



**The muzzle loader sport designed by hunters, for hunters.**

**EST. – 2/17/2023**

## **ABOUT UHMC**

The idea of the Ultimate Hunter Muzzle Loader Competition (UHMC) came from a desire to compete in a dynamic, hunting-based handgun sport which closely mirrors the Ultimate Hunter Rifle Competition (UHRC), but is adapted for those who are passionate about the challenge of hunting with a muzzle loader firearm.

The goal of the UHMC is to cater to the 99% of muzzle loader hunters using the gear that they already take to the hunting fields to harvest game. It presents targets at distances where the majority of muzzle loader hunting shots take place. It focuses on and limits the gear to that which is most commonly used by the greatest percentage of muzzle loader hunters. It exercises skills needed to capitalize on the relationship between time and accuracy requirements present in most all hunting situations (especially those at muzzle loader distances).

This sport focuses on using the gear people most commonly use when hunting with a muzzle loader, to hone skills that have proven to be crucial in real-life hunting situations.

UHMC used these principles to guide the development of a unique scoring system which rewards the competitor not just for accuracy, but also for how quickly they can make an accurate shot. The sport also incorporates reasonable target engagement distances, and a standardized target representing the average “kill zone” size of most North American big game. By doing this, we have effectively recreated all of the crucial factors and success criteria to truly test ones skills in a very realistic handgun hunting scenario that is also an exciting competitive outlet.

Finally, UHMC acknowledges and embraces the idea that we are also in the entertainment business. At the end of the day, it is our goal to provide a safe, exciting and very fun sport to compete in.

\*UHMC is a new, rapidly evolving sport. As such, the rules will be reviewed annually, AND as often as significant changes are deemed to be warranted otherwise.

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## 1 UHMC MEMBERSHIP

For any organized sport to be successful there must be a well-articulated set of rules, and an organizational structure through which participants can join and have assurances that the sport will be administered the same wherever it is run. Having a club based structure allows the sport to have multiple hubs everywhere that the sport grows, further assuring that matches of all levels are run the same wherever a participant may go to compete. Club membership is required in order to hold official UHRC matches of any level, including local matches. Individual membership is not required, but strongly encouraged, as it is the only way to receive match scores as well as to build points required for participation in major matches.

### 1.1 CLUB MEMBERSHIP

To form a new UHMC club or for an existing club to become an official UHMC affiliated club is a simple process. The information to join and pay for a club membership is available on the website under the “How to Join/Membership” tab.

- Club membership is required to host any sanctioned UHMC matches.
- Only member clubs can submit scores for matches (and only for current members).
- Only member clubs can submit classifier scores for current members.
- Affiliation grants access to official UHMC score sheets, software, outreach assistance, and various other resources that are currently or will soon be provided by the organization.
- Clubs will designate a club contact and a secondary contact for all communications with UHMC headquarters.

### 1.2 INDIVIDUAL MEMBERSHIP

Individual membership has its own rewards.

Competitors who have a membership will receive scores for matches and will receive 1 point for every local match in which they compete. Higher point values are awarded for larger sanctioned matches. Points accumulate throughout the year and are the basis for weighted selection for major matches and for the National Championship. At a club’s discretion, individuals can compete in local matches even if they are not a member of UHRC, but they will not receive a score for any stages shot at the match. They will get the start signal and the stop signal but no points recorded, no impact calling and no time logged on their score sheet. If a local club wishes to make allowances for those who want purely to practice hunting based shooting skills, this is an option that the club can choose to allow or disallow. Competing in any matches other than local club matches requires UHRC membership to register.

- Membership allows competitors to see their scores at all matches. Nonmembers do not get scores.
- Members gain points for every match shot. Nonmembers do not receive points for matches.
- Members can travel to other matches run by other clubs and compete for the same benefits.
- Members can compete in larger sanctioned matches. Nonmembers can only shoot at local matches.
- Members are allowed to shoot the classifier to get a classification in any/all divisions. Nonmembers are not allowed to shoot the classifier for score.

## 2 SAFETY RULES

The four rules of gun safety MUST be observed at all times.

