

CANNING CLUB



MANDAR RULE BOOK

October 12, 2025

Contents

SECTION 1: 4

THE MATCH	4
SECTION 2:	4
FIREARM SPECIFICATIONS PRINCIPLES	4
HANDGUNS: GENERAL:	4
AMMUNITION:.....	5
SECTION 3: EQUIPMENT & MODE OF DRESS.	5
SAFETY EQUIPMENT	5
FOOTWEAR	5
MEDICAL EQUIPMENT	5
RANGE OFFICERS.....	5
SAFETY OFFICERS	5
NEW MEMBERS	5
MEMBERS FROM OTHER CLUBS	5
SECTION 4:	5
STAFFING REQUIREMENTS & DUTIES.....	6
SECTION 5:	6
SCORING	6
SECTION 6:	7
SAFETY VIOLATIONS	7
BREACHES OF SAFETY.....	7
SECTION 7:	8
RANGE PROCEDURES	8
SECTION 8:	8
COMPETITORS.....	9
STUCK LIVE ROUND: MANDATORY RULE	9
SECTION 9:	9
GRADING	9
SECTION 10:.....	10
COURSE OF FIRE	10
SECTION 11:.....	10
CHANGES TO THE RULES.	10

Document History

Curriculum Owner (Manager)	Work area/team responsible	Date created	Date endorsement
President Canning Club	Safety Officer	V2 12/10/2025	

Modification Table

Date modified <small>(XX/XX/XX)</small>	Modified by <small>(Name)</small>	Authorised by <small>(Club President)</small>	Modification details <small>(Must be concise and include all relevant modification details – e.g. Originator of the change, rationale behind the change and the details of the change including what was removed/replaced)</small>

SECTION 1: THE MATCH

The match consists of 48 rounds, consisting of 7 serials shot across three distances of 25, 15 and 10 metre. There are no misfires allowed. The first distance at 25 metres is an aimed serial and a reload component both at 35 second times. The distance at 15 metres is a timed reactive serial. The third distance at 10 metres also consists of a timed reactive shoot with the final part a speed shoot.

SECTION 2:

FIREARM SPECIFICATIONS PRINCIPLES: There shall be two classes, “Open Class” and “Classic Class”. Open class firearms shall allow modifications to sights (red dots, Hi Viz, and aftermarket accessories, etc), grips (oversized and aftermarket, but not orthopaedic) and any barrel modifications. Classic class firearms shall remain as per the original manufacturer’s specifications. All handguns will compete together without handicap.

HANDGUNS: GENERAL: Grips Standard left or right-hand grips. No orthopaedic type grips that provide support to the hand or wrist that will prevent the handgun from falling freely to the ground when the hand is opened. Minimum calibre allowable for centre fire is 9 mm. Any Rim fire in .22 Long rifle only.

Sights there shall be no restriction on sights or sight radius or the barrel length. There shall be no restrictions on the weight of the trigger pull, provided it functions safely and as originally intended. Trigger shoes or extensions of any kind will not protrude beyond the dimensions of the trigger guard. Handguns used in the match shall be serviceable and safe. Competitors handguns may be inspected at any time throughout the conduct of the competition, to ensure that it complies with the competition rules. One handgun only will be used by a competitor in all stages of a match. If during a match the original handgun becomes unserviceable, the competitor may continue to compete using another handgun, of the same calibre provided the competitor doesn’t gain an advantage over their prior handgun.

AMMUNITION: All ammunition used must be safe. Any ammunition considered to be unsafe by the Range Officer must not be used. No replacement time will be allowed for ammunition failure, or failure of the handgun to feed the ammunition. In the event of ammunition failure or malfunction you may rectify and continue to fire provided you can do so in the allocated time left but you can only fire the designated number of rounds each time the target faces. Jacketed ammunition is **NOT** to be used. Copper washed or Berry's projectiles may be used

SECTION 3: EQUIPMENT & MODE OF DRESS.

SAFETY EQUIPMENT Ear and eye protection will be worn at all times by competitors when handling a firearm at the line and by persons who are in the vicinity of the firing line whilst shooting is underway.

Eye protection standard glasses will be excepted but impact resistant is recommended.

Hearing protection minimum **C5** grade electronic ear muffs are strongly recommended.

FOOTWEAR - It is required that suitable clothing, including enclosed shoes or boots, be worn at all times by a competitor whilst engaged in the competition and in the vicinity of the firing line.

MEDICAL EQUIPMENT: A competitor may wear or use medical equipment which may be seen as giving support. If a medical certificate confirming the competitors need to wear or use such a device for health reasons are submitted before a match to the Committee.

CLOTHING – Camouflage, pattern disruptive or high visibility clothing is not permitted. Competitor using such clothing will be asked to leave the range.

RANGE OFFICERS: Shall wear a Yellow Vest on the line for ease of identification

SAFETY OFFICERS: Shall wear an Orange Vest on the line for ease of identification

NEW MEMBERS: Shall wear a Blue Vest on the line for ease of identification

MEMBERS FROM OTHER CLUBS: Shall wear a Green Vest on the line for ease of identification

SECTION 4:

STAFFING REQUIREMENTS & DUTIES

The Range Officer is responsible for the overall conduct of the course of fire, briefing competitors & answering questions about the course of fire. They are responsible for the safe and efficient operation of the match directing the Safety officers and shooters in matters of safety and procedure.

Safety Officers will assist the Range Officer.

It is preferential to have one Safety Officer for each 5 competitors.

It is preferential to have one mentor for assistance for each new member (Blue Vest) on the line

SECTION 5: SCORING.

Where the outside diameter of the shot touches the line, it will be given the highest value.

On a turning or disappearing target: any bullet hole greater than one and a half times calibre in diameter will not be scored.

Crossfire: If more than the required number of shots appears on the target, any shot which can be identified as not being fired by the competitor assigned that target, or having been fired in the previous string, will be discarded and not scored. If more than the required number of shots then remain on the target, the competitor will receive the highest scoring shots.

Visible shots and close groups: as a general rule only those shots which are visible will be scored. An exception will be made in a case where a group of 3 or more shots is so close that it was possible that the required number of shots could have gone through the enlarged hole and there is no evidence that shots have gone through elsewhere on the assigned target. In this case the competitor will be given the benefit of doubt and scored hits for non-visible hits

SECTION 6: SAFETY VIOLATIONS

A Safety violation will disqualify the competitor from further participation in the competition. Safety Violations will include but not limited to the following:

- a) Dropping an unloaded handgun
- b) Leaving the firing line with a loaded handgun
- c) Casing a handgun that has not been cleared.
- d) Loading or drawing the handgun before the command “load and make ready”
- e) Engaging the trigger while at the ready position
- f) Playing or fiddling with the handgun while cased before the order is given handle the handgun, other than in the safety area
- g) Accidental discharge while at the ready
- h) Handling live ammunition in the safety area
- i) Allowing the handgun to swing from the down range position excessively (more than 15 degrees) while loading, clearing or correcting a malfunction.

BREACHES OF SAFETY

This is a breach of safety where the possibility of injury is high. A breach of safety requires automatic disqualification from the match. They are not limited to the following.

- a) Pointing a loaded handgun up range
- b) Dropping a loaded handgun
- c) Picking up a dropped loaded handgun
- d) Any shot into the ground less than 2 metres down range from the firing line
- e) Consumption of alcohol or non-prescription drugs before or during competing in a match

SECTION 7: RANGE PROCEDURES

The Range officer will brief the competitors on the stage to be shot.

Range Commands “SHOOTERS IF YOU UNDERSTAND THE COURSE OF FIRE, YOU MAY LOAD AND MAKE READY”, The competitors facing down range will fit ear and eye protection, draw load and make ready, then adopt the ready position.

Ready position: Handguns unless stated in the course of fire the ready position will be pointing down range at the 45-degree finger off the trigger. NOTE: At the “load and make ready” Command the competitor may elect to leave his slide open or battery the firearm and engage the safety. Only after the standby is given may they disengage the safety or cock the firearm.

The Range Officer will call “ANY SHOOTER NOT READY?”. If a competitor answers “NOT READY” the Range Officer will reply “NOT READY CALLED” and wait until the competitor calls “READY” Before re-issuing the command, “ANY SHOOTER NOT READY?”, If a competitor is still not ready, they must again state in a loud voice “NOT READY” The range officer will cause inquiries to be made as to why the shooter is not ready and take appropriate action. If a “NOT READY” call is not announced from a competitor then the match will commence.

The range officer will give the next command. “STANDBY” - the competitor must remain at the ready until the cue to commence fire is given. The command may be given as a verbal, visual, or audible command. “CEASE FIRE” after the designated time will be given as a verbal, visual or audible signal.

“SHOOTERS UNLOAD AND SHOW CLEAR”. While pointing down range the competitor will unload the firearm. Revolver will have the cylinder swung out; semi-auto will have the magazine out and the action open. “CLEAR, SLIDE FORWARD/CLOSE CYLINDER AND CASE” - The competitor will close the cylinder or slide and secure the firearm in its case by latching the lid or zipping the bag closed. The Range Officer will then give the command to “PICK UP BRASS”, Competitors may not return to the bench. The Range Officer will then give the command, “RANGE CLEAR AND SAFE MOVE FORWARD, SCORE AND PATCH” the competitors may now move forward and perform their duties.

SECTION 8:

COMPETITORS

It is the competitor's responsibility to ensure that their equipment meets the rules and is serviceable. In the event of a malfunction of the firearm and the malfunction can be rectified before the end of the time limit for that detail, the competitor may continue until the time limit expires for that detail. All competitors and their guest will behave in a sportsman like manner. In the event of boisterous or disruptive behaviour the range officer shall caution the offender once and should there be a repetition of such conduct the offender if a competitor they shall be disqualified and asked to leave the firing line. If a guest or spectator they shall be asked to leave the range. It is the competitor's responsibility to ensure that they understood the course of fire. A junior competitor shall be any member aged between 12 to 17 years; they are to have a one on supervisor on the line at all times in accordance with Section 31 Firearms Act 2024.

STUCK LIVE ROUND: MANDATORY RULE: In the event of a malfunction which results in a stuck live round which cannot be simply removed from the breech end of the barrel, the firearm is to be made safe and removed from the range for repairs.

SECTION 9: GRADING

CENTRE FIRE

475 and above AA grade

460 and above A grade

440 and above B grade

Below 440 C grade

RIM FIRE

475 and above AA grade

470 and above A grade

445 and above B grade

Below 445 C grade

To qualify for the next grade these scores must be shot three times.

To go to a lower grade, application must be made to the Committee

SECTION 10: COURSE OF FIRE:

There shall be **no** restriction on the number of rounds that may be taken to the firing line. There shall be **no** restriction on the number of rounds that may be loaded for each detail.

A competitor may only shoot the number of rounds in each detail as instructed by the Range Officer. Catch up rounds are not permitted during competition

If any additional rounds are discharged then the highest score shall be discounted and a matching or next highest amount removed from the competitors score as a penalty.

Distance 1: 25 metres

Serial 1 - 6 rounds in 35 seconds.

Serial 2 - 12 rounds in 35 seconds including a Reload.

Distance 2: 15 metres

Serial 3 - 1 round in 2 seconds Targets will face away for 3 seconds or a 3 second pause.

Serial 4 - 1 round in 2 seconds Targets will face away for 3 seconds or a 3 second pause.

Distance 3: 10 metres

Serial 5 - 2 rounds in 2 seconds. Targets will face away for 3 seconds or a 3 second pause.

Serial 6 - 2 rounds in 2 seconds. Targets will face away for 3 seconds or a 3 second pause.

Serial 7 - 6 rounds in 4 seconds.

SECTION 11: CHANGES TO THE RULES.

Amendments, alterations, additions and changes to the Rules can only be made by a majority vote of elected committee members and do not take effect until they are published in the Canning Club Inc, newsletter. The cover sheet shall show the date of the amendment, the amended section and the Newsletter publication date. The amendments shall be recorded in the Committee Meeting minutes.