



MANDAR DISCIPLINE

SPORTING SHOOTERS ASSOCIATION OF WESTERN AUSTRALIA. INC

Official Rules for Competitions

NO 4

Effective 1st June 2023

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SSAA WA MANDAR MATCH RULES

SECTION 1: AIMS AND OBJECTIVES

1.1 Mandar match is intended to offer a challenging and active sport which will test the capacity of the competitor and their equipment.

1.2 Mandar is open to all financial SSAA members who are trained in the use of handguns.

SECTION 2: FIREARM SPECIFICATIONS

2.1 PRINCIPLES

2.1.1 All handguns will compete together without handicap.

2.1.2 **Classes of Firearms** – There shall be two different classes for both Rimfire and Centrefire guns.

Rimfire – Shall consist of a metallic sight class with a maximum barrel length of 6 Inches and an unrestricted class which allows optic sights, all other specifications as per section 2 apply.

Centrefire – Shall consist of a metallic sight class with a maximum barrel length of 6 Inches and an unrestricted class which allows optic sights, all other specifications as per section 2 apply.

2.2 HANDGUNS - GENERAL

2.2.1 **Grips** - Standard left or right hand grips. No orthopaedic type grips that provide support to the hand or wrist that will prevent the handgun from falling freely to the ground when the hand is opened.

2.2.2 **Calibre:**

Rimfire: Any Rim fire in .22 Long rifle. At all registered matches or State titles only .22 long rifle ammunition to be used.

Centrefire: For Centrefire competition maximum of .38 Special/.357 calibre shall be used.

2.2.3 **Sights:**

Metallic Sights: Any Metallic Sights allowed

Maximum barrel length for Metallic sights is 6 inches

Unrestricted – Any Optic sights as long as no image is projected on the target. eg Laser Sights.

2.2.4 **Triggers** - There shall be no restrictions on the weight of the trigger pull, provided it functions safely and as originally intended. Trigger shoes or extensions of any kind will not protrude beyond the dimensions of the trigger guard.

2.2.5 **Barrels** - No compensators or ported barrels allowed for Centrefire firearms. Barrels drilled and tapped for a scope mount may retain the mount for the competition.

2.2.6 Handguns used in the match shall be serviceable and safe. If any handgun is observed to be unserviceable or unsafe it shall be withdrawn at the request of the range officer.

2.2.7 Competitors handguns may be inspected at any time throughout the conduct of the competition to ensure that it complies with the competition rules.

2.2.8 One handgun only will be used by a competitor in all stages of a match. If during a match the original handgun becomes unserviceable, the competitor may continue to compete using another handgun, of the same calibre provided the competitor doesn't gain an advantage over their prior handgun.

2.3 AMMUNITION

2.3.1 Each competitor must only load a maximum of 6 rounds per magazine, speed loader or cylinder.

2.3.2 All ammunition used must be safe. Jacketed ammunition is prohibited from all matches. Any ammunition considered unsafe by the range officer must be removed from the range.

2.3.3 No replacement time will be allowed for ammunition failure, or failure of the handgun to feed the ammunition. In the event of ammunition failure or malfunction you may rectify and continue to fire provided you can do so in the allocated time left but you can only fire the designated number of rounds each time the target faces.

SECTION 3: EQUIPMENT & MODE OF DRESS.

3.1 HOLSTERS / BAGS / CASES

3.1.1 **Holsters** – Approved holsters may be used to carry an unloaded firearm on the range.

3.1.2 **Cased Handguns** - Handguns must be carried to the firing line in its case.

3.2 SAFETY EQUIPMENT

3.2.1 **Ear and eye protection** - It is strongly recommended that ear and eye protection be worn at all times by persons who are in the vicinity of the firing line whilst shooting is underway.

3.2.2 **Closed shoes or boots** - It is recommended that suitable clothing, including enclosed shoes or boots, be worn at all times by a competitor whilst engaged in the competition and in the vicinity of the firing line.

3.2.3 **Medical Equipment** - A competitor may wear medical equipment which may be seen as giving support if a medical certificate confirming the competitors need to wear such a device for health reasons is submitted before a match.

