - 5.8.3.1. The slowest string of fire will be dropped and the fastest two strings of fire, including any penalties accrued during those two strings, will be added together for the final score.
 - 5.8.4. Penalties
 - 5.8.4.1. Three second penalty for any plate not successfully engaged per string.
 - 5.8.4.2. Once the finishing plate is successfully engaged any plate not successfully hit will be scored as a miss per string. Should you make up a miss after successful engagement of the finishing plate it will still be scored as a miss and the time will stand as shot.

6. Procedural Penalties

- 6.1. Procedural penalties are issued for not following procedure and will incur a five second penalty to a given string. Examples (not all inclusive):
 - 6.1.1. Firing more than 11 rounds during a string
 - 6.1.2. Firing a shot while outside of the shooting box
 - 6.1.3. Firing a shot prior to the start signal



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- 6.2. If the Range Officer determines the competitor likely heard a signal or other sound and mistook for the start signal the stage will be reset and no penalty will be issued.

7. Match Disqualification

- 7.1. Certain actions will result in a match disqualification. If a competitor is disqualified they may not compete for the remainder of the current match including subsequent days, should they be registered on more than one day. The following are examples of actions that will result in a disqualification (not all inclusive):

7.1.1. Negligent Discharge

- 7.1.1.1. A shot which travels over the designated backstop.
- 7.1.1.2. A shot which travels any direction specified in the briefing as unsafe.
- 7.1.1.3. A shot which strikes the ground within 10 feet of the competitor.
- 7.1.1.4. Any shot discharged outside of active stage participation, or that is made without the intent of the participant.
- 7.1.1.5. A shot during loading, unloading, reloading, or clearing malfunction; your finger must remain outside the trigger guard during these actions.

7.1.2. Unsafe Gun Handling

- 7.1.2.1. Sweeping or flagging: Pointing a firearm at any person including yourself.
- 7.1.2.2. Dropping a firearm during a course of fire. Dropping a firearm outside of a course of fire will fall under local range rules.
- 7.1.2.3. Handling a firearm outside of a Safe Area and not under the direct supervision of a Range Officer.
- 7.1.2.4. Pointing a firearm up-range.
- 7.1.2.5. Handling ammunition in a Safe Area.

7.1.3. Conduct Unbecoming

- 7.1.3.1. Violation of the Competitor Ethos. SHOOT SIG Match Director and/or Range Master will be final authority.

7.1.4. Impairment

- 7.1.4.1. Competing while under the influence of illegal drugs.
- 7.1.4.2. Competing while impaired by legal medicinal or recreational drugs.
- 7.1.4.3. Competing while under the influence of alcohol.



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- 7.1.4.4. Competing with a mental or physical impairment that prevents you from safely handling a firearm.
- 7.2. In all cases, the SHOOT SIG Match Director and/or Range master will be final authority.

8. Range Commands

- 8.1. *Load and Make Ready*
 - 8.1.1. The competitor may draw or retrieve their firearm from their bag, case, holster, or box and load their firearm, after which they may assume the correct start position.
 - 8.1.2. If using a SHOOT SIG demo firearm, the competitor may retrieve the designated demo firearm from the Stage table and load the firearm with the designated pre-staged magazines, after which they may assume the correct start position.
- 8.2. *Are You Ready*
 - 8.2.1. Competitor may respond audibly or visually (head nod) but is not required to. No response is also an indication the competitor is ready.
 - 8.2.2. Should the competitor not be ready they should indicate so verbally.
 - 8.2.3. Once competitor again assumes the correct start position the Range Officer will repeat the Are You Ready command.
- 8.3. *Standby*
 - 8.3.1. The audible start signal will follow within 4 seconds and the competitor will begin the course of fire.
- 8.4. *Prepare For Your Next String* (if applicable)
 - 8.4.1. Competitor will reload their firearm and assume the correct start position for subsequent strings of fire.
- 8.5. *If Finished, Unload and Show Clear*
 - 8.5.1. Issued when it appears the competitor has finished the course / last string of fire. Competitor should remove the magazine and clear the round from the chamber and present the firearm for visual inspection by the Range Officer.
- 8.6. *If Clear, Slide Forward, Pull the Trigger and Holster/Bag*
 - 8.6.1. After the Range Officer visually confirms the firearm is empty, the Competitor will put the firearm back in battery and pull the trigger on an empty chamber while safely pointed into the backstop. Then holster or case the firearm. In the case of PCC, the safety chamber flag must be inserted prior to the PCC returning to the case or cart.



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8.6.2. If using a SHOOT SIG demo firearm and 8.6.1 has been satisfied, competitor will return demo firearm to the Stage table at the direction of the Range Officer.

8.7. *Range is Clear*

8.7.1. This indicates the completion of the course of fire, and it is safe to move down range for scoring and resetting of the stage.

8.8. Supplemental Safety Commands

8.8.1. Range Officers may issue additional commands to safely assist the competitor. These may or may not be grounds for a reshoot at the discretion of the Range Officer.

8.8.2. *Stop or Cease Fire*

8.8.2.1. Competitor should stop shooting, maintain muzzle in a safe direction, remove finger from the trigger guard and await further commands. This could be a violation by the competitor, malfunction with the course of fire, or an unsafe range condition.

8.8.3. *Muzzle*

8.8.3.1. This indicates the competitor's muzzle is nearing an unsafe direction. Competitor should immediately correct. Issuance of this command is not grounds for a reshoot.

8.8.4. *Finger*

8.8.4.1. This indicates the competitor's finger is in the trigger guard at an unsafe time (correcting malfunction, loading, etc.) Issuance of this command is not grounds for a reshoot.

9. Divisions

9.1. SIG PISTOL IRON

9.1.1. Any SIG SAUER, Inc. manufactured pistol

9.1.2. Factory or similar post and notch sights

9.2. SIG PISTOL OPTICS

9.2.1. Any SIG SAUER, Inc. manufactured pistol

9.2.2. Slide mounted optic

9.3. 365 IRON

9.3.1. Any model P365

9.3.2. Factory or similar post and notch sights

9.4. 365 OPTIC

9.4.1. Any model P365



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- 9.4.2. Slide mounted optic
- 9.5. SIG PCC
 - 9.5.1. Factory or similar iron sight
 - 9.5.2. Optics permitted
- 9.6. P322
 - 9.6.1. Factory or similar post and notch sights
 - 9.6.2. Optics permitted
- 9.7. Other
 - 9.7.1. Any pistol or PCC not manufactured by SIG SAUER, Inc.
 - 9.7.2. Any sighting system
 - 9.7.3. Competitor's scores in this division will be posted but are not eligible for performance or random prizes.
 - 9.7.4. Use of non-standard calibers will be at the discretion of the local range.

Note: The use of personally owned suppressors is permitted within the SHOOT SIG divisions, however no home-made suppressors will be permitted.

10. SHOOT SIG Rank System

Starting in 2024, SHOOT SIG members will earn a SHOOT SIG Rank at each match. The SHOOT SIG Rank accounts for competitor's experience and provides an incentive for progressive individual achievement.

- 10.1. The SHOOT SIG Rank System is broken down across nine time brackets, divided into three tiers (Gold, Silver, Bronze), with three corresponding achievement Ranks (1, 2, 3) within each tier.
- 10.2. Members will receive a SHOOT SIG Rank award token for each Rank achieved in a respective Division. A competitor may earn more than one SHOOT SIG Rank across different Divisions, but only one Rank per Division per match.
- 10.3. A SHOOT SIG Rank will be derived from a competitor's final score (time) once they have completed the match in a given Division; a competitor's highest score will determine their respective Rank regardless of the number of attempts in a single Division, per match.
- 10.4. Members who participate in multiple SHOOT SIG matches and surpass a previously held Rank in a given Division, will earn a new Rank achievement award token corresponding to their new Rank in that Division.
- 10.5. The SHOOT SIG Rank will serve as a mechanism by which members can track and measure their individual performance over time.
- 10.6. The SHOOT SIG Rank System criteria is as follows:

Tier	Rank	Total Time (Score)
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Gold	1	<13.00
Gold	2	13.01 – 15.00
Gold	3	15.01 – 17.00
Silver	1	17.01 – 20.00
Silver	2	20.01 – 30.00
Silver	3	30.01 – 40.00
Bronze	1	40.01 – 50.00
Bronze	2	50.01 – 75.00
Bronze	3	>75.01

- 10.7. Leaderboard: A SHOOT SIG Leaderboard is established and available on the SHOOT SIG [website](#). The Leaderboard will be updated after every SHOOT SIG match to track the top 25 scores across the three tiers and associated SHOOT SIG Ranks, throughout the calendar year. The Leaderboard will refresh at the beginning of each new calendar year.

11. Categories

SHOOT SIG matches may include different categories within each Division to recognize different groups of competitors. A competitor may declare multiple Categories for a SHOOT SIG match.

- 11.1. Failure to meet the requirements of the declared Categories or failure to declare a Category prior to the start of the match will result in the exclusion from that Category.
- 11.2. Details of currently approved Categories and related requirements are listed below:

Junior	Under 18 years of age at the start of the match
Senior	55 years of age at the start of the match
Super Senior	65 years of age at the start of the match
Lady	Gender as listed on a government issued ID
Law Enforcement / First Responder	Full-time Law Enforcement or First Responders
Military	Current Active Duty Military Personnel

12. Scoring

- 12.1. SHOOT SIG utilizes a “Time Plus” scoring format, which is derived by taking the raw time at the end of a string and adding any applicable penalties (addition time), thereby yielding a total time for each string.



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- 12.2. Competitors' total times for each stage will be added together for a combined final match time (score).
- 12.3. Competitors may compete in the same division as many times as they like at a SHOOT SIG match, but only their top time will be counted for scoring and SHOOT SIG Rank purposes. In this manner, competitors may elect to try and beat their own time in subsequent entries for Rank and score but will not edge out fellow competitors by holding multiple scoring times in a single Division.
- 12.4. Electronic tablet scoring will be utilized with the PractiScore application.
- 12.5. AMG Commander or similar audible shot timers will be utilized for time keeping. Time always stops with the last shot fired during a given string.
- 12.6. Preliminary scores will be posted periodically throughout the day(s), and final scores will be posted by Division and Category at the end of each SHOOT SIG match.
- 12.7. It is the responsibility of the competitor to bring any scoring challenges or discrepancies to the attention of the SHOOT SIG Match Director prior to final scores being posted at the conclusion of a SHOOT SIG match. The SHOOT SIG Match Director has final authority on all scoring challenges.

13. Eligibility

- 13.1. SIG SAUER, Inc. welcomes anyone 10 years old or older who is interested in the competitive shooting sports to participate in a SHOOT SIG match.
- 13.2. SHOOT SIG Members will have priority for registration and squadding purposes up until seven days from the start of a match.
 - 13.2.1. Non-SHOOT SIG Members will be allowed to pre-register for a SHOOT SIG match and self-squad within seven days of the start of the match.
- 13.3. Participants between the ages of 10-17 (Juniors) are eligible to participate with the expressed consent of their parent or legal guardian.
 - 13.3.1. Participants between the ages of 10-13 shall be restricted to competition with .22LR caliber firearms.
 - 13.3.2. Participants between the ages of 14-17 shall be restricted to competition with .22LR, 9mm or .380ACP caliber firearms.
- 13.4. Competitors must be a current SHOOT SIG Member, and use a firearm manufactured by SIG SAUER, Inc. to be eligible for performance awards and random draw prizes.

14. Awards and Recognition - Prize Policy

- 14.1. SIG SAUER, Inc. is committed to rewarding eligible competitors for their performance in any of the SHOOT SIG Divisions and Categories, as well as providing a random draw prize pool for each match. Random draw prizes are not Division-specific and will be distributed across the eligible number of competitors at each match.



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- 14.1.1. Unless otherwise specified, SHOOT SIG matches will recognize individual performance in each of the Divisions and Categories, based on the number of registered competitors who compete in the match. The following criteria will be used to determine eligibility for recognition:
 - 14.1.1.1. Divisions – A minimum of 10 competitors per Division.
 - 14.1.1.2. Categories – A minimum of 5 competitors per Division Category. Division status must be achieved before Categories are recognized.
- 14.2. Performance prizes in SHOOT SIG Divisions will be awarded for 1st, 2nd, and 3rd place in each Division respectively, provided Division status has been met.
- 14.3. Category prizes will be awarded for 1st place in each Category provided Division status for that Category has been met.
- 14.4. Competitors must be a current SHOOT SIG Member to be eligible for performance and random prizes at a SHOOT SIG match. Details regarding a SHOOT SIG Membership can be found in Appendix A.
- 14.5. Competitors do not have to be present to win at SHOOT SIG matches. Performance and random draw prize winners will be notified via the email address they provided at registration within 48 hours after final scores are posted at each match, with prize certificate(s) as attachments.
 - 14.5.1. Certificates can be redeemed online, per the instructions that will be included in the prize notification email from the SHOOT SIG Administrator at shootsigmaster@sigsauer.com.
- 14.6. Competitors may win prizes in more than one Division or Category, or from a random draw, but will be limited to a maximum of two firearm certificate prizes per match.
- 14.7. Random Draw Prizes
 - 14.7.1. SIG SAUER, Inc. will conduct random draws at the end of each SHOOT SIG match based on the total number of eligible entries for the match. Each additional entry increases an individual's odds for winning a random draw prize.
 - 14.7.2. Each match will begin with an allocation of five random draw prizes. For every 50 entries, an additional five prizes will be allocated to the random draw prize pool. (e.g., if total number of registered entries = 135, then 15 random draw prizes will be allocated. 5 for initial allocation, 5 for the first 50, and 5 for second 50).
 - 14.7.3. Random draw prize composition is at the discretion of Sig Sauer, Inc., and is subject to change based on product availability at the time of award.



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Appendix A

SHOOT SIG Membership Program

The SHOOT SIG Membership Program is open to all firearms enthusiasts, and those interested in getting involved in organized competitive shooting sports. Prospective members can register for a membership [online](#) or by signing up in-person at a SHOOT SIG match. The membership fee is \$50 per year, renewable annually from the date of original sign up.

As a new SHOOT SIG member, you will receive:

- A new member welcome pack
- A Quarterly SHOOT SIG eNewsletter
- An automatic entry for quarterly SHOOT SIG product pack raffles
- An automatic entry for the SHOOT SIG annual Aspirational Raffle

In addition, SHOOT SIG members will unlock the following benefits:

- Priority access to SHOOT SIG matches across the country
- Eligibility to win performance and random prizes at SHOOT SIG matches
- Ability to participate in the SHOOT SIG Product Purchase Program for exclusive member-only pricing
- Ability to purchase the SHOOT SIG Gun of the Year
- 15% SIG Webstore cart discount (non-FFL and non-discounted items only)
- Exclusive web discounts with select industry partners through the SHOOT SIG Preferred Partner Initiative

Additional benefits and offerings may be added throughout the year as SIG SAUER, Inc. is committed to continually looking for more ways to add value and exclusive incentives to members of the SHOOT SIG program.



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Appendix B

SHOOT SIG Match Fee Schedule

SHOOT SIG Annual Membership	\$50
Match Fee	\$45
Additional Entries	\$25
SIG Ammunition 9mm/.380 (match demo firearm use)	\$20
SIG Ammunition .22LR (match demo firearm use)	\$10



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Appendix C

SHOOT SIG Demo Firearms Use Policy

To promote the use of SIG SAUER, Inc. firearms at SHOOT SIG matches, demo firearms will be available at each match for the expressed purpose of providing competitors with an option to participate in the match with an appropriate firearm in one of the six SHOOT SIG Divisions. Demo firearms will be in serviceable condition and meet the requirements of the Division they correspond to. Using a demo firearm meets the requirement of using a SIG SAUER, Inc. firearm for prize eligibility purposes.

If a competitor would like to use a SHOOT SIG demo firearm, they must declare so at registration and check-in. Additional details and instructions will be provided to the competitor at that time.

Demo firearms will not be issued to individual competitors to carry and maintain throughout the match; they will be available at each of the SHOOT SIG stages, pre-staged with the necessary magazines and associated accessories.

SHOOT SIG demo firearms must use SIG SAUER, Inc. ammunition. An additional fee to cover the cost of ammunition will be assessed at registration if using a demo firearm, see Appendix B for associated fees. SIG SAUER, Inc. ammunition will be pre-staged at each of the Stages for use with demo firearms, and competitors will be allotted the required amount of ammunition necessary to complete each stage.

The following models of SIG SAUER, Inc firearms will be available at each SHOOT SIG Match, subject to state and local restrictions, identified here by Division:

- SIG Pistol Optic (SPD) – DH3, P320 X5 Legion
- SIG Pistol Iron (SPI) – P320 X5 Legion, P226 X5 Legion
- P365 Iron (365I) – P365XL
- P365 Optic (365D) – P365XL with optic
- SIG Pistol Caliber Carbine (SPCC) – MPX with optic
- SIG P322 (P322) – P322 or P322 COMP., with and without optic

Note: Additional variants of the P320, P365, and P226 pistols may be available upon request, subject to product availability.

Note: Additional models may be added to this list, across the Divisions, as new firearms and/or variants are released, subject to product availability.

Note: SIG Optic models may vary between Divisions, but all optics will be zeroed at a distance of 25 yards as a point of reference.



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Appendix D

SHOOT SIG Stage Diagrams and Written Stage Briefs

SHOOT SIG STAGE 1 X SERIES	
START POSITION: Low Ready (per rule 5.4.1. and 5.4.2.)	
STAGE PROCEDURE: Three separately timed strings of fire. On the audible start signal competitor will engage the 6 plates with their maximum of 11 rounds per string. Time stops with last shot of each string.	SCORING: Slowest string dropped and fastest 2 strings added for final score. PENALTIES: 3 second penalty for any plate left standing per string.





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SHOOT SIG

STAGE 1

X SERIES (Dimensions)

START POSITION: Low Ready (per rule 5.4.1. and 5.4.2.)

STAGE PROCEDURE: Three separately timed strings of fire. On the audible start signal competitor will engage the 6 plates with their maximum of 11 rounds per string. Time stops with last shot of each string.

SCORING: Slowest string dropped and fastest two strings added for final score.

PENALTIES: 3 second penalty for any plate left standing per string.





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SHOOT SIG

STAGE 2

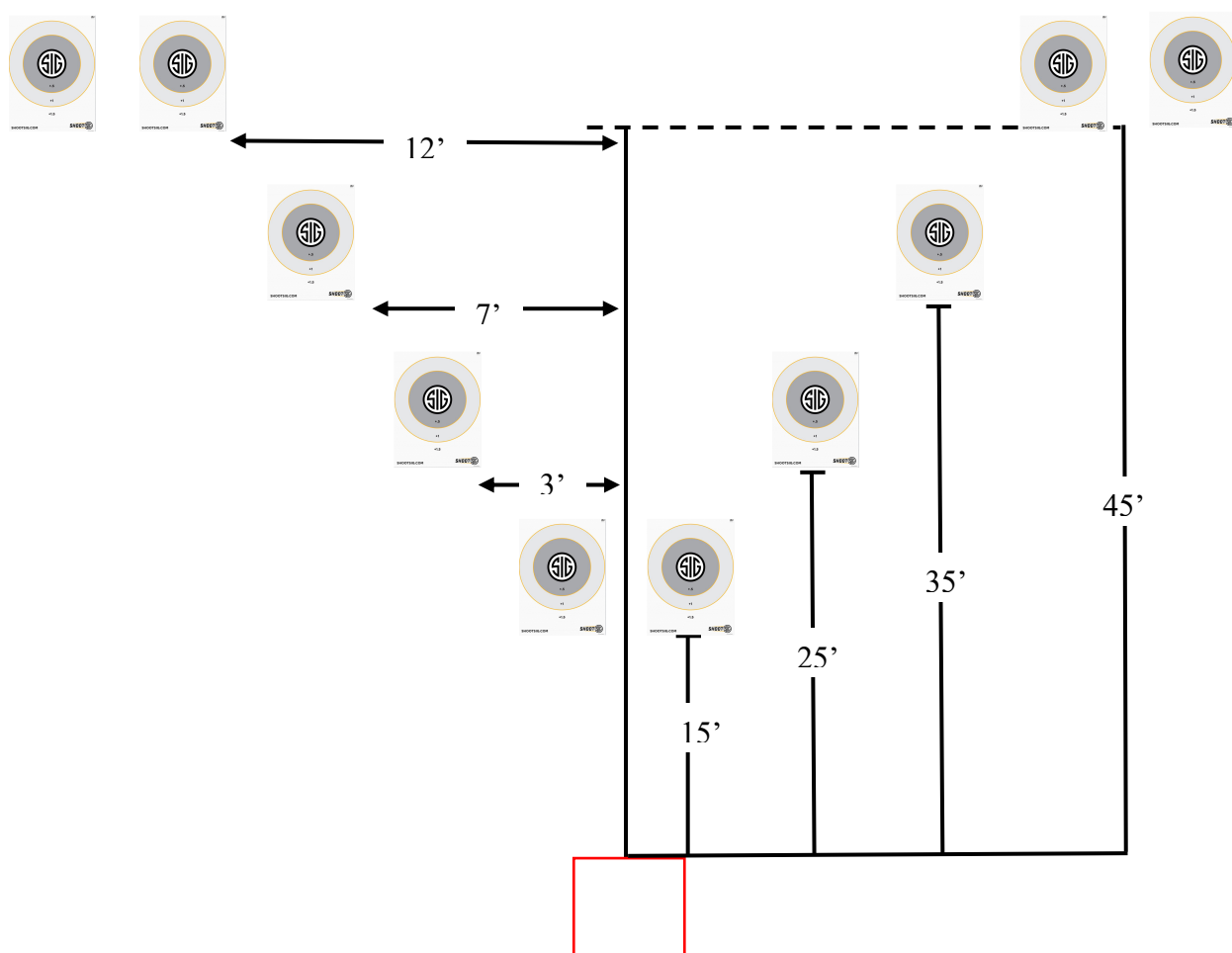
V CROWN (Dimensions)

START POSITION: Low Ready (per rule 5.4.1. and 5.4.2.)

STAGE PROCEDURE: Two separately timed strings of fire, 5 paper targets each string. First string, on the audible start signal competitor will engage one array (left or right) of 5 paper targets with minimum of two rounds each. Second string, on the audible start signal competitor will engage the remaining array (left or right) of 5 paper targets with a minimum of two rounds each. Maximum of 11 rounds, per string. Time stops with last shot of each string.

SCORING: Best two hits per paper target will count for score. Each hit outside the center (SIG) ring will be time added as shown in paper target diagram below. Best string will be used for final stage score.

PENALTIES: 3 second penalty for a complete miss on paper target.





Rule Book

SHOOT SIG

STAGE 3

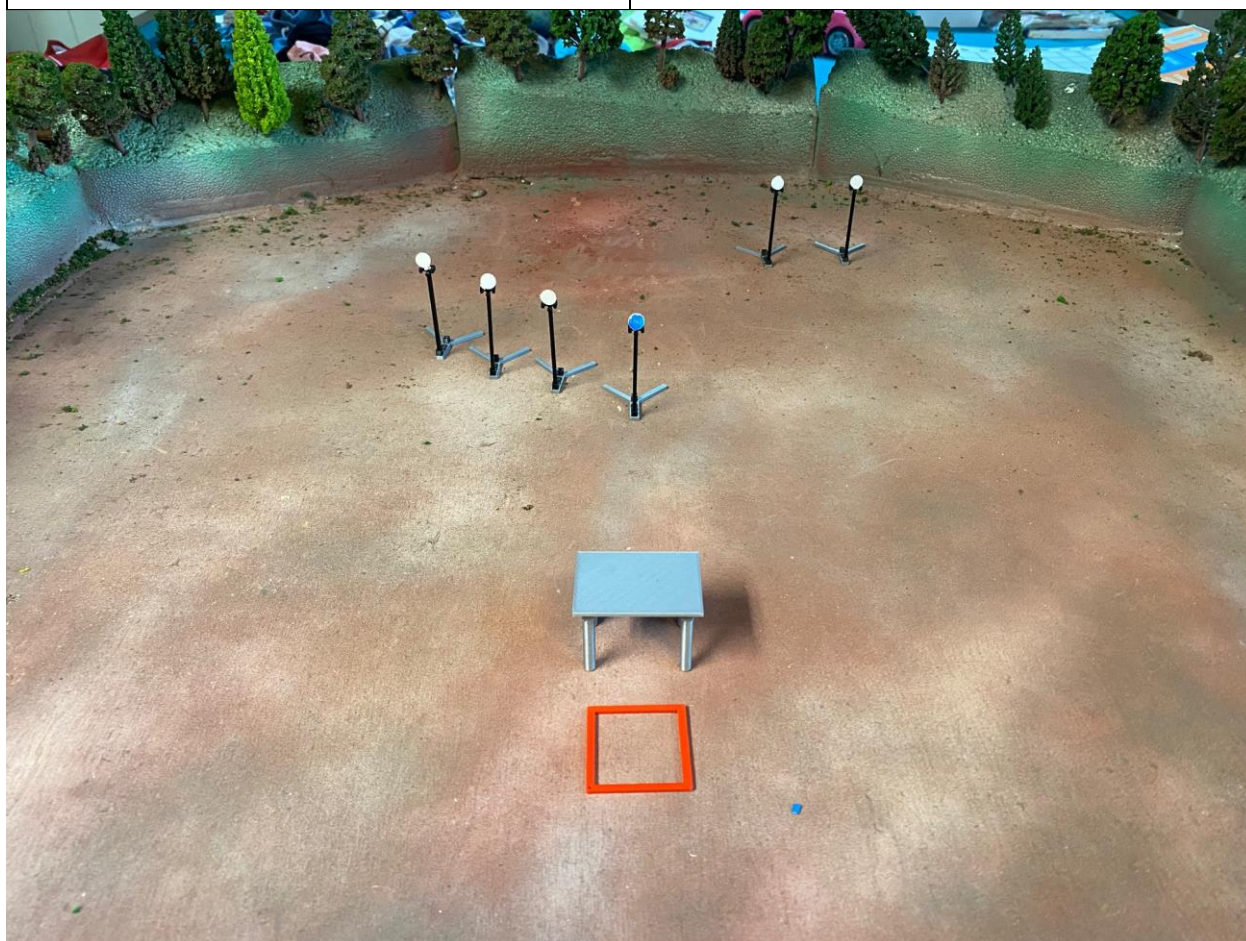
DH-3

START POSITION: Low Ready (per rule 5.4.1. and 5.4.2.)

STAGE PROCEDURE: Three separately timed strings of fire. On the audible start signal competitor will engage the 6 plates with their maximum 11 rounds per string. **BLUE** plate must be engaged last each string. Time stops with last shot of each string.

SCORING: Slowest string dropped and fastest two strings added for final stage score.

PENALTIES: 3 second penalty for any plate not successfully engaged prior to the **BLUE** plate.





Rule Book

SHOOT SIG

STAGE 3

DH-3 (Dimensions)

START POSITION: Low Ready (per rule 5.4.1. and 5.4.2.)

STAGE PROCEDURE: Three separately timed strings of fire. On the audible start signal competitor will engage the 6 plates with their maximum 11 rounds per string. **BLUE** plate must be engaged last each string. Time stops with last shot of each string.

SCORING: Slowest string dropped and fastest two strings added for final stage score.

PENALTIES: 3 second penalty for any plate not successfully engaged prior to the **BLUE** plate.

