

Central Oregon Precision Riflemen (COPR)  
Safety Rules and Event Regulations

(The Central Oregon Precision Riflemen reserve the right to change or modify these rules)

**SAFETY**

- 1.1 Participants are subject to event disqualification for violation of any rule or regulation in Section 1 and 2
- 1.2 All COPR events will be run on **COLD RANGES.**
- 1.2.1 COLD RANGE (definition): Firearms will remain completely unloaded at the event site except under the direction of an event official.

**Note: For purposes of COPR safety rules, “unloaded” means : A.) Empty chamber and empty ammunition source. Magazines completely removed. (magazine well in pistol or rifle will be empty, or empty bolt gun magazine, bolt open, ). Failure to fully unload a firearm will result in a match DQ. Any rifle carried off the final firing line after a given stage is complete, and after the “Range is Clear” command, will have an empty chamber indicator (chamber flag) installed and clearly visible.**

**Note: Chamber Flags (empty chamber indicators) are required in rifles at all COPR Events**

- 1.2.2 All rules regarding safety will also be subject to the official safety rules of the Central Oregon Shooting Sports Association (COSSA)
- 1.3 Designated Safety Areas will be clearly marked with signs.
  - 1.3.1 Unloaded firearms may be handled and / or displayed only in safety areas.
  - 1.3.2 No ammunition may be handled in any safety area.
- 1.4 Rifles and Pistols, Carry from vehicle or between stages:
  - 1.4.1 Rifles must be empty and cased if hand carried when transported from vehicles to stages. Carts where the muzzle is pointed downward are approved. Packs where the rifle is carried within the pack, muzzle down, are approved. Rifles must be carried cased, or in a pack, to the safety area before removal from the case / pack or placed muzzle down in the approved cart.

- 1.4.2 Rifles must be carried empty, with actions open, chamber flags inserted, detachable magazines removed.
- 1.4.3 On stages, the ready condition of any firearm must be described in the stage briefing.
- 1.4.4 From vehicles, handguns must be transported in a case, hard or soft, to a designated safety area before removal from the case is allowed. At the safety area, the empty pistol may be handled and holstered. Pistols and long guns MAY NOT be uncased and handled at vehicles. Doing so will result in an automatic match DQ. Handguns must be carried with the hammer / striker down.
- 1.5 No competitors shall consume or be under the influence of alcohol or non prescription drugs at the event site. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs will be directed to stop shooting and directed to leave the range.
- 1.6 **Eye and ear protection is mandatory** for participants, spectators, and event staff while on or near a course of fire.
- 1.7 **Grounding of Firearms.** During the course requirements of a COPR stage, a participant may be required to ground a firearm in order to transition to another firearm. The location and position of the grounded firearm receptacle will be shown in the stage diagram or described in the written stage briefing. A participant shall transition firearms by safely grounding a firearm by either of the following acceptable and safe methods.
  1. **Loaded, safety engaged.** Note: For purposes of COPR safety rules, “Loaded” means a live round in the chamber. If the firearm has a manual safety it must be fully engaged when grounding a loaded pistol or rifle. Failure to fully engage the safety of a loaded firearm, when grounding, will result in a match DQ.
  2. **Unloaded.** Note: For purposes of COPR safety rules, “unloaded” means : A) Empty chamber and empty ammunition source. Empty chamber, and magazine removed or magazine of bolt gun completely empty.
  3. **Re-holstering of a loaded handgun.** There will never be a requirement to re-holster a handgun during a stage on a COPR course of fire. If a competitor re-holsters a handgun during a course of fire it is grounds for a match disqualification.

## 2.0 **EVENT DISQUALIFICATIONS**

2.1 A disqualification (DQ) will result in complete disqualification from the event and the participant will not be allowed to continue. All DQ's will be issued by the Range Master or Match Director. All re-shoots will be issued by the stage Range Officer (RO) or the Assistant RO (ARO).

