

2022 Guardian 6 Zombie Hunt

AMERICAS RIFLE CHALLENGE

Welcome to the Guardian 6 Zombie Hunt. The Challenge will be based on the NRA's America's Rifle Challenge Rules and Regulations.

The NRA requires that each ARC event operates on a "cold range" environment in that shooters will only load, fire and unload under the commands of an ARC event match official. The NRA also requires that all competitors will have a proper and working Chamber Flag/Empty Chamber Indicator in their firearms when they are not firing. Additionally, NRA range rules and NRA safety rules apply:

NRA Safety Rules

1. Always keep the gun pointed in a safe direction
2. Always keep your finger off the trigger until ready to shoot
3. Always keep the gun unloaded until ready to use



Unsafe Firearm Handling

Unsafe firearm handling will result in immediate Disqualification (DQ) from a match. The following is a nonexclusive list of unsafe behaviors.

1. Endangering any person, including yourself. This includes sweeping one's self or anyone else with a loaded firearm or a firearm without an inserted chamber flag. Sweeping is defined as allowing the muzzle of the firearm when being handled (loaded or unloaded) to cross or cover any portion of a person.

2. Pointing the muzzle beyond the 180° plane or beyond a muzzle safe indicator. The 180° plane is a designated infinite vertical plane drawn through the centerline of the shooter's body, perpendicular to the centerline of the shooting bay that moves with the shooter as the shooter moves through the stage.

3. Losing positive control of the firearm during a course of fire such as dropping the firearm on the ground. Dropping a firearm or causing it to fall while outside of stage boundaries is not within NRA's control, and is subject to local range policy.

4. A shooter who intentionally loses or dislodges eye and/or ear protection during a course of fire will be disqualified.

5. A discharge:

- a. Intentionally discharging the firearm at anything other than a target
- b. While slung at a rest position
- c. Striking up range of the shooter.
- d. Into the ground downrange closer to the shooter than 2 yards
- e. Over a range impact berm.
- f. During the loading, unloading, or stoppage clearance processes
- g. Before the start signal
- h. While transferring a firearm from one firing side to the other.
- i. While handling a firearm except at the firing line

Standard Range Commands

Many of the range commands given to a shooter by the RO are for safety, while the rest are for stage administration. To allow a shooter to compete anywhere in the world and hear the same commands, the ARC range commands will only be given in English. Some of the specific classifier matches may have unique commands. These exact range commands must be used and local variations are not allowed. The complete set of range commands are:

1. "Range is hot! Eyes and ears!" - This is the first command given to each shooter starting the action of shooting a stage. The shooter will make sure that their eye and hearing protection is in place. It is also a notification to anyone in the shooting bay to check that their own eye and hearing protection is properly fitted.

2. If relevant, "Shooters you are in your 60 second prep time/5 minute walk-through time" – Shooters should always be afforded preparation time (L1) or a walk through time (L2) prior to beginning their course of fire. L1 prep times will be done with empty firearms (empty magazines okay) much like NRA High Power rifle matches. Walk throughs will be done with NO firearms.

3. "Shooter, load [with magazine of X rounds]!" - When the shooter has proper eye and hearing protection, the RO will issue this command. The shooter will prepare the rifle and magazines to match the start position for the stage. The shooter will then assume the start position necessary for the stage.

4. "Is the shooter ready?" - If ready, the shooter shall respond verbally, or by obvious nodding of the head. The shooter is required to give either the verbal or physical response. If not ready, the shooter will be given no more than 30 seconds to fix their issue. If the shooter continues to not be ready, they will be directed to unload, and will stand aside to let the next shooter in the cue go. The shooter that stepped down shall be bumped down on that stage's list of shooters, and will shoot last.

5. "Shooter indicates ready. Standby!" – The start signal will be given approximately 1 second after standby is called.

6. "Finger!" - This command is given when the shooter's finger is not obviously and visibly outside the trigger guard when it should be such as times of movement when the rifle is no longer mounted on the shoulder

7. "STOP!" - This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage is not correct. The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction. Failure to immediately stop and remove the trigger finger from within the trigger guard will result in DQ from the match

8. "Shooter, if you are finished, unload, show clear!" - This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition will be removed from the firearm and a clear chamber/cylinder will be shown to the RO. If the shooter is not finished, the shooter should finish the stage and the command will be repeated.

