



# Shadow Hawk Series

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# Shadow Hawk Series

## Culture

The intent of the range is to create a match that is not only safe, but also facilitates friendly and fair play.

## Earning Series Points

Matches will be run using a Time Plus penalties model. Winning the division earns 100 points. Second place in the division earns 99 points, third earns 98 points, and so on.

The series is comprised of multiple matches. Because matches are not equivalent in difficulty, a method is necessary to fairly earn points within varying matches. A Difficulty\_Factor is calculated for each match in the series. Each time a new match is added, the Difficulty\_Factor is recalculated for every match. The Difficulty\_Factor is calculated by division and is based on the average win time of all matches for the Division. The Difficulty\_Factor is factored against the series points earned. The more difficult the match, the more points are earned. An example is provided in Appendix A.

Competitors must participate in at least 3 matches to be in the running for final series awards.

Competitors may compete in as many divisions in the series as they care to but are limited to 3 guns per session (Sat AM, Sat PM, Sun PM).

## Divisions and Equipment

Firearms must be safe and function properly to participate in a match. If a firearm is deemed unsafe by the RO and/or confirmed to be unsafe by the range, the competitor may not continue in the match.

Once a firearm is used in a match, it may not be swapped out unless it is malfunctioning, and it must be swapped out with a materially identical firearm. If a swap is done and the new gun doesn't meet the identical requirement, the competitor will be moved to the next more competitive division. "Materially identical" is defined as having no effect on outcome as the result of firearm's functions (actions, sighting, slide racking, assists for recoil management, round count).



## Shadow Hawk Series

Divisions:

Division	Abbrev.	Sights Permitted	When not in use:			
			Mag/Cyl Round Limit*	Chamber flag req'd?	Holster req'd?	Bag req/d?
Rimfire Rifle w Optic	RFRO	Optic Only	25	Y	N	N
Rimfire Rifle w Irons	RFRI	Iron sights only	25	Y	N	N
PCC w Optic	PCCO	Optic Only	25	Y	N	N
PCC w Irons	PCCI	Iron sights only	25	Y	N	N
Rimfire Pistol w Optic	RFPO	Optic Only	7	N	Holster or bag	
Rimfire Pistol w Irons	RFPI	Iron sights only	7	N	Holster or bag	
Single Stack w Optic	SSO	Optic only	8	N	Y	N
Single Stack w Irons	SSI	Iron sights only	8	N	Y	N
Production w Optic	PO	Optic only	15	N	Y	N
Production w Irons	PI	Iron sights only	15	N	Y	N
Open	O	Iron or Optic	25	N	Y	N
Revolver w Optic	REVO	Optic only	8	N	Y	N
Revolver w Iron	REVI	Iron sights only	8	N	Y	N

\*Empty chamber

Equipment:

Appendix, thigh, shoulder and serpa holsters are prohibited. The range reserves the right to prohibit the use of any equipment for any reason.

Armor piercing, steel core, incendiary, and/or tracer ammunition are prohibited.

The minimum power factor for any Division is 125. The range has a right to select a competitor at any time during the match to run the competitor's ammo through chrono. If a competitor's ammo does not chrono to the minimum power factor, they will shoot for no score for the match.

Competitors must wear eye and ear protection at all times.

### Scoring

Paper:

There is no standard paper target for this series. Expect to see a mix of USPSA, IPSC, IDPA and other paper targets. Targets may be mixed on any given stage.

**To receive the full score, competitors must put two hits on paper OR one hit in the A zone for USPA, IPSC and IDPA targets. Scoring for other target types will be announced at the match.**

Where a round hits a paper target, if a grease ring touches a perforation or the bullet hole spans two target areas, the higher scoring value is given to the competitor.



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Paper no-shoots will be represented by white paper targets.  
Steel no-shoots will be represented by with a “NS” designation.

Steel:

Excepting Rimfire Divisions, steel must fall to score unless declared otherwise by the range. (The range typically calls for “hits only” on windy days where steel must be set heavier to avoid premature falling.)

Rimfire Divisions need only hit steel to score.

General:

Hard cover will be represented by black or blue spray paint on a target. (The range may elect to substitute color due to supply chain issues. Hard cover color changes will be announced at the match.) Where a round hits hard cover, the shot will not contribute to score. However, the shot may be made up.

Rounds that pass through a wall receive zero points for that hit. However, the shot may be made up. Grease rings can assist ROs and competitors in determining if a round passed through a wall prior to hitting a target. Competitors and ROs are responsible for ensuring that bullet holes in walls are taped up prior to the next shooter.

### Administrative

All firearms must be cleared and bagged prior to arrival at the range. Law enforcement/security/et. al. who carry a loaded firearm as requirement for employment, and who are arriving after or before shift, will clear their firearm upon arrival and prior to registration under the supervision of an RO. At all times, firearms will only be handled under the supervision of an RO, or at the Safe Area Table. Ammunition will not be permitted at the Safe Area Table.

Unless instructed otherwise in the stage brief, ammo will be stored in magazines on the shooter.

### Stage Execution

If the stage brief does not specify the start position, the start position is assumed to be with firearm loaded, at low ready, pointed at cone.

Commands

Once the competitor assumes the start position, the RO will check to ensure the shooter is ready to begin the course of fire. Once the shooter confirms that they are ready, the Range Officer (RO) will use the following commands:

- “Stand by”
- Activation of the timer; upon which the shooter may commence execution of the stage.



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When the shooter has completed the course of fire, the RO will confirm with the shooter that they are finished and then use the following commands:

- Unload and clear; the shooter must clear the firearm
- If clear, point at the berm and pull the trigger; the shooter must follow these instructions
- “Holster” / “bag” / “chamber flag” as appropriate.

