

# **Competitive Marksman Action**



## ***Dynamic Sports Shooting***

Rule Book  
Version 5.0  
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## 1. Mission

The Competitive Marksman Action – CMA – is an initiative to provide a framework for dynamic sports shooting that is based on safety, simplicity and solid, effective firearms handling skills.

### 1.1. Goals

The specific goals of CMA are to:

- Provide a stable and dependable sports shooting framework based on safety, simplicity and solid firearms handling skills.
- Stimulate international collaboration, sportsmanship and camaraderie based on common sports shooting interests, standards and values.
- Promote safe and effective shooting skills.
- Emphasize personal shooting skills over the usage of specialized equipment.
- Foster comprehensive shooting abilities paired with mental and physical fitness.
- Provide a platform for objective shooting skills assessment and constant personal improvement.
- Support the use of readily available, mass-production equipment.
- Enable and facilitate sports shooting competitions from local to international and global reach.
- Provide a solid framework for shooter, match official and instructor certifications.
- Constructively contribute to the international sports shooting community.

CMA is made for shooters by shooters.

### 1.2. What is CMA?

#### 1.2.1. What is CMA

<b>Competitive</b>	CMA is a sport. The purpose of a sport is to compete in a regulated way against other sportsmen and determine who has earned to best score. In order to participate, competitors acquire and develop standardized basic skills, and train to improve their personal abilities. They compete against themselves as much as against others.
<b>Marksman</b>	The basis for all results have to be the marksman skills of each shooter. The competitor stands in the center of all performance with his skills and his physical and mental fitness.
<b>Action</b>	CMA is a community taking action to provide a sport that can be enjoyed across borders of any kind.

#### 1.2.2. What is not CMA

Self Defense Training	CMA instruction, training and competition does not have the purpose to provide or substitute self-defense training. However, the techniques and skills promoted by CMA should not be counter-productive for people that lawfully carry firearms for duty or civilian self defense.
Equipment Race	CMA will not follow every equipment and gadget trend around shooting gear. In CMA, a shooter should be fully competitive with mass production, duty-style and reasonably priced equipment as long as his marksmanship skills and physical

and mental fitness are on top level.

## 2. Safety

The safety of all people attending any CMA event is the paramount priority of the sport.

### 2.1. The Four Universal Safety Rules

We will always adhere to the four universal rules of firearms safety:

- 1) Always treat a firearm as if loaded
- 2) Always point in a safe direction
- 3) Always keep your finger off the trigger until ready to shoot
- 4) Always be sure of your target and what is beyond it

There are no exceptions to those rules tolerated in the sport. Any violation of the four universal safety rules will result in an immediate disqualification.

All actions performed using a firearm remain the sole and full responsibility of the person holding the firearm.

#### 2.1.1. Loaded Firearm

All four safety rules do always apply in any situation and under any circumstances. The firearm is considered neutralized if it's carried fully holstered or completely stowed in an appropriate transport bag or container.

#### 2.1.2. Muzzle Direction

**180° Rule:** As a standard, the 180° degree rule applies. The muzzle direction is considered safe facing downrange and 90° on both sides from a perpendicular line to the main berm.

**Upwards Restriction:** An optional upwards restriction can be defined if necessary, depending on the particular shooting range. In this case, an exception for revolvers with open cylinder during reload should be considered.

**Sweeping:** is called covering with the muzzle any part of the body of any person, including the shooters own body. Sweeping will be penalized with an immediate disqualification.

During drawing or holstering, while the muzzle direction is guided by the holster and the firearm is not completely outside of the holster, the muzzle may cover parts of the shooters body.

**Muzzle Points:** if necessary, the 180° rule can be reduced by using clearly visible muzzle points.

**Exclusion Zone:** muzzle exclusion zones can be defined in cases where one hand has to reach for something, such as a door handle, an activator or a prop, to be picked up.

#### 2.1.3. Finger

The trigger finger must be clearly outside and above the trigger guard unless the shooter is ready to shoot. Ready to shoot means the firearm is pointed in the direction of a visible and valid target.

#### 2.1.4. Target and Environment

Only visible and valid targets are allowed to be fired at. Hitting props that are used as part of a shooting position will be penalized with an immediate disqualification.

## 2.2. Shooters

All shooters participating in CMA events have to possess a valid shooters certification, also called shooters license. The certification consists of a valid membership plus a valid classification. Under no circumstances will shooters be allowed to participate in any live firing event that are not properly trained and able to prove their eligibility by presenting a valid shooters license. It is the responsibility of every participant to make sure his or her license is updated and valid.

## 2.3. Firearms and Equipment

Firearms and equipment used in CMA must be safe and functional. Modifications that may reduce the safety in any way are not allowed.

## 2.4. Safe Areas

A safe area is a clearly marked area with a suitable bullet trap. It allows the shooter to perform the following action on his own in a safe manner:

- transfer a firearm from a transport container or bag to the holster and back

If there is a necessity for it, the shooter may additionally perform the following actions:

- check the function of the sights
- check the function of the gun in dry fire
- disassemble and re-assemble the firearm
- clean and repair the firearm

The following actions are not allowed in a safe area:

- handling ammunition or loaded loading devices
- handling dummy rounds of any kind
- practicing magazine change, reload or malfunction clearance manipulations of any kind

Any of the above actions will be penalized with an immediate disqualification.

If shooters carry loaded guns when arriving or departing the range, then a special, clearly marked, unloading/loading area is to be provided. In that area only drawing, holstering, unloading and loading are allowed.

## 2.5. Cold Range, Hot Range

### 2.5.1. Cold Range

The standard for CMA competitions is to run a cold range.

The handgun has to be carried in the following manner:

- unloaded
- slide forward or cylinder closed
- holstered
- for pistols: no magazine inserted
- loading devices can be loaded

The rifle has to be carried in the following manner:

- in the safety position or properly stowed in a suitable transport bag

Drawing the handgun or removing the rifle from the safety position or from the transport bag is only allowed in a safe area or under the direct command of a safety officer. The firearm is considered neutralized if fully holstered or properly stowed in a transport bag.

### **2.5.2. Hot Range, Hot Bay**

Under special circumstances, for example for practice sessions or during a competition for efficiency reasons, a hot range or hot bay can be ordered.

In the hot range or hot bay, the shooter is allowed to carry the handgun loaded and holstered or the rifle loaded, safety engaged and in the safety position. Hot range refers to the whole shooting facility, hot bay only to one or several designated bay(s).

## **2.6. Additional Safety Rules**

### **2.6.1. Carrying Holstered Handguns**

**Empty Handguns:** pistols are carried slide forward, no magazine inserted and revolvers cylinder closed. If an external hammer is present it needs to be de-cocked.

**Loaded Handguns With Empty Chamber:** pistols are carried slide forward, magazine inserted. If an external hammer is present it needs to be de-cocked. For revolvers, empty chamber is not applicable.