9. "CEASE FIRE!" – Command to stop all firing for any safety issue or to indicate expiration of par time

10. "Safety, insert Chamber Flag/ECI and sling" - Once the RO has visually and or physically inspected the chamber and found it to be clear, this command will be issued and the shooter will comply. **Triggers will not be pulled upon bolt closure. PERIOD!**

Legal Equipment and Ammunition - Universal

This section defines authorized equipment to include universally required characteristics and configurations, as well as for each respective class; stock, limited, and open.

1. The rifle must be safe and serviceable, free from bore obstruction, free from cracks or notable damage, user induced or otherwise, that would result in an interruption in the cycle of operations or mechanical failure

2. Mechanical safeties must be present and functional

3. Only semi-automatic fire is allowed. If provisions for full automatic fire are present (i.e., a selector switch, auto sear, etc.), the rifle must be able to be used in a semi-automatic manner only, or the full automatic provision must be removed or mechanically blocked. Triggers that fire the firearm upon release are not permitted for use unless able to be used as a conventional semi-automatic trigger (i.e., rifle discharges one round when moved to the rear, trigger resets when released).

4. Only closed bolt firearms are allowed

5. Total trigger weight may not be below 3.5 lbs.

6. Buttstocks may be adjustable for length of pull only. No mechanically adjustable cheek pieces are allowed.

7. Magazine accessories intended to assist in withdrawing from a pouch, or for use as a monopod are allowed

8. A sling must be attached to the firearm, in use during the stage of fire, and capable of supporting the full weight of the firearm with no assistance from the shooter. Two point slings are allowed, to include those of a rapid adjustable or non-adjustable design. Slings convertible from one to two point are allowed. Three point slings are not allowed.

9. Magazines may not be taped, banded, or otherwise clamped together to assist in a faster reload.

10. The use of bipods is allowed, provided the bipod legs are stowed up to the time of the start signal. If a bipod is to be used, that same bipod shall remain on the same mounting point on rifle for the entirety of the match. Bipod legs will be no longer than 13" fully extended (manufacturer advertised spec)

11. No buttstock-mounted monopods are allowed.

12. No artificial weights such as lead or tungsten may be added to a rifle

13. Muzzle brakes may be used, but must be cylindrical in design, flats for installation or suppressor compatibility notwithstanding (longitudinally), no more than 1.25" in diameter, and no more than 2.5" long from the rearmost surface to the face of the brake. The brake must be of a nonmodular nature.

14. Suppressors are legal for all classes.

15. Visible or infrared laser aiming devices may be mounted but will not count as a sighting system for classification purposes.

16. Light gathering or artificial light generating provisions on sighting systems such as fiber optic or tritium are allowed

17. Bolt release aids may be used at the shooters discretion

18. No shooter shall have, on or about their person any firearm other than the rifle in use for the event No shooter may change rifle, barrel assembly, optical system, or sling after the first shot is fired, unless the NRA ARC Match Director declares that the competitor's equipment is disabled. In the

(continued from previous page)

19. event of any equipment substitution authorized by the Match Director, the substituted part shall be of the same type as the part that it replaces. "Same type" means a rifle of the same platform type and caliber, barrel assembly of the same length, sighting system of the same type (i.e., iron, non-magnifying optic, or telescopic), and sling of the same type (i.e., one-point, two-point, etc.) attached in the same locations on the rifle

Legal Equipment and Ammunition – Rifle Specific (L1-L2)

1. If a rifle caliber pistol is used, it must have a pistol brace installed. For the remainder of this guidebook, the term 'rifle' also will encompass all rifle caliber pistols or carbines with pistol caliber chambering

2. Small frame rifles are defined as rifles with bolt faces capable of firing .223/5.56mm (.384") through 7.62X39mm cartridges (.447")

3. Small frame rifles may fire bullets from .223-.308 in caliber (such as 5.56 NATO or 300 Blackout) or 9mm or 45 ACP pistol cartridges

4. Small frame rifles may have barrel lengths from 8-20"

5. Large frame rifles are defined as rifles with bolt faces capable of firing any .308/7.62mm based cartridges (.473")

6. Large frame rifles may fire bullets from .243-308 in caliber (such as 6mm Creedmoor or 7.62 NATO) no rifles larger than .308 will be permitted

7. Large frame rifles may have barrel lengths from 12.5-22"

8. Rifles must accept a detachable box magazine of a minimum 10 rounds capacity, and/or a maximum of 30 rounds capacity.

ARC Classes

Stock Class

1. A stock class rifle may only have one sighting system mounted

2. Fixed or flip up metallic sights are allowed.

3. Red Dot Sights (RDS) or prismatic optics with no magnification are allowed

Limited Class

1. A limited class rifle may have two one sighting systems mounted, one optic and one set of metallic sights be it fixed or flip up.