1. All firearms will remain unloaded until otherwise instructed by a Range Officer.
2. The only time (outside of actively shooting a stage) that a firearm may be out of the shooters direct control and connected to their person, is when placed in a designated safe area (including inside of a fully enclosed case, or on an approved rack), with the muzzle pointed in the indicated safe direction.
3. Firearms should be transported with the muzzle pointed directly up in the air, or directly down at the ground. The only acceptable time for the muzzle direction to vary from these two positions, is under the direction of a range officer, or at an approved/indicated safe area where firearms may be placed off of the shooter's person.
4. Accidental discharges: an accidental discharge that occurs in a shooting position, within a shooting area, that is determined to have gone in a safe direction, will incur a 30 point penalty. Any and all other AD's will result in the shooter's disqualification from the match.
5. Muzzleloaders should not be reloaded during a stage until after any necessary movement for the stage had been completed. If the RO notices that the shooter is beginning to reload before making any necessary movement within a stage, corrective measures such as saying "move first" or "move before you load" should be taken.
6. No part of the shooter may be down-range of or in front of their firearm at any time.
7. The only time that the gun may be loaded is during a course of fire after the "make ready" command and ending with the "range is clear" by a range officer.
8. A gun found to be loaded at any other time during a match will result in a disqualification from the match.
9. No person shall consume or be under the influence of alcohol or faculty altering drugs such as common narcotics during the match. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
10. It is the shooter's responsibility to know and follow all safety rules, and to conduct themselves in a manner that ensures their own safety and the safety of others.
11. It is a range officer's responsibility first and foremost to ensure that the shooter is following all safety rules, and conducting themselves in a manner that ensures their own safety and the safety of others. Secondly, it is the responsibility of the range officer to ensure that the shooter conducts themselves within the rules as they are written in the most current iteration of the rulebook, and according to the design and description of an individual stage.
12. Junior shooters (age 10-17) must be accompanied by an adult and escorted to the shooting area, until they have shot at least 3 UHMC sanctioned matches **and** are deemed safe to proceed without an adult by the match director. Coaching is permitted for junior shooters by their accompanying adult. Once a junior shooter meets the criteria to no longer require an adult escort, they may choose for themselves if they wish to be escorted/coached.
13. Any adult escorting a junior shooter, who is also participating in the match, must shoot each escorted stage before the junior being escorted/coached.
14. A "dry ball" occurrence any time after the "make ready" command is given will be treated as a malfunction and the competitor's stage will be scored for time and points regardless of when the malfunction occurs. Once the "dry ball" is discovered, the competitor will be required to point the muzzle down range, cap or charge the pan and pull the trigger to confirm that there is no powder behind the projectile. Then, a large

red zip tie will be attached around the stock, action and through the trigger guard to show that the gun has been verified safe by the RO. The competitor will not be allowed to continue the match with that gun.

15. A competitor who experiences a malfunction may continue the match with another gun that qualifies for the same division.
16. A ramrod that gets left in the barrel and is “shot out” during a stage is not a safety violation as long as the rest of the shooting safety rules are not violated. The competitor is not allowed to go downrange to locate the ramrod and is responsible for any inconvenience that losing the ramrod may cause for the rest of their match.

### 3 SPORTSMANSHIP RULES

*\*It is the responsibility of all UHMC members, attendees, and range staff to conduct themselves with the utmost sportsmanship at all times.*

Unsportsmanlike conduct includes, but (at the discretion of the match director), is not limited to:

- Violent, threatening, or rude language, gestures, or behavior.
- Intentional cheating and/or circumvention of rules as they are written in the most current iteration of the rulebook, or the design and description of an individual stage in order to gain a competitive advantage.
- Unsportsmanlike conduct is punishable by an FTDR (failure to do right) penalty, amounting to 70 points being deducted from the shooter’s score per infraction.
- However, for repeated and/or egregious violations, disqualification and/or expulsion from the match at the discretion of the match director; up to and including revocation of membership to the UHMC (at the discretion of HQ) is possible.

**Due to the nature of certain aspects of the sport, a great deal of the enjoyment and competitive equity of your fellow shooters will rely upon the conduct and honor of each individual. Membership and continued participation in the UHMC is incumbent upon each individual remembering this and conducting themselves accordingly.**

### 4 RANGE COMMANDS & DEFFINITIONS

#### 4.1 RANGE COMMANDS

**“MAKE READY”** – command given by the RO instructing the shooter to load and prepare for their stage.

**“ARE YOU READY?”** – command requiring the shooter to acknowledge if they are ready or not to begin a stage.

**“STANDBY”** – command given by the RO alerting them that the timer start signal is about to be activated.

**“STOP!”** – this is a safety command that can and **SHOULD** be issued by anyone witnessing an unsafe condition.

**“MUZZLE!”** – command given as a warning to the shooter that their muzzle is approaching an unsafe direction.

**“FINGER!”** – command given by the RO to warn that the shooter’s finger was in the trigger guard at an unsafe time (any time other than when the shooter is prepared to fire at a target).

**“IMPACT!”** – command given by the RO when a target impact is witnessed.

**“BOUNDARY!”** – command given **after** a shot (and any successive shots) is taken with some part of the shooters gear or body touching outside of the stage boundary. Any shots taken while faulting the line will be counted as a miss whether it hits the target

or not. The shooter will need to correct the faulting error and continue to engage the correct target until it is impacted while not faulting the line. No corrective coaching of any kind by the RO will be allowed!

**“UNLOAD & SHOW CLEAR”** – command to make the competitor safe at the end of the stage. If the competitor has not fired the round that is in the gun prior to time expiring, they will point the gun at the last target and fire the round. If the competitor has fired the last round and the time is not expired, they will cock the hammer and pull the trigger giving assurance that the gun is unloaded.

**“RANGE IS CLEAR”** – Command indicating that the range is clear and the shooter may leave the shooting position.

- The RO on a stage **WILL NOT** give any help or advice for finding or engaging targets, for positioning, for gear condition or use, or discuss anything whatsoever that is not a range command or safety guidance. Only the official range commands or safety related guidance/commands will be given to any shooter. This is the only way to assure equity for all competitors. If you cannot find a target, go back to the sighting tree (target indicator) and re-assess.

## 4.2 DEFINITIONS

**MD** – match director. The match director has final say in all match officiating, short of HQ.

**RO** – range officer

**STAGE** – refers to the individual course of fire from staging area to rally point and 3 targets engaged.

**STAGING AREA** – an area specified and clearly marked during match setup at which the squad will gather upon arrival at a new stage, and from which individual shooters will leave for the starting point as it becomes their turn to shoot. Markers will be identified in the stage brief.

**INGRESS MARKERS** – Markers used to show competitors the travel path from the staging area to the start point and if necessary, all the way to the shooting area. Depending on the available property/terrain for a match, Ingress/Egress markers may or may not be necessary but it is important that the competitors all have a very easy time finding their way to and from all important locations. These markers should be a different color or construction from the egress markers to avoid confusion (ex. pink ingress/yellow egress) and should be the same for all stages. Colored pin flags work very well and are inexpensive at home improvement stores.

**EGRESS MARKERS** – Markers used to show competitors the path to follow when leaving the shooting area after completing a stage. Depending on the available property/terrain for a match, Ingress/Egress markers may or may not be necessary but it is important that the competitors all have a very easy time finding their way to and from all important locations. These markers should be a different color or construction from the ingress markers to avoid confusion (ex. Yellow egress/pink ingress) and should be the same for all stages. This path will lead to a rally point away from the previous staging area to prevent sharing stage information with others who have not shot yet. The rally point can be separate from the next staging area or the next staging area can be designated as the rally point for the previous stage. Colored pin flags work very well and are inexpensive at home improvement stores.

**TARGET INDICATOR (sighting tree)** – a physical device of a consistent construction and implementation that indicates the direction, and preferably the angle, of a target by pointing at it. The indicator shall be the same color as the marker placard of the target it points at. Example, white target indicator points directly at the white placard next to the 80 point target.

**TARGET MARKER (placard)** – a marker placed within 10 feet of each target to aid in locating and identifying the point value of the target. Red = 50, white = 100. The marker shall be the same color as the target indicator for that target found at the shooting area. The targets shall not be painted the same color as any of the markers.

**TRAVEL TIME** – the time allocated on each stage for the shooter to move from the staging area to the stage start point. This time will be determined by the match director or stage designer.

**START POINT** – the point at which the actual scored time for the stage will begin, and at which the “make ready” and “standby” commands are given to the shooter by the RO.

**WRITTEN STAGE BRIEF (WSB)**– A document made available to all competitors in advance of the match and also available at every stage which includes the following information for the stage.

\* Exact composition and requirements of the WSB are currently under development but should include as many of the following as is manageable for your club.

- *Date, and name of the match*
- *Stage number and name of the stage.*
- *State color used for targets.*
- *Description of markers used for the staging area.*
- *Travel time and approximate distance to the start point.*
- *Description of markers used to mark the start point.*
- *Total number of shooting areas for the stage & colors that correspond to them*
- *Description of markers used to mark the rally point location.*
- *Description of markers used to mark the pathways to the shooting area (ingress markers) if needed*
- *Description of markers used to mark the pathway leaving the shooting area (if needed)*
- *Listing of any positional requirements for each target if they will be specified.*
- *Listing of any prop usage requirements for each target if they will be specified.*

## 5 MATCH ADMINISTRATION/LOGISTICS

In the interest of realism (no pre-planning of shooting positions or ranging prior to beginning the stage), UHMC stages shall be shot “blind”.

