

## **05 –Penalties Rules**

### **5.1 Procedural Error (PE)**

**5.1.1** Adds three (3) seconds per infraction and is assessed when:

**5.1.1.1** A shooter fails to follow the procedures set forth in the stage description.

**5.1.1.2** A shooter breaks a rule of the game.

**5.1.2** Only one (1) PE is assessed for each type of infraction in a string of fire. If the shooter commits more than one type of infraction, such as using the wrong specified hand and firing an incorrect number of shots, a separate PE is assessed for each type of infraction. There are several exceptions to the “one PE per infraction” rule.

**5.1.3** Cover violations: a shooter may incur more than one cover PE per string of fire. The number of cover PE's cannot exceed the number of cover positions. Regardless of the number of rounds fired or targets engaged from any position, only 1 cover PE may be assessed at each position.

### **5.1.4 The other exceptions are detailed in rules 3.2.2.2, 3.6.2.1, 4.1.1, 4.2.2, 5.3, 5.4 and 7.1.**

**3.2.2.2** Failing to use Tactical Sequence when specified incurs one Procedural Error penalty per array of targets and cannot be erased by trying to fix an error in sequence.

**3.6.2.1** If the shooter reloads and continues to engage or re-engage targets while moving to the next shooting position, a Procedural Error penalty will be assessed for each shot fired.

### **4.1 Unlimited Scoring**

**4.1.1** Unlimited Scoring allows the shooter to shoot at each target as much as deemed necessary, as long as this does not violate other IDPA rules. The best hits on a target are used for score. This gives the shooter the option to make up misses or hits that he/she is not satisfied with, to improve their score. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses and a Procedural Error penalty is assessed for not following the CoF description.

### **4.2 Limited Scoring**

**4.2.2** Any extra shots in a string of fire will incur one Procedural Error penalty per string and for each extra shot one (1) of the best scoring hits will be taped over before the score is calculated. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses, a Procedural Error penalty is assessed for not following the CoF description, and other penalties may apply.

**5.3** Any target engaged with the use of an active laser or firearm mounted light will incur one (1) PE for each target shot at using an active laser or firearm mounted light.

**5.4** Mobility-challenged shooters who choose not to perform an action required by the CoF (kneeling, prone, etc.) will received one (1) PE per action not performed. If the shots cannot be taken safely or the targets cannot be acquired without performing the required action, then the shooter will receive one (1) PE per target, plus the points down per target, without receiving a Failure To Neutralize (FTN).

**7.1** Permanently physically disabled shooters who choose not to, or are unable to perform an action required by the CoF (kneeling, prone, etc.) will receive one (1) PE penalty per action not performed. If the shots cannot be taken safely or the targets cannot be acquired from their position of ability, they will receive one (1) additional PE penalty per target. No points down or FTNs will be assessed.