3.2.4 **Clothing** – Camouflage, pattern disruptive or offensive clothing is discouraged.

SECTION 4 STAFFING REQUIREMENTS & DUTIES

To conduct a registered tournament the following are the minimum requirements.

4.1 **Match Director** - The official in charge of the entire match including, administration, squadding, scheduling, co-coordinating other staff and services.

4.2 **Chief Range Officer** – Will be responsible for the overall conduct of the course of fire, briefing competitors & answering questions about the course of fire. The Chief Range Officer is responsible for the safe and efficient operation of the match, directing the range officers for the matches, directing the competitors and spectators in matters concerning safety.

4.3 **Range Officers** - There shall be at least one range officer per match. They are responsible for conducting the competitors through the match, ensuring that the rules are applied equally and impartially to all competitors. The Range Officers prime concern is safety.

4.4 **Chief Scorer** - The official who receives all score cards from the range staff, enters the scores in the computer and publishes the results.

4.5 **Scorers** - There should be at least two scorers per match, they will work closely with, and as instructed by the Range Officer.

4.6 **Patchers** - There should be enough patchers so the match does not get held up, they will follow the scorers and patch the targets.

SECTION 5: SCORING.

5.1 Where the outside diameter of the shot touches the line it will be given the higher value. An "Eagle Eye" or overlay scoring slide of the appropriate calibre may be used by the scorer to check the value of a shot, a bullet hole shall only be plug gauged once by the disputes committee.

5.2 **Skid Shots** - On a turning or disappearing target, any bullet hole greater than one and a half times the calibre will not be scored.

5.3 **Crossfires** - If more than the required number of shots appear on the target, any shot which can be identified as not being fired by the competitor assigned to that target, or having been fired in the previous string, those shots will be disregarded and not scored. If more than the required number of shots then remains on the target, the competitor will receive the highest scoring shots.

5.4 **Visible shots and close groups** - As a general rule only those shots which are visible will be scored. An exception will be made in a case where a group of 3 or more shots is so close that it was possible that the required number of shots could have gone through the enlarged hole and there is no evidence that shots have gone through elsewhere on the assigned target. In such a case the competitor will be given the benefit of doubt and scored hits for non-visible shots on the assumption they passed through the enlarged hole

5.5 After the stage has been shot, a competitor shall not approach closer than 1 metre of their target until the score has been entered onto the score sheets, any competitor failing to observe this rule will have the target scored as a "missed target" (no score) and may be called before the disputes committee.

5.6 It is the competitor's responsibility to ensure the correct scores are entered on the Score sheets.

5.7 A competitor may challenge the score on any target. In the first instance the Range Officer will rule on the target but their decision may be appealed to the Chief Range Officer or Match Director. Their decision may only be challenged by raising a formal protest with the Disputes and Appeals Committee. The target will not be patched until the challenge is settled. The target should be removed and a new one installed.

5.8 Once the score sheet has been signed by the competitor it may not be changed except for arithmetic errors.

SECTION 6: PENALTIES – PROCEDURAL/SAFETY/BREACHES

6.1 Procedural Violations – A procedural Violation will incur a 10-point penalty every time it occurs. Procedural Violations will include but are not limited to:

- a** Not loading the correct number of rounds for the stage to be shot.
- b** Not firing the correct number of rounds for the stage being shot
- c** Not at 45 degrees before cue to fire is given. eg creeping, coming up too early.
- d** Not returning to 45 degrees during and after firing as per stage course of fire.
- e** Foot on or over the line

6.2 Safety Violations – An accumulation of 2 Safety Violations in a single match requires automatic disqualification. A Safety Violation shall disqualify the competitor from that stage in which it occurred. Safety Violations will include but are not limited to:

- a** Pointing an unloaded firearm up range
- b** Dropping an unloaded firearm
- c** Handling a handgun without the Range Officer's permission
- d** Any discharge after the load command and before the standby command
- e** Allowing the handgun to swing excessively from the downrange position while loading, clearing or correcting a malfunction
- f** Holstering or Casing a handgun that has not been cleared

6.3 Safety Breaches – A Safety Breach requires automatic disqualification. Safety Breaches include but are not limited to:

- a** Pointing a loaded firearm up range
- b** Dropping a loaded handgun
- c** Picking up a dropped loaded handgun
- d** Loading before the load command is given. eg loading a revolver cylinder
- e** Any discharge before the load command is given
- f** Consumption of alcohol or drugs before or during a match
- g** Leaving the firing area with an uncleared handgun

SECTION 7: RANGE PROCEDURES

RANGE COMMANDS

7.1 "PREPARATION TIME"

Competitors are called to the line, they may take guns out of bags, cases or holsters, charge speed-loaders, load magazines, turn on Red Dot if necessary and open cylinders.