**Loaded Handguns:**

- DA/SA pistols must be carried de-cocked to the safety notch.
- SA pistols are carried cocked and locked (manual safety on).
- Revolvers are carried de-cocked.

### **2.6.2. Carrying Rifles**

Rifles need to be carried in the safety position or properly stowed in a transport bag or container, unless when shooting a stage.

In the safety position, the rifle needs to be

- unloaded (chamber empty, no magazine inserted)
- chamber flag inserted
- bolt forward
- manual safety on

and the shooter needs to hold the rifle

- at the pistol grip or at the buttstock
- the forend resting against his shoulder
- the muzzle pointing upwards

When stowed in a transport container, the rifle needs to be

- unloaded (chamber empty, no magazine inserted)
- chamber flag inserted
- bolt forward
- manual safety on

The rifle must be fully stowed away and the transport container must be completely closed.

### **2.6.3. De-cocking handguns with external hammer**

If a de-cocking lever is present, it has to be used.

If the handgun does not have a de-cocking lever: The weak hand thumb has to block the hammer from contacting the firing pin while the trigger is pulled, followed by lowering the hammer to the safety notch without touching the trigger.

### **2.6.4. Eye and ear protection**

All persons present in a shooting bay have to wear proper eye and ear protection during live fire.

### **2.6.5. Dropping a firearm**

Uncontrolled dropping of a firearm within the stage boundary will be penalized with an immediate disqualification. Outside of the stage boundaries it will be handled according to range rules.

Dropped firearms have to be picked up by a Safety Officer. The SO will render the firearm safe and hand it back to the shooter.

### **2.6.6. Minimum Distance**

For all types of steel targets the minimum range to engage for handguns is 10m and for rifles it is 50m.

### **2.6.7. AD and ND**

Accidental Discharge (AD): Discharge due to a defect of the firearm or of the ammunition.

Negligent Discharge (ND): Discharge due to failure to follow the safety rules by the shooter.

In case of an AD or a ND the shooter is immediately stopped and disqualified.

### **2.6.8. Crossing Stage Boundary**

If a shooter steps outside of the stage boundary while shooting the stage, he or she will be immediately stopped. If there are no safety violations, the stage will be scored as DNF. If there are safety violations, the shooter may be disqualified accordingly.

### **2.6.9. Invalidating A Stage**

If a shooter invalidates a stage and the stage cannot be correctly and safely finished, the shooter will be immediately stopped. If there are no safety violations, the stage will be scored as DNF. If there are safety violations, the shooter may be disqualified accordingly.

Invalidating a stage can be, for example, running over or tearing down stage props, incorrect or unsafe manipulation of stage equipment, stumbling or falling into stage props and so on. This has to be unprovoked by outside influences, not caused by unstable stage building and entirely the shooters own fault.

### **2.6.10. Moving with a rifle during a stage**

During movement of more than 3m, the manual safety of the rifle has to be engaged unless the buttstock is on the shoulder and the shooter is ready to shoot.

### **2.6.11. Ignoring Warnings**

If a shooter ignores warning commands given by a Safety Officer, the SO may issue penalties up to a disqualification, as appropriate.

## 3. Shooting

### 3.1. Competitions

There are two types of competitions: Handgun or 2-Gun competitions.

CMA competitions or matches must follow all CMA rules and must be lead by certified Match Directors and Safety Officers. Matches can be of one of the following levels:

- Level 1: Club and local
- Level 2: Regional
- Level 3: National
- Level 4: Continental
- Level 5: World

### 3.2. Stages

A competition is composed of several stages.

#### 3.2.1. Stage Description

A stage is defined by a stage description that is read verbatim at the stage briefing.

#### 3.2.2. Strings

A string is part of a stage and is timed separately. A stage has minimum one but can have several strings as necessary. However, the target scoring is only done when all strings are completed.

#### 3.2.3. Start Position and Condition

This defines the start position of the shooter and the start condition of the firearm(s) and other equipment.

#### 3.2.4. Procedure

The procedure describes the required actions to be performed by the shooter.

### 3.3. Start Position and Start Condition

The shooter will always start with eye and ear protection applied.

If nothing is otherwise specified in the stage description, the shooter will always start with the standard position and condition.

The shooter will not be allowed to start from an incorrect position and/or an incorrect condition.

#### Standard Start Position:

- Handgun: standing upright with his hands relaxed at his side, neither gripping nor touching any part of the equipment. If a handheld flashlight is used, it is held in the weak hand and turned off.
- Rifle: in the ready position, which is standing upright, buttstock on shoulder, strong hand on grip, weak hand on forend, manual safety on, muzzle at an angle of approximately 45° towards the ground.

**“Ready” Position for Handguns:** in the ready position, the handgun is held close to the chest (maximum 2 hand-width away from the body) at about chest height. The muzzle can either point horizontally forward or slightly downwards.

DA/SA pistols: the hammer is lowered to the safety notch

SA pistols: the hammer is cocked, manual safety on

Revolvers: the hammer is de-cocked

The stage description can define other start positions, for example ‘both hands touching marks’ or ‘sitting on chair with back touching’ or ‘facing straight uprange (handguns only)’ and so on. For rifles, start positions facing uprange are not allowed with the rifle in hand.

### **Standard Start Condition:**

Pistol: fully loaded and holstered and exactly two additional loading devices are loaded and properly stowed in the loading device pouches or in pockets.

Revolver: fully loaded and holstered and 4-6 loading devices are loaded and properly stowed in the loading device pouches or in pockets.

In 2-Gun stages where the handgun is not used, the shooter can start without it.

Rifle: is fully loaded and held in the ready position and exactly one additional loading device is loaded and properly stowed in the loading device pouch or in a pocket.

In the Small Rifle Division, it is permitted to carry an emergency magazine. It must be concealed, e.g. in a side pocket of the pants or in a similar manner and it can be used only in case of an extended malfunction.

"Fully loaded" means that

- pistol, rifle: all magazines contain the full capacity or full capacity minus one round. Additionally, there is one round chambered.
- revolver: the cylinder and all loading devices contain full capacity.

Other start conditions may be defined, for example ‘empty chamber’ or ‘all magazines with exactly 10 rounds’ or ‘gun unloaded, slide/cylinder/bolt closed, on table in marked position, muzzle in safe direction’ and so on.

Other start conditions for revolvers: if the required number of rounds in the firearm is smaller than the capacity, the shooter starts accordingly. If the number of required rounds in the firearm is equal or greater than the capacity, the shooter starts fully loaded. The loading devices are always loaded to full capacity. An ‘empty chamber’ start condition is not applicable to revolvers.

The total number of loading devices for handgun (3), for rifle (2 – Small Rifle additionally 1 emergency magazine) and for revolver (4-6) may not be changed.

## **3.4. Commands**

The commands given by the safety officer to the shooter must always be the same commands, as defined below, and spoken in English language.