2. The optic may be up to 8 power fixed or variable power magnification

3. Use and or mounting of a magnifier in conjunction with an RDS will count as limited class

Open Class

1. An open class rifle may have three sighting systems mounted, one primary optic, one secondary optic, and fixed or flip up metallic sights.

2. The primary optic may be variable magnification anywhere within the range of 1 power minimum to 18 power maximum magnification

3. If a secondary optic is used, it shall be a non-magnified RDS

L1 Matches 1-5

These L1 matches exist primarily so shooters may be tested on each individual skill learned and executed in the act of firing a rifle, regardless of match location. Secondly, they exist for the purposes of eventually establishing a realistic skill classification for each shooter so they may compete against shooters of similar skill and with similar resources. Every effort in these matches is made to minimize the ability of a shooter to 'buy' their way into a higher classification, or onto an awards table. Third, the skills and standards required to move up in from the eventual classifications of 'qualified', 'journeyman' and 'master' are intended to cause shooters to automatically gravitate towards best accepted practices and equipment. Forth, they serve as pass through events for range officers and/or staff to ensure a shooter is complying with reasonable safety standards and control measures prior to progressing to other L2 matches. L1 matches 1-5 are all shot from 100 yards and in. There is an expectation of basic fitness to participate in these matches. You must ensure for yourself that you will not induce or aggravate existing injuries by participating.

Matches and individual stages are scored by some or all of the below metrics:

- Raw Time – Time from start signal to last shot fired
- Par Time – Maximum time allotted for a specific stage of fire
- Overall Time – Time from start signal to last round fired plus assessed penalties

Most matches are scored using the 'time plus' method. A shooter will execute each stage as per the stage description and either receive raw time or a par time. Then penalties for bad shots or procedural errors will be added to the raw or par time, thus yielding an overall time. The shooter will then be ranked amongst their fellow competitors within respective classes. Each match time will be added to a cumulative total time to identify overall class winners and placement. Scoring is intended to be done electronically through Practiscore but can be done manually.

The universal start position is the standing, at the low ready (buttstock in the shoulder, firing hand on pistol grip with finger straight and off the trigger, the other hand on the handguard, muzzle at belt level, or resting on a spot on an obstacle/barricade as stage descriptions dictate. The rifle will be on safe. If the shooter has a variable power optic or RDS magnifier, the shooter will ensure the optic is on minimum magnification or magnifiers flipped to the side and then will take the start position. If shooters with either of these optical configurations wish, they may place their non-firing hand on the magnifier or throw lever, which will be recognized as a valid start position.

Shooters for L1 and L2 matches are allowed one alibi and re-fire per each sub match (eg, 1-5) in the event of a non-shooter induced stoppage. If the shooter clears the stoppage and continues, they accept firing conditions and forfeit the right to re-fire. The shooter must attempt to clear the stoppage and continue the match in order to rate the right to re-fire. The score attained during the re-fire string is final.

L1 Match 1

Stage	Drill	Target	Distance	Shots	Repetitions
1	One Shot			1	2
2	Reset	B8	7 Yd	2	2
3	Sustained			10	1
4	Reload			2	2

Match 1 requires one NRA B8 target glued or stapled to a hard target backer. Shooters will report to the 7 yard line with their rifle with three magazines, one 6 rounds, and one of 10 rounds, one of 4 rounds. On command, all shooters will load the magazine of 6 rounds and stand by.

Stage 1, RO and scorekeeper step behind the shooter, the shooter comes to the start position. On the timer signal, the shooter will fire one round, and return to the start position. Time is recorded. This cycle will be repeated twice.

