
 PROCEDURAL/WARNING	
1.1.5.2	Mandatory reload - 1
2.2.1.5	Shortcut – 1 per shot after beginning
4.6.1	Rearrangement of Range Equipment or Surface – 1
8.1.3	[AH] Chambering 1st projectile with trigger action (start w/ unloaded chamber) – 1
8.6.2	Assistance or interference– 1 or DQ
8.7.1	[H-S-T-AH] Sight picture / dry firing – warning 1
8.7.1	[R-P-M-AR-AP] Sight picture w/ loaded firearms, warning, 1
8.7.1.1	[R-P-M-AR-AP] Sight picture when prohibited –Warning, 1
8.7.1.2	[R-P-M-AR-AP] Targeting sequence / shooting position w/ sight picture - 1
8.7.2	Sighting aid on walkthrough - 1
9.1.1	Approaching targets – warning, 1
10.2.1/1	Breaking Fault Line – 1 or 1 per shot
10.2.2	Failure to comply with WSB –1 or 1 per shot
10.2.4	Failure to reload – 1 per shot until reload
10.2.5	Cooper tunnel – 1 per piece - Overhead
10.2.6	Creeping – 1 or warning, 1
10.2.7	Failure to engage – 1 per target
10.2.8	[H-S-T-AH] Wrong hand/shoulder – 1 per touch [H-T-AH], 1 per shot [H-S-T-AH]
10.2.9	A competitor who leaves a shooting location 1 per shot
10.2.10	Inability to execute due to incapacity or injury – minus 1-20% of points – RM decid
10.2.11	Firing over barrier 1.8 m – 1 per shot
10.2.12	[S] Wrong ammo – 1 per fallen target
D4,D4a 17.	[H] D 18 [AH] Cocking hammer of a Prod handgun before first shot (loaded chamber) - 1 procedural

[H]-Handgun. [R]-Rifle. [S]Shotgun. [P]Pistol Caliber Carbine.[M] Mini rifle
[T]-22LR Handgun. [AH]-Action Air Handgun. [AR]Action Air Rifle [AP] AA PCC

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