### 2.2 **Disqualification for Negligent Discharges (ND's)**

A participant who causes a negligent discharge must be stopped by the range officer as soon as possible. A negligent discharge is defined as follows:

- 2.2.1 A shot which travels over a berm or backstop or in any direction deemed by the event organizers as being unsafe. A competitor who legitimately fires a shot at a target which hits then travels in an unsafe direction will not be disqualified.
- 2.2.2 A shot which strikes the ground within 10 feet of the competitor, except when shooting at a target closer than 10 feet from the competitor. An exception to this rule would be a "squib" round.
- 2.2.3 A fired round which occurs during loading, reloading, or unloading any firearm after the "Make Ready" command and / or before "Range is Clear" command.
- 2.2.4 A shot that occurs during the clearance of a malfunction.
- 2.2.5 A shot that occurs while transferring a firearm between hands.
- 2.2.5 A shot that occurs during movement, except when engaging targets.
- 2.2.6 Grounding a firearm in a condition other than described in section 1.7
- 2.2.7 Dropping any firearm whether loaded or unloaded, at any time after the "Make Ready" command and before the "Range is Clear" command. This includes any firearm, loaded or unloaded, that falls after being grounded during the course of fire.
- 2.2.8 Dropping an unloaded firearm before the "Make Ready" command or after "Range is Clear" will not result in disqualification, provided the firearm is retrieved by an event official.

2.2.9 A participant will be disqualified for allowing his/her firearm to break the 180 degree safety plane (except while holstered, drawing, or re-holstering).

2.2.10 Cheating:

- a. Intentionally altering targets prior to the target being scored or to gain an advantage or avoid a penalty
- b. Altering or falsifying score sheets

3.0 **RE-SHOOTS:**

3.1 In the case of a stage that has not been completely reset prior to the start signal or a target that fails on its own after the start signal, the RO will stop the competitor as soon as possible and issue a re-shoot to the competitor. The stage in question will be re-set and the competitor will be given the choice to reshoot immediately or have his/her position moved to the bottom of the shooting order for the stage in question.

4.0 **AMMUNITION**

4.1 No tracer, incendiary, armor piercing, steel jacketed, or steel / tungsten core ammunition is allowed. Use of any of these types of rounds will result in an immediate match DQ.

A \$100.00 fee will be assessed the competitor found in violation of the ammunition rule, for each target found to be damaged by use of the above described ammunition.

4.2 Pistol ammunition shall be 9mm or larger to the maximum of .45 caliber

4.3 Rifle ammunition shall be minimum .223 to the maximum of .300 Winchester Magnum. No rifle ammunition shall exceed 3150 feet per second (FPS).

5.0 **FIREARMS**

5.1 All firearms used by participants must be serviceable and safe. Range Officers may demand examination of a participant's firearm or related equipment at any time to check they are functioning safely. If any such firearm is declared unserviceable or unsafe, by a Range Officer, it must be withdrawn from the event until the item is repaired to the satisfaction of the range officer.

5.2 If a participant's firearm becomes unserviceable during competition, that participant may replace his/her firearm with another of the same model, caliber, and sighting system approved by the MD or the RO. Any replacement firearms must be approved by the Match Director or the Range Officer.

- 5.3 The same firearm system, for each gun, shall be used during the entire event.
- 5.4 Participants may not reconfigure any firearm during the event or any course of fire.
- 6.0 **COPR Two Gun Competition supports two (2) divisions; Limited and Tactical Optics**
- 6.1 HANDGUN: TACTICAL OPTICS AND LIMITED
- a. Handgun must be of factory configuration
  - b. Internal modifications are allowed providing they do not alter the original factory configuration of the handgun. Handgun magazine wells are approved.
  - c. Handguns with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed.
- 6.2 Magazines shall not exceed 171.25 mm OAL (overall length) for single stacks, and shall not exceed 141.25 mm OAL for staggered magazines.
- 7.0 RIFLE: TACTICAL OPTICS
- a. Rifle must be of factory configuration
  - b. Internal modifications are allowed providing the modifications do not alter the factory configuration of the rifle.
  - c. Scoped rifles may be equipped with no more than one optical sight.
  - d. A magnifier may be used with an optical sight without violating the one optic rule provided the magnifier does not contain an aiming reticle; the magnifier cannot be used as an aiming device by itself; the magnifier is mounted at the same place on the rifle for the entire event.
  - e. The competitor may start and use the magnifier in either the magnified or unmagnified mode without further restriction.
  - f. Rifle supporting devices such as bipods are allowed in COPR two gun matches, however, they must be attached before the competitors first course of fire and remain on the rifle throughout the competition.
  - g. Compensators are allowed in this division but can be no longer than 1 inch in diameter and 3 inches long.
- 7.1 RIFLE: LIMITED
- a. Section 6.0, subsections a, b, f, g of the tactical optics rifle configuration applies. Rifle scopes are not allowed. Limited rifles may be equipped with no more than one non-magnified optical sight.