USPSA commands and IDPA commands are acceptable substitutes, provided the shooter is given the opportunity to confirm that they are ready/not ready and the steps of clearing the gun, pulling the trigger and restoring the firearm to proper storage are given upon confirmation of stage completion.

### Stage Run Guidelines

Walls may not be used to lean on, hang on, or for support of oneself or one’s firearm.

### Malfunctions, Penalties, and Disqualifications

#### Malfunctions

If a competitor’s gun malfunctions after the start signal, but before a first shot, the competitor may fix the malfunction and start over without penalty. An applied safety is not considered a malfunction. An improperly seated magazine is not considered a malfunction.

If the competitor’s experiences a squib, they may proceed to the Safe Area Table to clear the gun and return to reshoot (only one time). Any additional squibs will require the competitor to leave the course of fire unfinished for score.

If an RO impedes the mobility of a competitor underway in the execution of a stage, the competitor may stop and request a reshoot. In this circumstance, a competitor may not request the reshoot after completion of the stage unless the interference occurred during the last target.

When it is deemed that a competitor uses intentional efforts to engage the RO as interference, the stage will remain as is (incomplete), the stage will be scored, and the competitor will receive an additional 10 second penalty for the stage.

#### Penalties

##### Failure to neutralize, +10

- Paper - shooter engaged the target but did not hit the A zone or make 2nd shot to meet target requirements.
- Steel – shooter engaged the target, but the target did not fall (does not apply to rimfire divisions).

##### Failure to engage, +15

- Paper and steel – competitor did not attempt to engage the target



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### Hit on No-shoot, +10

- Paper – this penalty is limited to 2 shots per target
- Steel – this penalty is limited to 2 shots per target

### Failure to follow procedure, +10 or +20

- +10 applied when the competitor does not follow procedure but doesn't gain a significant advantage.
- +20 applied when the competitor does not follow procedure and gains a significant advantage

### Foot Fault +5

### Disqualification

Unsafe gun handling will result in a disqualification. This includes but is not limited to:

- Handling a gun without the command and/or supervision of an RO. Ex: Handling your gun in the parking lot.
- Breaking the 180 line with the muzzle
- Flagging/Muzzling oneself or another.
  - This does not include the area from the competitor's knee down to the competitor's feet when the competitor is drawing or re-holstering.
  - A special note about firearms using chamber flags:
    - When a firearm has been "safed" with a chamber flag this rule is temporarily suspended while the firearm is being placed into a cart or similar device. The competitor is required to carry the firearm muzzle up until reaching the cart and take all precautions to avoid flagging/muzzling competitors while returning the firearm to the cart.
    - If the competitor is not using a cart, this rule remains in force at all times. The firearm must remain on the rack until moving to the next stage where the firearm must immediately be placed on the rack.
- Accidental discharge –
  - This includes: when loading/unloading/changing hands/placing the gun down/picking the gun up/while clearing the gun
  - This does not include: while engaging a target and does not invoke any other actions that would result in a disqualification.
- Having a finger in the trigger guard while loading/unloading/clearing a firearm or while moving and not aiming or shooting at a target.
- A shot over the berm
- Dropping a firearm while preparing to execute a course of fire, during execution of a course of fire or during the act of re-holstering after a course of fire. A competitor may place a firearm down and pick it up without penalty if they maintain full control of the firearm in both placing it down and picking it up.



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- Having ammunition on the Safe Area Table
- Under the influence of a substance that impairs judgement or control.

### Appeals

The range staff may be requested to review a ruling. The range's first priority is safety. The next priority is to ensure that everyone is having an enjoyable experience and to facilitate fairness. The goal is to help everyone have an enjoyable weekend. The range may occasionally elect to create a committee of shooters to assist with decision making to add the shooters' context and aid in creating a positive experience. The committee's input may be solicited via anonymous vote. The range has final say on all matters related to the match and the series.

### Sportsmanship Points

The range and Competitors may nominate other competitors to receive Sportsmanship points. Sportsmanship points can be assigned for exceptional sportsmanship, helping a new shooter, creating a positive environment, in other words, going above and beyond. To award Sportsmanship points, competitors need only notify the range of the individual and why they earned the point. The range will evaluate the request and award the point, if deemed appropriate. Requests to assign Sportsmanship points to someone because they are your friend is not sufficient for a Sportsmanship point award. Sportsmanship points are not utilized for match or series standings. At the end of the series, the person(s) with the most Sportsmanship points will receive a certificate.

### Awards

Series ties may be settled by a shoot-off.

At the end of the series, award certificates will be presented in each division to those who placed 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>. Awards will be presented after the last match in the series.



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## Appendix A - Point Distribution Example

### Tony (Open)

Finishes first in the Open Division. He is assigned 100 base points.

This match was a little harder and there was more competition in this division. The Difficulty Factor for this match is calculated to 1.12.

The SH Points awarded to him are 112, (100 x 1.12).

### Rick (PI)

Finishes second in the PI Division. He is assigned 99 base points.

This match was a little easier and there wasn't much competition in this division. The Difficulty Factor for this match is calculated to 0.905.

The SH Points awarded to him are 89.59, (99 x .905).

At the end of the series, each shooter's Total Points are divided by the number of matches shot to get the Average SH Points.

Tony shot 4 matches. The SH Points for the 4 matches are summed up and then divided by the number of matches shot to get the Series Average points.

Shooter Total Points = 112 + 106.77 + 141.36 + 63.54 = 423.67

Number of matches shot: 4

Average SH Points: 105.9175 <This result determines his final ranking.