### **“Range is Hot, Eyes and Ears!”**

This command is given when the stage is setup, the shooter stands at or near the start position, the safety officer is near the shooter and all other persons are behind the stage boundaries. Everybody

has to put on or check the safety glasses and hearing protection. The shooting action is about to start.

### **“Load and Make Ready!”**

The shooter will prepare the firearm(s) and himself to be in the required start position and condition.

### **“Are You Ready?”**

If the shooter is not ready to proceed he will have to answer with a loud and clear NO! If he is ready, he might nod or say yes or remain silent.

### **“Standby!”**

The shooter is not allowed to move after the command until the start signal is given about 1-4 seconds later. Upon the start signal, the shooter will perform the required shooting procedure.

### **Optional: “Muzzle!”**

This command is a warning. The safety officer warns the shooter that the muzzle of the firearm is close to an unsafe direction. The shooter has to correct the muzzle direction immediately but can continue with the stage without penalty.

### **Optional: “Finger!”**

This command is a warning. The safety officer warns the shooter that the finger is not clearly visible as outside and above the trigger guard while not ready to shoot. The shooter has to correct the finger position immediately but can continue with the stage without penalty.

### **Optional: “Safety!”**

This command is a warning. The safety officer warns the shooter that the manual safety is not engaged when it should be. The shooter has to make sure the safety is engaged immediately but can continue with the stage without penalty.

### **Optional: “Stop!”**

This command requires the shooter to stop immediately with any movement and any shooting actions. The shooter will hold the gun in a safe direction and await further commands. The stop command is given if there is a safety problem or a stage failure or any other problem requiring the shooting action to be stopped.

### **“If Finished, Unload and Show Clear!”**

If the shooter has completed the shooting action, he will then unload the firearm, inspecting it himself and then present the empty firearm to the safety officer. He will

- pistol, rifle: point to the empty chamber and say “Check!” and then turn the firearm and point to the empty mag well and say “Check”.
- revolver: point to the fully extended cylinder and say “Check!”.

The safety officer will supervise the checks and, if satisfied, continue with the next command.

### **For rifles: “Safety Flag!”**

For rifles, the shooter will insert the safety flag.

### **“Slide Forward!”, “Close Cylinder” or “Bolt Forward!”**

The shooter will close the slide, cylinder or bolt.

**For pistols: “Pull the Trigger!”**

For pistols, the shooter will pull the trigger while pointing the muzzle at a bullet trap.

**“Holster!” or “Safety Position!”**

The shooter will holster the handgun or put the rifle in the safety position.

**“Range is Clear!”**

The shooting action has ended and the scoring and resetting of the stage begins.

## **3.5. Shooting Actions**

### **3.5.1. Shooting Styles**

For handguns, two-handed or one-handed shooting styles can be required. For rifles, the specific shoulder and the hand on the pistol grip and trigger can be required.

This can be done by defining strong or weak hand/shoulder or left or right hand/shoulder. The strong side is where the handgun holster is placed. It is used to describe the side, shoulder, arm, hand and so on. The weak side is opposite.

**Freestyle:** The shooter can use any shooting style.

**Strong Hand/Shoulder:**

Handgun: The handgun is held in the strong hand only. The other hand is not allowed to touch any part of the strong hand, arm or shoulder while shooting.

Rifle: The buttstock is on the strong shoulder, the strong hand is at the trigger and the weak hand on the forend.

**Weak Hand/Shoulder:**

Handgun: The handgun is held in the weak hand only. The other hand is not allowed to touch any part of the weak hand, arm or shoulder while shooting.

Rifle: The buttstock is on the weak shoulder, the weak hand is at the trigger and the strong hand on the forend.

Alternatively, the procedure can require ‘Left Hand/Shoulder’ or ‘Right Hand/Shoulder’.

Strong side, weak side, right hand/side, left hand/side are handled equivalently.

### **3.5.2. Shooting While Moving**

All shooting styles may be combined with the requirement to do them while moving. The procedure may specifically require moving forward or moving backward.

### **3.5.3. Manipulations**

Manipulations cannot be required in the procedure. The shooter decides when he performs a manipulation as he thinks best or as he is forced to do by the circumstances.

### For pistols and rifles

- **Magazine Change:** The firearm is capable of firing, there is one or more rounds in the firearm and the shooter decides that he wants a fully loaded firearm to continue. The magazine taken from the firearm must stay with the shooter.
- **Emergency Reload:** The firearm is not capable of firing, it is completely empty and the shooter must reload in order to continue to engage targets. The magazine taken from the firearm may be left behind.
- **Extended Malfunction:** The firearm does not work and the simple malfunction manipulation did not solve the problem. The magazine taken from the firearm may be left behind.  
The simple malfunction manipulation is: 1) tap the magazine 2) Rack the slide/bolt.
- **Leaving magazines behind**
  - Magazines must be stowed by the shooter either in a magazine carrier or in a pocket
  - Empty magazines may be left behind after an emergency reload
  - Magazines may be left behind after an extended malfunction clearance
  - Magazines may be left behind if they have been staged as part of the starting condition and have not been touched, unless otherwise specified
  - The shooter may pick up dropped magazines and stow them before the last shot is fired

### For revolvers

- **Reload:** There is no distinction whether the firearm is capable of firing or not.
- **Leaving loading devices behind:** There are no restrictions to leaving behind loading devices or ammunition.

### 3.5.4. Shooting Locations

The stage can require a defined shooting location to be used for a given group of targets.

### 3.5.5. Shooting Positions

Shooting positions can be specified in location and in body position. If nothing in particular is specified, the shooter may choose his position freely.

**Standard:** If nothing is specified, the standard position is standing

**Kneeling:** At least one knee has to touch the ground

**Prone:** The upper body has to touch the ground.

### 3.5.6. Transition to Another Firearm

The procedure can require engagement of certain targets with a certain type of firearm and it can require the transition at a defined moment in the procedure.

The standard transition is from rifle to handgun.

The rifle must be deposited on a table, on the ground or in a similar spot with a large enough and flat surface, in a marked area, muzzle in a safe and clearly indicated direction, safety engaged. The handgun can then be drawn from the holster and used to complete the stage.

As an exception, the transition from the handgun to the rifle is possible. No holstering on the clock is allowed. The handgun must be deposited in similar fashion as is described above for the rifle. If a safety is present, it must be engaged. If the pistol has an external hammer and a de-cocking lever, the hammer must be de-cocked using the de-cocking lever. The revolver must be de-cocked,

manually de-cocking a revolver hammer is not allowed during a stage. The rifle start condition must be staged on a table or another suitable spot.

The stage must be designed such, that no person can be in front of and covered by the muzzle of any staged or deposited firearm at any time. The areas for depositing or staging the firearms must adequately prevent the firearms from turning or falling.

If the muzzle direction of a deposited or staged firearm is outside the indicated safe direction or a firearm falls to the ground, the shooter must be immediately stopped and disqualified.

If the manual safety is not engaged, a procedural penalty is issued.

If the firearm is fully or partly outside of the marked area, a procedural penalty is issued.

### **3.5.7. Flashlight Usage**

Low- and no-light stages are allowed in CMA. For handguns, the stage description can require the usage of handheld flashlights only. A handheld flashlight must remain on person and cannot be deposited anywhere during the stage.

Handheld flashlights are not allowed to be used while shooting with a rifle.

## **3.6. Non-Shooting Actions**

Reasonable actions can be required to be performed by the shooter. Those must be intuitive. Overly complicated or silly requirements are not allowed.

Examples of reasonable actions:

- Retrieving, carrying, depositing a bag
- Dragging or carrying a rescue dummy
- Hitting a punch bag or punch dummy
- Using a specific door or passageway

Examples of actions that are not allowed to be required:

- Saying specific words or sentences
- Balancing a glass of water
- Doing a number of push-ups
- Reacting to some external input such as answering a question or engaging targets in some deducted way or sequence

## **3.7. Target Engagement**

The standard for engaging paper targets is 2 rounds and for steel targets it is one round.

For paper targets, the procedure can specify other engagement requirements.

## **3.8. Stage Material**

Stage material, or stage props, such as simulated walls, cars, silhouettes, tires and so on are used to build a stage, mark shooting locations, obscure targets, guide movement of the shooter and so on.

**Impenetrable:** All stage material is considered impenetrable, even if it may be partly transparent.

**Steel Cover:** Large steel plates may be used to cover moving targets before activation, disappearing targets at rest or partly cover stationary targets. The minimal distance from a shooting position to steel cover must be 10m for handguns and 50m for rifles.

**Barrier Tape:** For efficiency or safety reasons, wall sections can be closed or elongated as needed using barrier tape.

**Wall Height:** It is not allowed to shot under or over walls unless specifically required in the procedure.

### 3.9. Stage Briefing

The safety officer will give a stage briefing to the shooters by reading the stage description word by word.

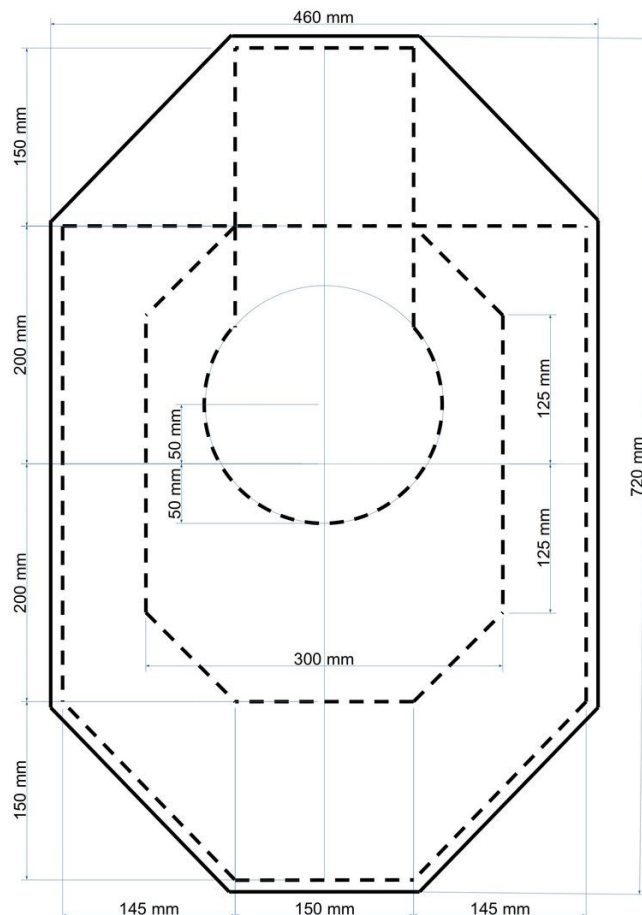
He will lead the squad through a group walkthrough, indicating shooting zones, safety fault lines, required actions and demonstrating activators and moving targets. The safety officer can answer questions about the stage, but coaching of the shooters is not allowed.

After the group walkthrough, every shooter may perform exactly one walkthrough, taking shooting positions and checking visible targets.

## 4. Targets

### 4.1. Paper Targets

#### 4.1.1. Dimensions



The full size CMA cardboard target has the dimensions as defined in the drawing.

The scoring lines have 3-5 dashes per 20mm. The lines are lightly perforated. They are not printed and usually not visible beyond 10m.

The outer edge of the target is 10mm away from the first scoring line. This distance can vary by 1-2 mm as it is not relevant for scoring.

Reduced 50% targets are allowed to simulate larger shooting distances.

#### 4.1.2. Scoring Zones

The scoring lines divide the target into scoring zones as indicated in the drawing.

Zone A: +0 points

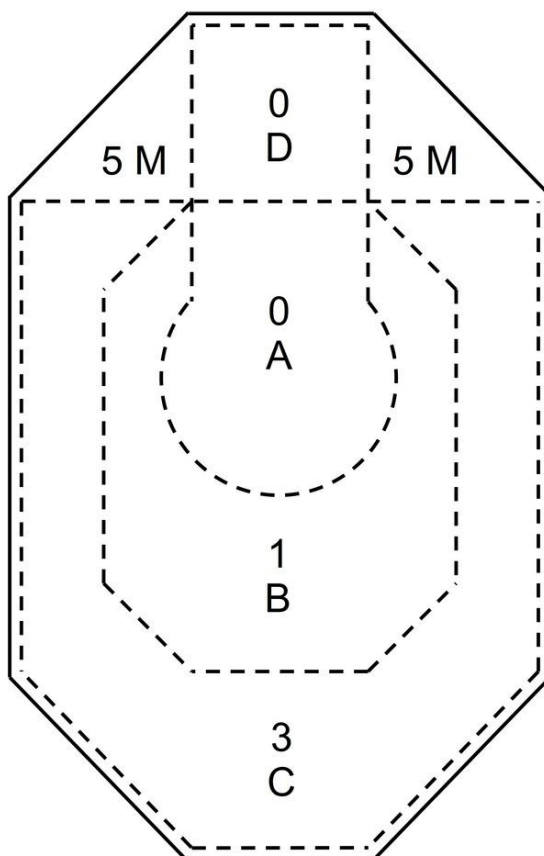
Zone B: +1 point

Zone C: +3 points

Zone D: +0 points

Zone M: equal to a miss +5 points

If nothing is specified otherwise, the complete target is scored.



The following scoring restrictions are allowed for full size targets:

- Only zones ABC: in this case, zone D is scored as a miss
  - Only zone D: in this case zones ABC are scored as a miss
- and for a defined number of rounds. It is further allowed to specify a required sequence.

For example:

- 2 rounds ABC and then 1 round D
  - 2 rounds ABC and 2 rounds D
- and so on.

If different scoring requirements are used in a stage, only the first target may require a different way of engagement than the rest of the targets.

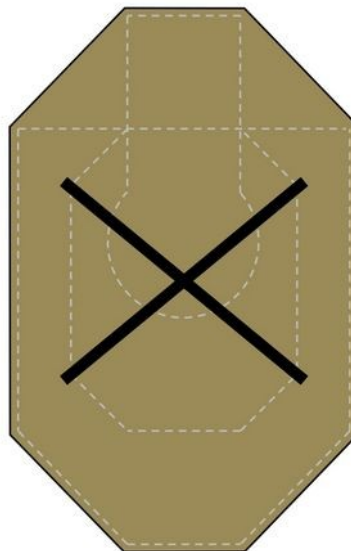
For reduced size targets, always the full target is scored.

A bullet hole (including the grease ring, if present, and excluding any tears in the cardboard) must touch the respective scoring line to get the higher score.

### 4.1.3. Non-Shoot Target

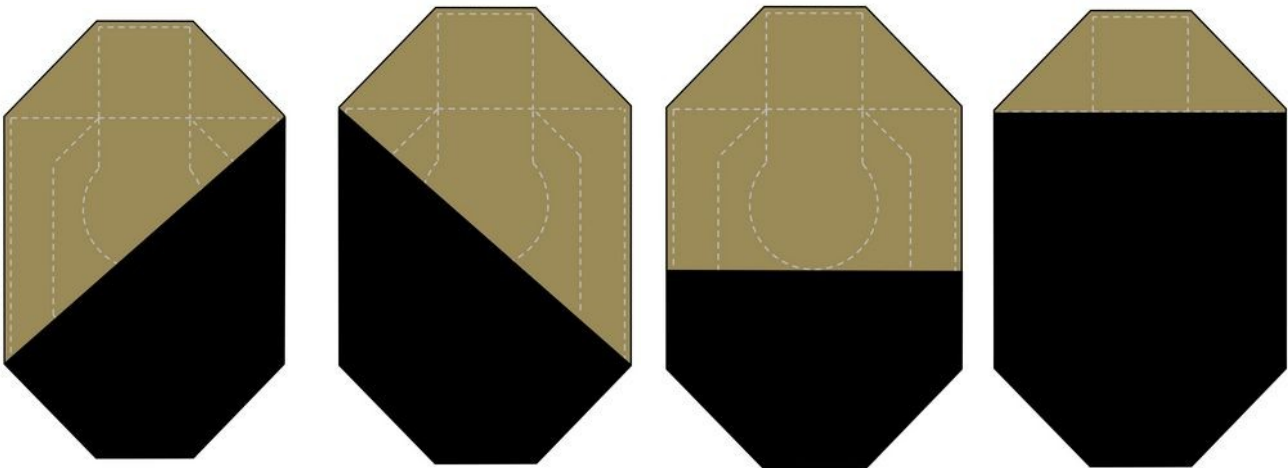
The Non-Shoot target is marked by crossed lines covering the B-zone. The lines have to be clearly visible, of black or dark color. A hit on a Non-Shoot target is scored +5 points, for zones A,B,C,D. Hits in the M zone are not scored.

Non-Shoots can be of full or reduced size.

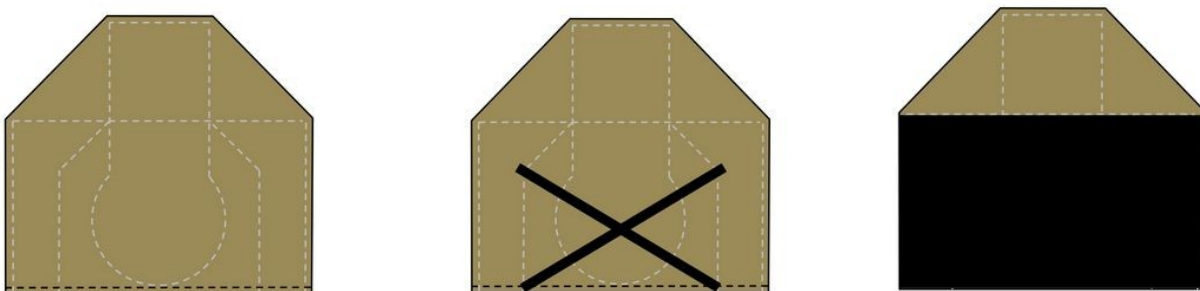


#### 4.1.4. Additional Paper Targets

**Black Painted:** Portions of full size targets can be excluded by painting them black. The edge of the black section has to be sharp and serve as a scoring line. Hits in the black area are scored as misses. The following variants of painted targets are allowed:



**Cut:** Portions of full size targets can be cut off. A scoring line about 10mm from the lower edge has to be added, it can be printed or drawn. Allowed cut target:



#### 4.1.5. Target Orientation

Paper targets must be mounted upright with a maximum tilt of 60° to the vertical.

## 4.2. Steel and Polymer Targets

#### 4.2.1. Steel or Polymer Popper

The round main hit area of the popper has to be of a minimum diameter of 150mm. The popper must fall to be scored as +0 points. If the popper remains standing it is scored as a miss.

#### 4.2.2. Steel or Polymer Plate

Square plates must have edges measuring a minimum of 150mm. Round plates must be of a diameter of minimum 150mm. A plate must fall to be scored as +0 points. If the plate remains standing it is scored as a miss.

### 4.2.3. Activators

Poppers and plates can be used as activators for moving targets such as for example swingers, up-downs or movers.

They may be installed behind the A-zone of a cardboard target. In that case, only the covering cardboard target is scored but not the hidden activator.

## 4.3. Moving Targets

Moving targets such as for example swingers, up-downs or movers can be full or reduced size cardboard targets or steel or polymer plates.

They must be invisible before activation and may be disappearing or remaining partly or fully visible at rest.

Moving targets can be activated by hitting a steel or polymer activator or by other means such as for example by opening a door, stepping on a bear-trap mechanism, pulling a string and so on. All activation has to be caused by an action of the shooter.

## 5. Scoring

### 5.1. Score and Ranking

A stage is scored by taking the time in seconds from the start signal to the last shot, adding all target points and adding any penalty points if applicable.

**Stage Score** = time + target points + penalty points

**Match score:** The match score is obtained by adding up all stage scores for a shooter.

**Ranking:** A Ranking is obtained by sorting all match scores of a relevant group of shooters ascending. The minimum rankings are one ranking per division. Additional allowed rankings are:

- Per category and division
- Per class group and division (for example 2 groups: RK,MM,AV and EX,MA), minimum 10 competitors in ranking
- Per class and division, minimum 10 competitors in ranking

Overall rankings can be done but are for information purposes only and cannot be used otherwise.

### 5.2. Categories

The following special categories may be used in a CMA match:

**Lady:** Shooters that are female at birth

**Senior:** Shooters that are 55 years or older

A shooter can be of none, one or several categories.

### 5.3. Limited and Unlimited Scoring

**Unlimited Scoring:** Standard scoring in CMA. The shooter can fire as many rounds at a target as he likes. The best hits up to the required number of rounds are scored on a specific target.

**Limited Scoring:** The shooter has to fire exactly the required number of rounds at a specific target. If the shooter fires too many or not enough rounds, a procedural penalty is issued. Additionally, for each round fired too many, the best hit on the target is removed from scoring.

### 5.4. Scoring, Taping and Resetting

Once a target is fully scored, it will be taped and reset. The shooter has to be given the possibility to follow the scoring officer and to check the scoring process. If the shooter does not follow the scoring officer, the score stands.

Before or during the scoring a target may not be touched. Once a target has been scored and taped, the score stands.

If a target has been taped before the score is determined by the scoring officer, then the scoring officer will either give an all-zero or an all-miss score or the shooter will have to do a re-shoot, as appropriate.

If a target has not been taped properly, the scoring officer will try to determine the correct score. If this is not possible beyond doubt, the shooter will have to do a re-shoot.

### 5.5. Shoot Through

Shoot troughs count except through painted hard cover.

### 5.6. Disputes

If the shooter disputes a scoring decision, the concerned target may be marked, replaced and set aside for later evaluation and final scoring decision by the match director.

### 5.7. Penalties

#### 5.7.1. Procedural Penalty (PE)

A procedural penalty adds 5 points to the score. It is given when:

- the shooter does not follow the required stage procedure
- the shooter does not fully engage all targets in a stage, except for not fully engaging disappearing targets
- the shooter breaks a specific rule of the sport

A separate PE is given for each infraction.

If the procedure requires a certain position or a certain way to engage one or a group of targets (e.g. from P1, kneeling, left handed and so on), the shooter will get 1 PE per target if he or she has engaged that target wrongly with one or more shots.

### **5.7.2. Flagrant Penalty (FP)**

A flagrant penalty adds 15 points to the score. It is given when:

- the shooter does not follow the required stage procedure and the potentially gained advantage may be bigger than 5 seconds
- the shooter is obviously trying to cheat or game the stage
- the shooter demonstrates unsportsmanlike behavior
- the shooter intentionally breaks a specific rule of the sport

A separate FP is given for each infraction.

### **5.7.3. Disqualification (DQ)**

A disqualification is given in case of gravely unsafe firearm handling or gross misconduct. It means that the shooter has to retire from the competition immediately and his score will be shown as DQ.

A disqualification is given for example when:

- one or more universal safety rules are violated
- an accidental or negligent discharge occurs
- handling a firearm without command (except in the safe area)
- dropping a firearm within the stage boundary
- disobeying a stop command
- If a shooter earns 2 or more flagrant penalties in a match

## **5.8. Did Not Finish (DNF)**

A shooter is given a DNF score for a stage if he or she has not completed the stage correctly. The stage may not be re-shot unless the Match Director overturns the DNF decision. The competitor may continue to shoot any remaining other stages of the competition.

If one or more stages are scored DNF, the shooter is excluded from the match rankings.

## **5.9. Re-Shoot**

Re-shoot means that a shooter can start again on a given stage and the newly achieved score will count. A shooter is given a re-shoot if:

- the shooter could not correctly complete a stage due to reasons outside of the shooters influence
- a correct score cannot be determined
- the shooter appealed a decision of the Safety Officer and the Match Director decides for a re-shoot

Examples of valid reasons for a re-shoot:

- stage failure: the stage equipment does not function as intended, e.g. a moving target fails to function after being activated
  - the shooter was impeded by the Safety Officer
  - A stage prop falls over without the shooters interference
- and so on.

The decision for a re-shoot is always taken by a Safety Officer or by the Match Director.

Examples of non-valid reasons, no re-shoot is given:

- failures of the shooters equipment, including firearms, magazines, ammunition, clothing, and so on
- mental failures by the shooters, including forgetting the correct stage procedure, and so on

## 5.10. Disabled Shooters

Shooters with permanent or temporary physical disabilities may take the skills tests and participate in competitions as long as there are no safety concerns. In relation to the disability, they may use special equipment and may perform certain elements of a stage procedure in a special way or not at all. The stage SOs and the Match Director (the final decision is with the MD) have to approve any deviations from the rules or stage procedure beforehand. They may add corresponding penalties to maintain overall fairness and sportsmanship.

Examples of deviations:

- Position and type of holster and/or magazine pouches
- Not taking a required kneeling or prone shooting position
- Not negotiating an obstacle such as e.g. a low passage and so on.

## 6. Stage Design

Good stage design is in the responsibility of the designer and the Match Director.

It is not a goal of CMA to try to avoid bad stage design by defining many restrictive rules about stage design. Having numerous rules may or may not hinder bad stage design, but it will for sure restrict good stage design by taking away the options necessary for it.

Bad stage design is better avoided by profound education, proven examples and the promotion of best practices.

### 6.1. Shooting Zones and Shooting Positions

Stages may have none, one or several shooting zones from where the shooter has to engage a defined group of targets.

#### 6.1.1. Fault Lines

**Fault Lines:** must be clearly marked and consistent for all stages in a match. They can be tactile (extending above the ground) or not. Allowed means to mark a fault line are: paint, tape, lumber, metal and so on. A fault line has to be no wider than 100mm and of minimum length of 500mm.

**Safety Fault Lines:** Safety fault lines can be used to mark the minimal distance to one or several targets, for example steel targets or targets on mobile bullet traps, for safety reasons. Their visibility can be additionally enhanced for example by bright coloring or traffic cones as appropriate. Safety fault lines need to be mentioned in the stage briefing and pointed out in the group walkthrough.

If a shooter engages the concerned target or targets overstepping the safety fault line he or she will be stopped and disqualified immediately.

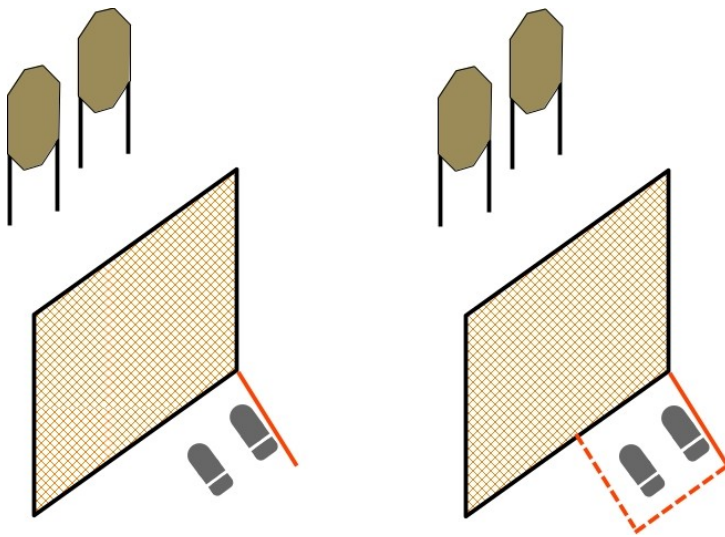
#### 6.1.2. Shooting Zones

Fault lines of minimum 1m length are used to mark shooting zones in one of the following ways:

- 1) Closed zone: no part of the shooter may touch anything outside the zone.
- 2) Stage prop and partially marked zone. This can be used where the prop (wall, barrels, door etc) is hiding the targets, depending from the shooter's position.

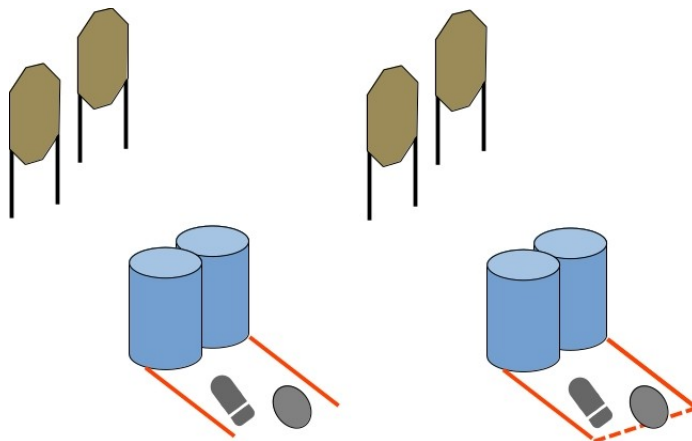
Valid usage of partially marked zones are:

**Wall plus fault line**



The shooter must be on the side where the wall hides the targets and may not touch anything on the other side. Additionally, the shooters must touch inside an imaginary, equal sided parallelogram defined by the fault line and the wall. For a standing shooting position, at least one foot must touch inside the imaginary zone. Wall and fault line setup is shown on the left and the imaginary closed zone on the right.

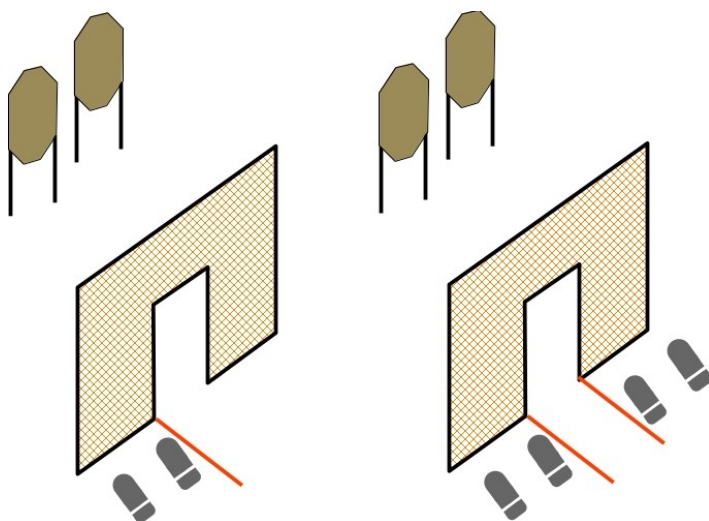
**Low Prop (e.g. barrels or car hood) plus fault lines**



The shooter must be between the fault lines and nothing may touch on the outside. The shooter must touch inside an imaginary zone built by the prop, the fault lines and by connecting the end of the lines.

Barrel and two fault lines setup shown on the left and imaginary closed zone on the right. This is usually combined with a kneeling shooting position.

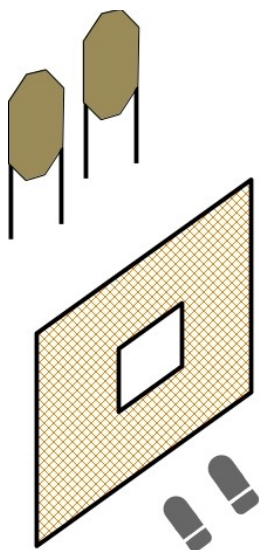
**Door or Passageway**



A door or passageway is handled in the analogous way as a wall. There may be two zones on each side of the door, the shooter will choose one to use.

The imaginary completed zones are not shown.

## Wall with Aperture



No lines are needed to define the shooting zone. The shooter must shoot through the aperture and engage all required targets. He may position himself as necessary to do so.

### 6.1.3. Open: Stages with no shooting zones

The shooter moves through the stage and engages targets from whatever position he chooses and it is safe to do so. Movement and shooting positions may be limited by props or by safety fault lines.

### 6.1.4. Single Zone: Stages with one shooting zone

The shooter may not leave the shooting zone from the start signal to the last shot.

### 6.1.5. Multi-Zone: Stages with several shooting zones

The shooter may only engage targets from a defined shooting zone. He may leave a zone to get to another one. He may not engage targets if not in a shooting zone.

## 6.2. Limiting Complexity

Different shooting positions, one handed shooting and engaging with different number of rounds are examples for important stage design elements. However, overly complex procedural requirements can be difficult to score and lead to frustration with the shooter.

Beware of overly complex designs. Rather spread the available design options over several stages to create attractive diversity.

### 6.2.1. Required Shooting Positions

The shooter can be required to use a certain shooting position to engage a target or a group of targets. In a multi-zone stage, in order to require another position than standard, there must be an intuitive setup aiding the shooter to choose the correct position. This can be, for example, a kneeling position over a car hood or a prone position through a ground aperture in a wall.

### 6.2.2. Required Hand Usage

The shooter can be required to engage targets one-handed. This must be done with one of the following setups:

- all targets in a stage have to be engaged with the same hand usage

- the first visible group of targets has to be engaged with a certain hand usage and all remaining targets in another
- the stage design forces the hand usage, e.g. by carrying something in the other hand
- choosing the required hand usage comes intuitively, e.g. left side of the wall = left handed and right side of the wall = right handed.

### 6.2.3. Required Number of Rounds

The shooter may be required to engage certain targets with a defined number of rounds. Either all paper targets in a stage require the same number of rounds, or the first target may require a different number of rounds than all remaining targets. For example: engage the first target with 3 rounds and then all remaining targets with 2 rounds.

### 6.2.4. Required target zones

The shooter may be required to engage paper targets in certain scoring zones and in a certain sequence. This is handled analogous to the required number of rounds.

### 6.2.5. Required Shooting While Moving

The shooter may be required to engage one or a group of targets while moving. The procedure may specify moving forward or backwards. The stage setup must be such, that engaging the concerned target group while moving comes intuitively to the shooter. For example: engage targets at the end of a passageway while moving through it.

## 6.3. Additional Design Rules

**Distances:** The following maximum distances may not be exceeded:

Handguns: 50m

Rifles: 100m

For 50% paper targets the maximum distances are halved.

**Number of rounds:** A string cannot require more than 30 rounds

**Loading devices:** Loading of ammunition loading devices cannot be required on the clock

**Assembly/Disassembly:** Assembly or disassembly of firearms or loading devices cannot be required on the clock

**One handed manipulations:** manipulations with only one hand cannot be required. This includes drawing using only the weak hand.

**Pick Up Guns:** Pick up guns are allowed of all types and calibers and do not have to be compliant with equipment rules. Malfunctions with pick up guns will always result in a stop command and a re-shoot.

## 6.4. Stage Description

The stage description is read verbatim during the stage briefing. It contains the following information:

<b>Title</b>	Stage Name	<b>Author</b>	Author Name
<b>Type</b>	Open, Single-Zone, Multi-Zone	<b>Strings</b>	Number of Strings
<b>Targets</b>	(50%) Paper, Non-Shoot, Steel		
<b>Rounds</b>	Minimum Required	<b>Scoring</b>	(Un)limited, (Best) X
<b>Start Pos</b>	Standing, sitting, touching... (to be repeated for each string)		
<b>Start Cond</b>	Firearms and spare mags (to be repeated for each string)		
<b>Procedure</b>	What is required of the shooter (to be repeated for each string)		
<b>Safety</b>	Optional: Any special safety remarks		
<b>Diagram</b>	Rough scale overview diagram		

## 7. Equipment

### 7.1. Firearms – Divisions

All firearms used for CMA competitions must fit into one or several divisions. The detailed requirements for each division are defined in the corresponding appendix.

### 7.2. Ammunition

The detailed requirements for each division are defined in the corresponding appendix.

### 7.3. Other Equipment

Belts, holsters and loading device pouches must be practical and safe to use. Modifications must retain all original functions of the equipment. The detailed requirements are defined in the corresponding appendix.

## 8. Certifications

CMA is based on a framework for safe and solid firearm handling skills. It offers several levels of certifications.

### 8.1. Competitor

Every participant at a CMA event must be certified as a CMA Competitor. This allows to reach two major goals of the sport:

- 1) Promote safe and effective firearms handling skills
- 2) Provide a safe environment for all participants

### 8.1.1. Basic Firearm Education

The basic firearm education comprises all elements necessary for safe and effective firearm handling. It includes safety rules and their application, manipulations, shooting fundamentals, shooting positions, movement and practical tests.

It is recommended that new shooters pass the standardized basic firearms education with a certified instructor.

### 8.1.2. CMA Sports Shooting Education

The CMA Sports Shooting education enables a shooter to participate in CMA sports shooting competitions. It includes rules knowledge and application, special techniques in sport shooting such as, for example moving uprange with a firearm in hand, and the practical classification test. All shooters must pass the standardized education prior to participating in their first CMA sports shooting event.

The CMA Sports Shooting Education must be lead by a certified Instructor.

### 8.1.3. Classification

Each shooter is classified by passing the practical classification test or skills test. The skills test provides an objective measure of the shooting skills. It covers most of the essential skills of the basic firearms and the sports shooting education. It further provides a career path for continuous improvement.

There are separate skills test for handgun and for rifle (2-Gun).

The following classes or skill levels are defined:

- Rookie (RK)
- Marksman (MM)
- Advanced (AV)
- Expert (EX)
- Master (MA)

**Validity:** A classification is valid for handguns or for rifles. A classification achieved in a given division extends automatically to all other handgun or rifle divisions.

**Frequency:** A classification expires after 12 months and must be renewed.

**Renewal:** Valid classifications can be renewed by shooting the skills test lead by an SO. Expired classifications can only be renewed by re-taking the intro class and/or shooting the skills test lead by an instructor.

**Miscellaneous:**

- A shooter must already have a valid handgun classification in order to take the rifle skills test.
- The skills test must be lead and scored by a certified Safety Officer.
- A shooter can do the skills test as many times as he chooses. However, the test can only be performed once per day for score.
- The skills test has to be performed in its entirety in one go. It is not allowed to do parts of the test and later put the partial results together. It is also not allowed to add up best partial scores of different runs.

- One and only one re-shoot of the entire skills test may be given if the shooter had a malfunction. Re-shoots of single stages or strings are not allowed in case of malfunctions.

## **8.2. Safety Officer and Match Director**

All stages at a CMA sport shooting event must be lead and scored by minimum one certified safety officer. The safety officers in a match are lead by the match director.

### **8.2.1. Safety Officer**

**Eligibility:** Safety officer candidates must have a valid competitor certification for handgun and for rifle and have a minimum of 4 matches completed.

**Education:** The Safety Officer Education includes detailed rules understanding and application, leadership and command skills, scoring of stages and theoretical and practical tests. It must be lead by a senior Instructor.

**Renewal:** Safety Officers must renew their certification every 24 months. For the renewal a minimum of 4 matches in the SO role during the renewal period and valid competitor certifications for handgun and for rifle are required. Expired certifications can only be renewed by a senior instructor.

### **8.2.2. Match Director**

**Eligibility:** Match director candidates must have a valid safety officer certification and have a minimum of 4 matches completed in the SO role.

**Education:** The Match Director education includes stage design, match preparation and organization, leadership of safety officers and match organization and marketing. It must be lead by a senior Instructor.

**Renewal:** Match Directors must renew their certification every 24 months. For the renewal a minimum of 2 matches in the MD role plus a minimum of 2 matches in the MD or SO role during the renewal period and valid competitor certifications for handgun and for rifle are required. With the MD renewal, the SO certification will be renewed accordingly. Expired certifications can only be renewed by a senior instructor.

## **8.3. Trainer**

A certified trainer plans and leads training sessions for small groups of shooters. The tasks of a trainer are different in many aspects from those of a safety officer. The trainer specifics will be defined in the future.

## **8.4. Instructor and Senior Instructor**

The instructor teaches the respective courses for competitors. The senior instructor additionally teaches the respective classes for safety officers and match directors.

### **8.4.1. Instructor**

**Eligibility:** Instructor candidates must have a valid safety officer certification and have ample experience in matches both as a competitor and as a SO for at least 2 years. They must have a

minimum classification of AV for both handgun and for rifle. Candidates must be approved by a senior instructor.

**Education:** The instructor education enables the participant to organize and lead the standard courses for basic firearms education and for competitor certifications. It must be lead by a senior instructor.

**Renewal:** Instructors must renew their certification every 24 months. For the renewal a minimum of 2 standard courses held in the instructor role during the renewal period and a valid SO certification are required. The relevant courses are: handgun and rifle foundation, handgun and rifle intro. Expired instructor certifications can only be renewed by a senior instructor. SO and MD certifications have to be renewed seperately.

### 8.4.2. Senior Instructor

Senior instructors are appointed by CMA. Candidates must have a valid instructor certification and ample experience in the instructor, match director, safety officer and competitor roles. Further specifics will be defined as needed in the future.

## 9. Appendices

The following appendixes are an integral part of the rules and may be updated individually:

- A1 Firearms Divisions
- A2 Equipment
- A31 Skills and Classification Test Handgun
- A32 Skills and Classification Test Rifle
- A10 Membership Concept
- A11 Sponsorship Concept

Planned:

- A4 Matches
- A5 Basic Firearms Education
- A6 Safety Officer Education
- A7 Match Director Education
- A8 Trainer Education
- A9 Instructor Education