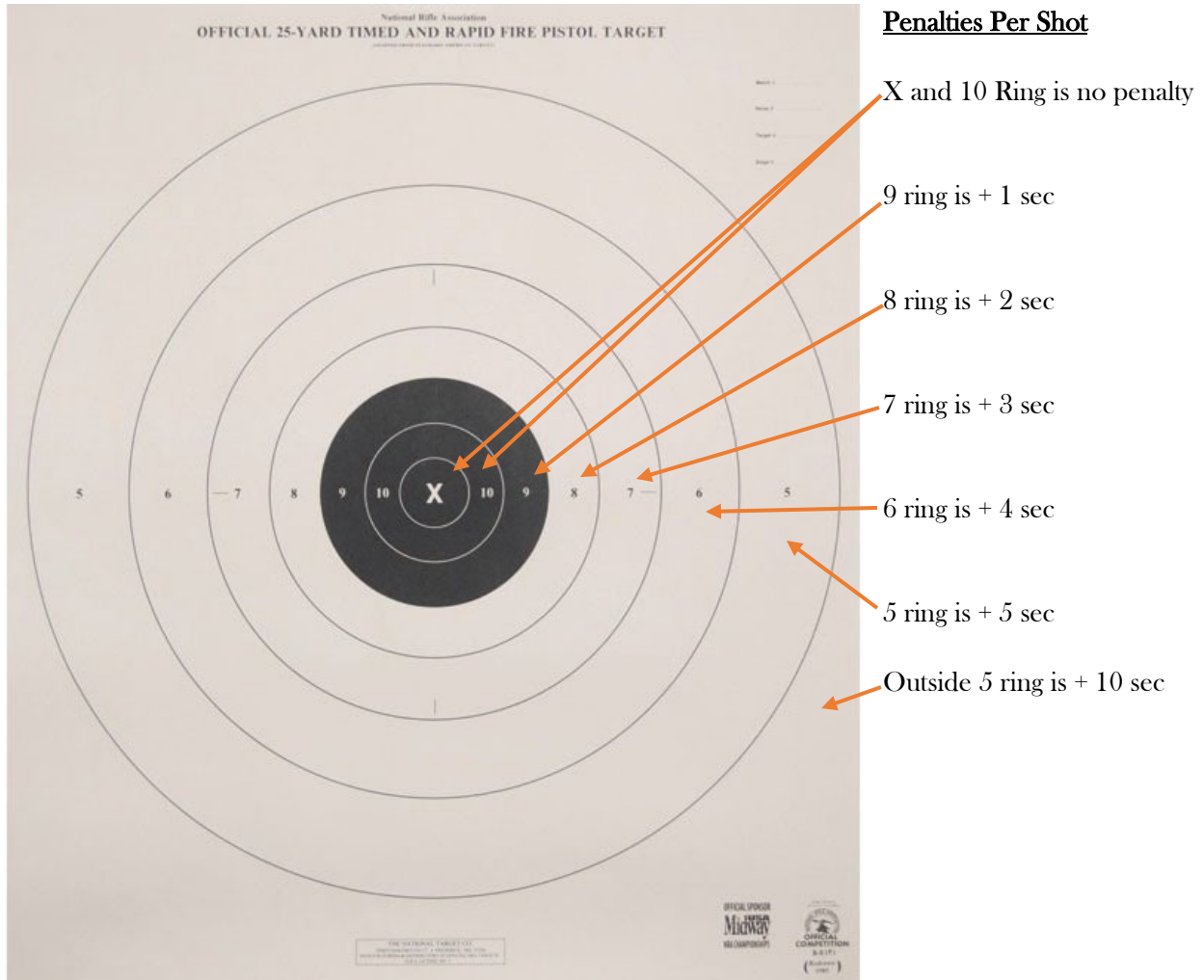
Stage 2, on the timer signal, the shooter will fire two rounds, and rest. This will be repeated a second time. Line cleared, shooters downrange, targets assessed for penalties and total penalties added to stage 1 & 2 cumulative time. The RO and scorekeeper may now move onto the next shooter. All shooters should shoot stages 1& 2 and then targets should be repaired (B8C reface or pasties)

Stage 3, shooters report back to the 7 yard line and place the 4 round magazine in their pouch. On command, all shooters will load the magazine of 10 rounds and standby. RO and scorekeeper step behind the shooter, the shooter comes to the start position. On the timer signal, the shooter will fire ten rounds, and return to the start position. Time is recorded. The RO and scorekeeper may now move onto the next shooter. This will be done once.

