

## Trooper Class Rules

The goals of this class are to encourage shooters to use field practical equipment that is reliable in adverse conditions and add an element of physical endurance to the competition not found in other classes.

Rules:

- 1) The shooter must transport all firearms, ammunition, equipment, and cleaning supplies with them for the duration of the match from the moment they sign in the first day of shooting.
  - 2) The amount of ammunition the shooter begins the match with, is all they are allowed to use for the duration of the match. The shooter may have as much ammunition in their pack, vest, or ammunition carriers as he/she wishes.
  - 3) Any back up guns the shooter may wish to use should their primary firearm become inoperable during the course of the match must be carried with them for the duration of the match
  - 4) The equipment must be carried via any man portable means and in a safe manner. No wagons, wheelbarrows, carts, sleds, etc allowed.
  - 5) The shooter does not need to carry all this equipment during the course of fire, they may ground their rucksack and use only the equipment on their person if they wish.
  - 6) Trooper class shooters must start with at least one liter of water on their person or in their rucksack. Additional Water will be provided at all stages. The shooter must carry any beverages other than water themselves.
  - 7) Lunch will be provided for all Trooper Class shooters on the range. Any food a Trooper Class shooter wishes to eat must be carried on them other than the food served at lunchtime.
  - 8) Any time a Trooper class shooter leaves the range, he/she must check his/her gear at the stat house where it will be secured to prevent tampering and/or adding or removing of equipment.
  - 9) The only assistance allowed to a trooper class shooter during a course of fire, is verbal direction from the Range Officer only.
- Failure to follow these rules or voluntarily choosing to drop out of Trooper Class will place the shooter in a class as determined by the firearms and accessories they are using.

- Another individual can give medical assistance without bumping the shooter out of Trooper Class.
- All trooper class shooters will be squaded together to ensure that participating shooters properly follow the rules.

#### Firearms:

1) Trooper Class shooters may use firearms from any of the other specified classes. A Trooper class shooter may use all iron-sighted guns, or open class guns, however they must be able to transport any firearms (and spares) without assistance from stage to stage by themselves.

2) There is no limit on magazine capacity, bipods, scopes, etc in Trooper Class.

3) If a shooter decides to carry more than one firearm, spare upper receiver, optics, etc they may elect to use them on a stage as they see fit. Rifle calibers may only be used on rifle targets, shotguns on shot targets, and pistols on pistol targets. Multiple firearms of the same category may only be used at the discretion of the range officer or as prescribed by the course of fire. For example; a shooter may not begin the stage with a bolt-action rifle and swap out to a semi auto carbine for the rifle targets unless authorized to do so by the range officer or switching guns prescribed by the course of fire. If a range officer assesses that it is reasonable and safe to allow a trooper class shooter to use multiple guns on a stage, they must do so for all Trooper class shooters.

4) Firearms are the only items the shooter may remove from the range at the end of the day.

\*For the MGM Ironman match the shooter will have one ammo can in which they may store extra ammunition, spare parts, spare firearms, food, etc for re-supply during the match. Identical ammo cans will be provided for the shooters to use, which they may return to re-supply the ammo on their person at any time.