7.2 "DO YOU UNDERSTAND THE COURSE OF FIRE?"

The competitors may ask for any information or clarification on the course of fire. If there is no response the range officer will give the next command.

7.3 "LOAD AND MAKE READY"

The competitor facing down range will load the firearm. The competitor may practise sight alignments on the target.

NOTE – At the load command Revolvers will be loaded with cylinder closed, semi auto's will have the magazine inserted and may close slide.

7.4 "ARE YOU READY?"

If a competitor is not ready they must clearly state "not ready" If no answer is given the range officer will give the next command.

7.5 "STANDBY"

The competitor must be at the 45-degree position before commence fire is given, The cue may be verbal, visual, audible, or self-starting and will be given within 3 seconds of the "Stand By" command being given.

7.6 "CEASE FIRE"

After the designated time it will be cued by a verbal, visual or audible signal.

7.7 "COMPETITORS UNLOAD AND SHOW CLEAR"

When the competitor is finished, the firearm will be unloaded.

Semi- auto's will have the magazine out and the action open, Revolver's will have cylinder swung out and empty for inspection.

If using a boxed or cased firearm, place on table with ECI inserted if required.

If using a holster "Clear action and holster" The competitor will close the cylinder and holster or close the action and holster the firearm.

7.8 "RANGE IS CLEAR MOVE FORWARD, SCORE AND PATCH"

The range officials will now move forward to score and patch the targets.

SECTION 8: COMPETITORS

8.1 It is the competitor's responsibility to ensure that their equipment meets the rules and is serviceable.

8.2 In the event of a malfunction of the firearm and the malfunction can be rectified before the end of the stage, the competitor may continue until the time limit expires for that stage.

8.3 All competitors and their guests shall behave in a sportsmanlike manner as befitting membership of the SSAA and should refrain from boisterous conduct on or behind the firing line during the conduct of an event. A shooting range is no place for pranks and any competitor failing to observe this will be disciplined by the range officer. In the event of boisterous or unsportsmanlike behaviour by a competitor the range officer shall caution the offender once, and if there is any repetition of such conduct the offender shall be disqualified and asked to leave the firing line immediately.

8.4 It is the competitor's responsibility to ensure that they understand the course of fire. Competitors may ask as many questions as necessary of the Range officials to ensure they understand the published details of the stage.

8.5 A junior competitor shall be any SSAA member under the age of 18 at the date of the competition.

8.6 STUCK LIVE ROUND: MANDATORY RULE

In the event of a malfunction which results in a stuck live round which cannot be simply removed from the breech end of the barrel, the firearm is to be made safe and removed from the range to a competent person for repairs. Under no circumstance is an attempt to be made to remove the round by insertion of a cleaning rod or similar object from the muzzle end of the firearm.

SECTION 9: REGISTERED MATCHES

9.1 An Association or Branch of the SSAA (W.A.) Inc wishing to host a registered competition shall notify their State Delegate, who will inspect the range (if necessary) and notify the State Secretary no later than 7 days before the competition.

9.2 No club level competition will be registered at the same time as a State registered competition and only one state level competition will be registered at one time within a state.

9.3 The host club will decide and advertise the nomination fee. There will be no late nomination fee, however the host club may give a discount for early nominations.

9.4 The host club will be responsible for providing the range equipment, targets, range staff and trophies for the competition.

9.5 The minimum trophies will be for 2 Gun Aggregates and 4 Gun aggregate and Junior Aggregates. Medals will be given for 1st, 2nd and 3rd for each grade and Juniors.

9.6 Host clubs may choose to award additional trophies for stage winners, ladies, veterans if they wish.

9.7 All competitors in a registered competition must be financial members of SSAA and have had the necessary basic training in handguns.

9.8 Grades shall be confirmed in writing from competitors clubs prior to the event; any competitor without a grade shall compete in the highest grade contested on that day.

SECTION 10: PROTEST AND APPEALS

10.1 At all registered competitions there shall be a Protest and Appeals Committee (hereinafter called the "appeals committee"), which shall be formed by the host association or club organisers to hear and decide protests and appeals.

10.2 The Appeals Committee shall consist of a minimum of three people one of whom shall act as chairman, any of whom may be competitors in the competition, but in no case shall an appellant or protester be included as part of the Appeals Committee (notwithstanding any rule or rules of law to the contrary). In tournaments where more than one Club is represented a delegate from any of the clubs may be appointed to be a member of the said committee and such appointments shall be at the discretion of the host association or club.

10.3 A protest may be lodged by a competitor who feels aggrieved by a decision of the Range Officer, the target scorers, or any other organizational matters or methods of conducting the competition. A competitor may protest the conduct of another competitor(s) or that another competitor(s) has not fulfilled his obligations according to these rules, or has not properly obeyed the rules.

10.4 The protest must be lodged in writing and accompanied by a fee, the amount nominated by the organizers of the competition. If the protest or appeal is upheld, the applicant is to be refunded the amount of the fee. If the protest or appeal is disallowed then the fee shall be forfeited to the organizers conducting the competition.

10.5 The protest is to be lodged with the Range Officer or other persons nominated by the organisers of the competition to receive the protest or appeal. A protest may be lodged during the conduct of a competition or after the competition has been completed but no later than 30 minutes after the scores for that competition have been announced or posted. When received the protest or appeal must be given to the chairman of the appeals committee as soon as possible.

10.6 The chairman shall convene the appeals committee without undue delay and the Appeals committee shall be empowered to hear evidence from the protester, the Appellant and persons involved in the protest, to require the Range Officer, Scorers, or organisers to produce targets, score sheets, or any other material relevant to the protest. To call evidence from any other person(s) who may be able to help the appeals committee and to do all such other things that the appeals committee believes will enable it to reach an unbiased and just decision.

AN ACCUSED PERSON SHALL

- 1 Have a right to be heard before the appeals committee and to remain in attendance during each session of the appeals committee.
- 2 Be advised of the time and place the appeals shall hear evidence of the protest and appeal.
- 3 Be entitled to remain in attendance before the appeals committee until the appeals committee adjourns the proceedings to consider its decision.
- 4 Be informed of the evidence or allegations being made.
- 5 Be supplied the details of verbal or written statements made against that person(s).
- 6 Be given the opportunity before the appeals committee to correct or repudiate any allegations being made by producing persons or evidence in his defence.
- 7 Immediately the appeals committee has made a decision, the chairman shall verbally announce it to a gathering of competitors, summoned to hear the decision, or post the decision of a notice board. The decision of the appeals committee shall be final and binding of the protest and on all persons concerned therein.

SECTION 11: COURSE OF FIRE

Target : T13-X LARGE OVAL TARGET

STAGE 1

25 metres 6 rounds in 35 seconds.

STAGE 2

25 metres 2 x 6 rounds in 35 seconds including a mandatory reload.

STAGE 3

15 metres 1 round in 2 seconds for 12 rounds. Targets will face the competitor for 2 seconds and away for 3 seconds, 1 shot will be fired for each 2 second exposure.

STAGE 4

10 metres 2 rounds in 2 seconds for 12 rounds. Targets will face the competitor for 2 seconds and away for 3 seconds, 2 shots will be fired for each 2 second exposure

STAGE 5

10 metres 6 rounds in 4 seconds.

SECTION 12: GRADING

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| RIM FIRE | 470 and above | A grade |
| | 445 - 469 | B grade |
| | 0 - 444 | C grade |
| CENTRE FIRE | 460 and above | A grade |
| | 440 - 459 | B grade |
| | 0 – 439 | C grade |

To qualify for the next grade these scores must be shot three times.