Stage 4, the shooter will load the magazine of 4 rounds, and conduct a magazine exchange on their own. The weapon shall have one round in the chamber, an empty magazine inserted, and the magazine of now 3 rounds in the pouch. RO and scorekeeper step behind the shooter, and the shooter comes to the start position. On the timer signal, the shooter will fire one round, conduct a bolt lock reload and fire one more round. After firing the shooter must conduct another magazine exchange on their own. The weapon shall have one round in the chamber, and empty magazine inserted, and the magazine of now 1 round in the pouch. Time is recorded. This cycle will be done twice. The RO and scorekeeper may now move onto the next shooter. Shooters downrange, targets assessed for penalties and total penalties added to stage 3 & 4 cumulative time. Targets repaired (reface or pasties)

Total score for Match 1 is the combined total time of stages 1-4 plus all penalties.

L1 Match 1 Scoring and Penalties



Insufficient Shots – Shots not fired or fired outside the 5 ring will be counted as misses and incur a penalty of 10 seconds per shot missed

Excessive Shots / No Crossfires – Shooter will be scored with lowest value of required hits for the stage

Excessive Shots/Crossfires – Shooter with excessive hits will be scored with highest value of required hits on their target. Shooter with insufficient hits will be scored with all hits on their target.

L1 Match 2

Stage	Drill	Target	Distance	Shots	Repetitions	Time
1	Prone	B8	100 Yds	5	1	60 Sec
2	Sitting		75 Yds			
3	Kneeling		50 Yds			
4	Standing		25 Yds			

Match 2 requires one NRA B8 glued or stapled to a hard target backer. Ranges can use two targets at their discretion so as to reduce the number of times walk downs for scoring purposes are needed. If this is done, ROs will be responsible for directing shooters to fire the first two stages on the left target, and the second two stages on the right target. ROs may drop the alternate target when not in use. Shooters will report to the 100 yard line with their rifle with a minimum of two and maximum of four magazines, no more than 5 rounds in each magazine at any time. Shooters may use a shooting mat, setting it up during prep time. Prior to shooting, all shooters shall be afforded a 60 second (dry fire) prep time at each stage. After shooting, shooters will unload and declare any saved rounds to the scorekeeper. Shooters will stand, and carry or sling their rifles, then proceed downrange to review score. Shooters may not touch or repair the target until the scorekeeper has declared their score recorded. Scores must be collected prior to advancing the line to the next stage. Shooters must complete all stages in sequence. If a shooter is unable to do so, any shots fired will be scored. If a shooter receives cross fired shots from another shooter, the target with excessive hits during that stage will be scored using the high ten shots on paper.

Stage 1-4, RO and scorekeeper steps behind the firing line, on command all shooters will load a magazine of 5 rounds and take the start position. On the timer signal, the shooter will take any variation of the prone/sitting/kneeling/standing position and fire ten rounds within 60 seconds per time. Shooters downrange, targets scored and repaired (B8C reface or pasties)

It is highly recommended to use a black permanent marker to mark the individual stage scores on the target near one of the corners. All competitors will start with 0 seconds, and have all penalties added. Thus, a perfect score for Stages 1-4 is 0 seconds. If a match director wishes to provide an award for Match 2, and there is a tie, total shooter X count will be maintained, and marked for each stage on the target (with a permanent marker or pen in an undisturbed location on said target). Two shooters may shoot perfect times of 0 seconds. If the first shooter fired 20Xs, and the second shooter fired 40Xs, the second shooter wins.

Shooters may not use bipods, shooting sticks, or bags/pillows for this match. Shooters may on any stage use a shooting mat if they choose. If a range wishes to use multiple targets, the targets shall be clearly numbered 1-4 and the RO will have to ensure every shooter understands which target to be shooting on. ROs may shoot the course in reverse, starting at the 25 yard line and completing at the 100 yard line.

G6 Zombie Challenge L1 Match 3

RULES: Other

Created By: ClaytonGrusing

START POSITION:

Start at Position 1 with rifle at low ready, magazine loaded with no more than 20 rounds inserted on empty chamber with safety on.

PROCEDURE:

Upon audible signal, shooter must engage Target 1 (T1) with two hits each from Positions 1 through 3 and engage Target 2 (T2) with two hits each from Positions 4 and 5. Firing sequence must be from P1 through P5.

SCORING: Limited

ROUND COUNT: 10

TARGETS: 2

DISTANCE: 25 yds to 7 yds

SCORED HITS:

PENALTIES: FTN + 10, FTE + 20

NOTES:

