



IMA "Red Oktober: Cold War" Rules



1 General Conduct & Dispute Resolution

- 1.1 Eye protection is mandatory for competitors, spectators & officials at the event site.
- 1.2 Ear protection is mandatory for competitors, spectators & officials while at or near a stage.
- 1.3 Competitors or spectators may not consume or be under the influence of alcohol or illicit drugs at the event site. Any competitor found to be impaired because of legitimate medications may be directed to stop shooting and leave the event site.
- 1.4 Clothing with any offensive images or wording will not be worn or displayed while at the event site.
- 1.5 Competitors may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the competitor will not be allowed to continue or be eligible for prizes.
- 1.6 Competitors and spectators are expected to conduct themselves in a courteous and sportsmanlike manner. Any person who violates this rule may be ejected from the event site at the Range Master's discretion. A competitor will be disqualified for unsportsmanlike conduct, including (but not limited to) cheating, making threats, assault, disruptive or distracting behavior, and willful disregard of Event Official instructions.
- 1.7 All warnings, disqualifications and reshoots are subject to approval by the Range Master.
- 1.8 Competitors must compete for score according to the published match and squadding schedule.
 - 1.8.1 A competitor who is not present at the scheduled time and date for a stage may not attempt that stage without the written approval of the Range Master, and the provisions of rule 6.1.15 will apply.
 - 1.8.2 Competitors will not be permitted to defer due to lighting or weather conditions, except when the Range Master determines that a stage attempt would (i) start outside the published hours for sunrise-to-sunset, or (ii) put competitor or Event Official safety in immediate jeopardy.
- 1.9 Competitors may inspect the courses of fire provided the stages in question are not occupied by a squad or being worked on by Event Officials. Inspection should be conducted from the shooting areas only. Props and targets may not be activated, reset or otherwise interfered with.
- 1.10 Competitors may take a brief sight picture during the Make Ready procedure. Sight pictures must be taken offhand while standing at the applicable Make Ready location; competitors may not assume other positions or rest on props.
- 1.11 Competitors are required to help reset stages.
- 1.12 Any aspect not expressly covered in this document will be resolved with a ruling by the Range Master, making reference to the norms and precedents of 2020 USPSA Multigun rules as they deem appropriate. Any ruling by the Range Master will be final and will serve as a precedent for the duration of the event. If rules overlap, fully or partially, the IMA rules will take precedence.
 - 1.12.1 The following USPSA rule sections and their subsections specifically do not apply: 1.1.5, 1.2, 2.2.1.4, 2.4, 2.5, 4.3.5, 6.4, 8.4.2, 9.2, 9.3.3, 9.3.4, 9.3.5, 9.5.3.4, 9.5.3.5, 9.5.5, 9.8.3, 9.9.1, 9.9.2, 10.2.9, 10.2.12, 10.2.13, 10.5.3.2, 10.5.20, 11, Appendices A-F.
- 1.13 To have a matter arbitrated, a competitor may obtain an Arbitration Request Form from the Range Master. The completed form and the arbitration fee (US\$100 cash) must be submitted to the Match Director within one hour of the incident in question.
 - 1.13.1 The facts of the incident as reported by Event Officials will be presumed accurate unless disproved by compelling evidence to the contrary.
 - 1.13.2 Unedited photographic or video evidence will be evaluated using a "clear and incontrovertible visual evidence" standard. Such imagery may not be used to influence any official's decision outside the framework of a formal arbitration, nor in the case of a third-party arbitration.
 - 1.13.3 The Match Director will review the evidence, hear testimony, take counsel and issue a ruling before the end of the event.
 - 1.13.4 If the arbitration is approved, the arbitration fee will be refunded. If the arbitration is disapproved, the arbitration fee will be forfeited.

2 Safety

- 2.1 All events will be run on cold ranges.
 - 2.1.1 Competitors' firearms must remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
- 2.2 Rifles may only be transported to, from and between stages cased, or secured muzzle up or down in a stable gun cart/caddy, or carried with the muzzle up or down. Actions must be open with detachable magazines removed and Open Bolt Indicator devices (e.g. chamber flag) inserted.
- 2.3 Rifles may only be handled in one of the following clearly designated areas:
 - 2.3.1 Safety Area: Unloaded rifles may be handled without Event Official supervision. Muzzles must point towards the "Safety Area" sign or other designated safe direction. Ammunition (including dummy ammunition or loaded magazines) may not be handled in a Safety Area.
 - 2.3.2 Staging Area: Unloaded rifles may be placed here until required. Muzzles must be kept pointing towards the berm or other designated safe direction, and Open Bolt Indicator devices must be inserted. Competitors may uncase and prepare their rifles in this area without Event Official supervision, and carry them muzzle up/down directly to the start location. After shooting the stage, competitors may likewise return their rifles to this area and case them as necessary. No other gun handling is permitted in the Staging Area.
- 2.4 A competitor who commits a safety violation will be stopped by an Event Official and disqualified. Examples of safety violations include:
 - 2.4.1 Performing any act proscribed under sections 10.4 or 10.5 of USPSA Multigun rules.
 - 2.4.1.1 Violations of USPSA 10.5.1 and USPSA 10.5.13 will incur a warning for the first occurrence.
 - 2.4.2 Handling a rifle contrary to the provisions of rule 2.3
 - 2.4.2.1 Violations will incur a warning for the first occurrence.
 - 2.4.3 Possession of any prohibited ammunition as defined in Section 3.
 - 2.4.4 Firing a shot while not legitimately engaging a target.
 - 2.4.5 Pointing a rifle, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe.

3 Ammunition

- 3.1 Ammunition must be 5.45x39mm or larger.
- 3.2 Ammunition containing tracer, incendiary, armor piercing or steel/tungsten/penetrator core projectiles is unsafe and prohibited. Bimetal projectiles (i.e. a lead core with a mild steel jacket) are permitted.
- 3.3 A chronograph may be used by Event Officials to verify compliance with Battle Rifle Irons division power factor requirements. Competitors may be selected for testing on any basis approved by the Range Master. The chronograph procedure is as follows:
 - 3.3.1 An Event Official will collect five (5) rounds from the competitor.
 - 3.3.2 One (1) of the bullets will be pulled and weighed to determine actual bullet weight.
 - 3.3.3 Up to four (4) of the rounds will be fired by an Event Official over the official chronograph.
 - 3.3.4 Power factor will be calculated according to the equation: $PF = \text{Bullet Weight (grains)} \times \text{Velocity (fps)} / 1000$.
 - 3.3.5 At least one (1) of the rounds must make the required power factor.

4 Rifles

- 4.1 Rifles must be serviceable and safe. Event Officials may inspect a competitor's rifle at any time to check it is functioning safely. If a rifle is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.
- 4.2 Rifles capable of binary-fire may be used only in semi-auto mode (i.e. not more than one (1) round fired with each pull/release cycle of the trigger). Violation of this rule will incur a 30 second time penalty per occurrence and repeat offenders may be subject to rule 1.6.
- 4.3 Braced pistols derived from rifle designs and capable of being fired safely from the shoulder may be used.
- 4.4 To be deemed "battle worthy", iron sights must consist of a protected post front sight and an aperture or notch rear sight, both located on top of the rifle. The sight radius must not exceed that of the original as-issued rifle design (common examples: AK47/74 $\leq 16''$, Galil $\leq 19''$, M16 $\leq 20''$, AR-10 $\leq 21''$, FAL $\leq 22''$, M14 $\leq 26''$) with a tolerance of $+\frac{1}{2}''$. Target sights (e.g. Globe front sight, diopter rear sight etc.), secondary sights and/or offset sights do not comply.
- 4.5 A competitor must use the same rifle for the entire event.
 - 4.5.1 If a competitor's rifle becomes unserviceable, that competitor may replace their rifle with another of a substantially similar model, caliber and sighting system only with the approval of the Range Master.
- 4.6 Competitors generally may not reconfigure or modify their rifle during the event.
 - 4.6.1 If a competitor's rifle becomes unserviceable, that competitor may repair their rifle with directly equivalent replacement parts. If replacement parts result in a significant change to the rifle configuration, then the repair must be approved by the Range Master.
 - 4.6.2 Installing or removing minor accessories (e.g. slings, scope covers, bipods) is generally permissible; the Range Master will be the final arbiter of whether an accessory is "minor".
- 4.7 Unless otherwise stipulated in the stage briefing, the competitor's rifle will start the stage loaded to division start capacity and held in the low ready position (i.e. oriented with sights uppermost, buttstock in strong-side shoulder, hands in normal firing hold with finger outside trigger guard, muzzle at belt level), safety catch detained in the "safe" position.
 - 4.7.1 The competitor may not touch or hold any rifle loading device or ammunition after the "Standby" command and before the start signal (except for unavoidable touching with the lower arms).
 - 4.7.2 All equipment must start the stage secured on the competitor's person or rifle (i.e. equipment may not be otherwise pre-positioned on the stage). Belts, holsters, ammunition carriers and other equipment worn or carried by the competitor may be changed, repositioned or reconfigured between stages.

5 Equipment Divisions

- 5.1 Competitors will declare one equipment division at the beginning of the event.
 - 5.1.1 Equipment divisions are: ComBloc Irons, Free World Irons, Battle Rifle Irons and ComBloc Open.
 - 5.1.2 Failure to meet all equipment requirements of the declared division will result in the competitor being moved into the most suitable division at Range Master's sole discretion. If no suitable division exists, the competitor's scores will be excluded from the final event results.
- 5.2 ComBloc Irons
 - 5.2.1 Any autoloading rifle derived from a weapon designed in a Warsaw Pact or Eastern Bloc nation before 3rd October 1990.
 - 5.2.2 Battle worthy iron sights only (see rule 4.4).
 - 5.2.3 No magazine may be loaded with more than thirty (30) rounds after the start signal. Magazines may be coupled together.
 - 5.2.4 The use of supporting devices (bipods, bags etc.) is prohibited. If the rifle incorporates an integral supporting device, it must remain secured in the stowed position for the duration of the stage.
- 5.3 Free World Irons
 - 5.3.1 Any autoloading rifle derived from a weapon designed in a NATO or Western Bloc nation before 3rd October 1990.

- 5.3.2 Battle worthy iron sights only (see rule 4.4).
- 5.3.3 No magazine may be loaded with more than thirty (30) rounds after the start signal. Magazines may be coupled together.
- 5.3.4 The use of supporting devices (bipods, bags etc.) is prohibited. If the rifle incorporates an integral supporting device, it must remain secured in the stowed position for the duration of the stage.
- 5.4 Battle Rifle Irons
 - 5.4.1 Any autoloading rifle derived from a battle rifle designed before 3rd October 1990.
 - 5.4.2 Battle worthy iron sights only (see rule 4.4).
 - 5.4.3 No magazine may be loaded with more than twenty (20) rounds after the start signal. Magazines may be coupled together.
 - 5.4.4 Caliber must be 7.62x51NATO, 7.62x54R or contemporary Cold War battle rifle cartridge. Minimum power factor (bullet weight x velocity/1000) is 360.
 - 5.4.5 The use of supporting devices (bipods, bags etc.) is prohibited. If the rifle incorporates an integral supporting device, it must remain secured in the stowed position for the duration of the stage.
- 5.5 ComBloc Open
 - 5.5.1 Any autoloading rifle derived from a weapon designed in a Warsaw Pact or Eastern Bloc nation before 3rd October 1990.
 - 5.5.2 No other restrictions.
- 5.6 Firearms designed in a non-aligned or neutral nation, or of unclear origin, or of a configuration not clearly addressed by these rules, will be evaluated on a case-by-case basis by the Range Master whose decision will be final.

6 Scoring, Penalties, Placement & Awards

- 6.1 Stage time will be based on time to complete the stage plus applicable penalties.
 - 6.1.1 Unless otherwise stipulated in the stage briefing, cardboard “shoot” targets must be neutralized by receiving either one (1) A-zone hit, one (1) B-zone hit or two (2) hits anywhere in the scoring area. Examples of neutralized targets include:
 - 6.1.1.1 One (1) hit in the upper A-zone or B-zone. USPSA targets found to be missing a B-zone will be scored as if the neck-line were present. Event Officials may use a straight-edge or similar aid to make scoring calls as they deem necessary.
 - 6.1.1.2 One (1) hit in the lower A-zone.
 - 6.1.1.3 Two (2) hits anywhere in the scoring area, in any combination of the C-zone and/or D-zone.
 - 6.1.2 Cardboard “shoot” targets that are not neutralized will incur time penalties as follows:
 - 6.1.2.1 One (1) hit in the C-zone or D-zone only = 5 second penalty (Target Not Neutralized).
 - 6.1.2.2 No hits on target, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.2.3 No hits on target, and target was not engaged = 15 second penalty (Target Not Engaged).
 - 6.1.3 Only holes made by intact projectiles passing wholly through the target from front to back will count for score/penalty. Holes made by fragments or flying debris will not count for score/penalty.
 - 6.1.4 Knock-down targets must fall, rotate over center or turn at least 45 degrees away from the shooter from the start orientation to score. Multiple targets falling due to a single shot will not be declared range equipment failure unless the Range Master determines that the subject targets are not functioning as designed. Swinging/flashing targets must react in the manner prescribed in the stage briefing. An Event Official may call hits.
 - 6.1.5 Knock-down/swinging/flashing targets that do not fall/react will incur time penalties as follows:
 - 6.1.5.1 Target did not fall/react, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.5.2 Target did not fall/react, and target was not engaged = 15 second penalty (Target Not Engaged).
 - 6.1.6 Reactive targets are not subject to competitor challenge but may be adjusted or tested at the Range Master’s discretion.

- 6.1.7 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered “broken”.
 - 6.1.8 Frangible targets that do not break will incur time penalties as follows:
 - 6.1.8.1 Target did not break, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.8.2 Target did not break, and target was not engaged = 15 second penalty (Target Not Engaged).
 - 6.1.9 Disappearing targets may only be engaged after their appearance and before their disappearance.
 - 6.1.10 Scoring hits on designated “No Shoot” targets will incur a 5 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel “No Shoot” targets must fall to score. Frangible “No Shoot” targets must break to score.
 - 6.1.11 Failure to follow procedures prescribed in the stage briefing or using a supporting device during the stage contrary to the requirements of the competitor’s equipment division will result in a 5 second penalty.
 - 6.1.11.1 If a competitive advantage is deemed to have been gained, procedural penalties will be applied on a “per shot” basis.
 - 6.1.11.2 Enhanced procedural penalties may be applied at the Range Master’s discretion if a competitor willfully and egregiously violates stage procedures or equipment requirements.
 - 6.1.11.3 The rendering of any assistance or advice to a competitor who is actively engaged in a stage (“coaching”) by any person other than an Event Official is prohibited. Event Officials may penalize the “coach” and/or the competitor with a procedural penalty for each occurrence. Persistent coaching may be subject to the provisions of rules 1.5 and/or 1.6.
 - 6.1.12 The stage briefing may stipulate a shooting area sequence. During such a stage, once a competitor begins shooting from a shooting area, they may not return to any previous shooting area (violation will incur penalties per rule 6.1.11.1).
 - 6.1.13 Long-range targets for some stages may be visible from other stages. It is the competitor’s responsibility to understand which targets they are supposed to be engaging. If Event Officials believe a competitor is engaging the wrong targets, they may give verbal warnings and direct the competitor to engage only the correct targets. Such commands will not be grounds for a reshoot.
 - 6.1.14 Additional penalties may be applied as stipulated in the stage briefing.
 - 6.1.15 Stage Not Fired (SNF) will result in zero points earned for the affected stage.
 - 6.1.16 Unless otherwise stipulated in the stage briefing, all stages are timed from the audible start signal to the last shot fired and are subject to a 120 second time limit (“par time”). If a competitor “times out”, they will be stopped as soon as possible and their score will be the time to the last recorded shot plus any penalties for un-engaged/un-hit targets.
 - 6.1.17 Scores may be recorded electronically and/or on paper at the Range Master’s discretion. In the event of an irreconcilable discrepancy, the electronic record will prevail. Once final scores are posted, competitors will have 30 minutes to protest any apparent errors. After the protest period has expired, all published scores will be deemed final.
- 6.2 Stage points and placement
- 6.2.1 Stage points will be calculated separately for each equipment division.
 - 6.2.2 Stage points will be awarded to competitors according to their stage time relative to the fastest time on that stage, using the equation $STAGE_POINTS = (FASTEST_TIME / COMPETITOR_TIME) \times 100$.
 - 6.2.2.1 Alternative stage-specific scoring schemes may be used provided they yield a stage points score for each competitor reflective of their relative performance on a 100-point scale. Any such alternative scoring scheme must be clearly described in the stage briefing
 - 6.2.3 Total points accumulated for all stages will determine the event placement by division.
 - 6.2.4 Highest score wins.

- 6.3 One or more of the following individual competitor categories may be reported at the discretion of the Match Director:
- 6.3.1 Lady: Competitors who are female. By entering this category, trans women certify that their total testosterone level in serum has been kept below 10 nmol/L for at least 12 months prior to the event.
 - 6.3.2 Junior: Competitors who were under the age of 18 years on the first day of the event.
 - 6.3.3 Senior: Competitors who were over the age of 55 years and under the age of 65 years on the first day of the event.
 - 6.3.4 Super Senior: Competitors who were over the age of 65 years on the first day of the event. Super Seniors will be moved into Senior category if Super Senior is not being recognized.
 - 6.3.5 Grand Senior: Competitors who were over the age of 70 years on the first day of the event. Grand Seniors will be moved into Super Senior (or Senior) category if Grand Senior is not being recognized.
 - 6.3.6 Military: Current, honorably discharged or retired military personnel.
 - 6.3.7 Law: Current or retired full-time law enforcement officers with arrest powers.