New shooters will be allowed to go forward to the shooting area of the first stage of their first match to observe shooters going through the stage. This will allow them to see firsthand, how it is done before they have to do it themselves. When it is the new shooter’s turn, they will go back to the staging area and the RO will start with them as with all other competitors on the stage.

Squads of shooters will arrive at a staging area from which the view of the shooting position(s) is substantially occluded, or better yet, completely invisible. This is preferably accomplished with natural terrain features, but man-made structures may be used to accommodate.

A description of the shooting areas, target arrays, approximate distance and allocated “travel time” allowed to reach the start point will be provided in a Written Stage Brief available to all competitors before the match begins.

As it becomes their turn, shooters will move from the staging area to the “starting point”, and from there, begin their stage. The allotted “travel time” from the staging area to the starting point is to ensure a steady match flow. This time is set at the match director’s discretion according to the distance and difficulty of terrain that must be

traversed, and should take into consideration the health, age, and physical fitness level of the majority of competitors, so as to not levy a significant advantage or disadvantage based on those parameters.

If the “travel Time” elapses and the shooter has not made their way to the start point, the RO will give the “standby” command and start the timer, regardless of the shooter’s location. If the shooter reaches the starting point before the travel time has elapsed, the RO will begin the course of fire by giving the “MAKE READY” command. If there is travel time left the RO will give the shooter the option to begin the course of fire or to wait until the balance of the travel time expires and then begin the course of fire.

Upon the “MAKE READY” command, the competitor will load their gun and prepare for the stage. Muzzling the hand or other body parts is not a safety violation unless it occurs after the cap is placed or the pan charged.

From the staging area, the shooter should not be able to view any targets or target indicators, and the shooter may not advance beyond the starting point until their stage has officially been started by the RO.

The staging area may also function as the starting point for matches where space/terrain don’t permit separation of the two. Some form of physical barrier should be used so that the shooters awaiting their turn cannot see the shooting areas from the staging area but so that they can begin their course of fire by simply stepping out from behind the vision barrier at the start of their turn on the clock.

As each shooter finishes their course of fire (the stage), they will advance to an indicated “rally point” in a safe area between that stage and the next to wait for the rest of the squad to finish, ensuring nobody receives information from a previous shooter that may provide them with an unfair advantage.

The shooter may choose to **LOUDLY** verbally indicate to the RO which target they are about to engage (red then white then blue), before engaging it, by stating the color of the target identification placard. The RO shall **LOUDLY** repeat the color back to the shooter as confirmation. This is not coaching and is intended to assure that the RO and shooter are “on the same page”. The RO will only respond/repeat the color back if the shooter calls out in the correct order. If the shooter calls out the wrong color, the RO **WILL NOT REPEAT THE COLOR AND WILL WAIT SILENTLY UNTIL THE CORRECT COLOR IS CALLED OUT**. This is a courtesy to the shooter and is entirely their responsibility to take advantage of it. It is still the shooters responsibility to engage in the correct order.

- During the course of fire, the RO must indicate target impacts by **LOUDLY** stating “IMPACT”.
- The RO will record all misses as O and all impacts as X in the appropriate boxes on the scoresheet.
- The 25 point boxes will only get a O if the competitor runs out of time.
- When time expires on a stage, any boxes on a score sheet for targets which have not been hit, shall be marked O.
- Upon hearing “impact” the shooter will immediately open the bolt (engage safety for auto loaders) and move on to engage the next target in the stage, or unload, show clear and flag if the stage is complete.

A system of officiating has been developed in the interest of facilitating local-level matches, and matches that may not have access to the range officer staff required to place a dedicated RO on each individual stage. This system is meant to minimize any advantage that a shooter may gain from seeing a stage prior to shooting it, while ensuring that any advantage gained is gained by each individual as equally to the others as possible:

Upon a squad’s arrival at a stage, the first shooter (A) and a randomly selected squad mate who will act as the first shooter’s range officer for the stage (B), will approach the stage and person (A) will shoot. As soon as person (A) has completed their stage and is rendered safe, person (B) will return to the staging area, and send the second



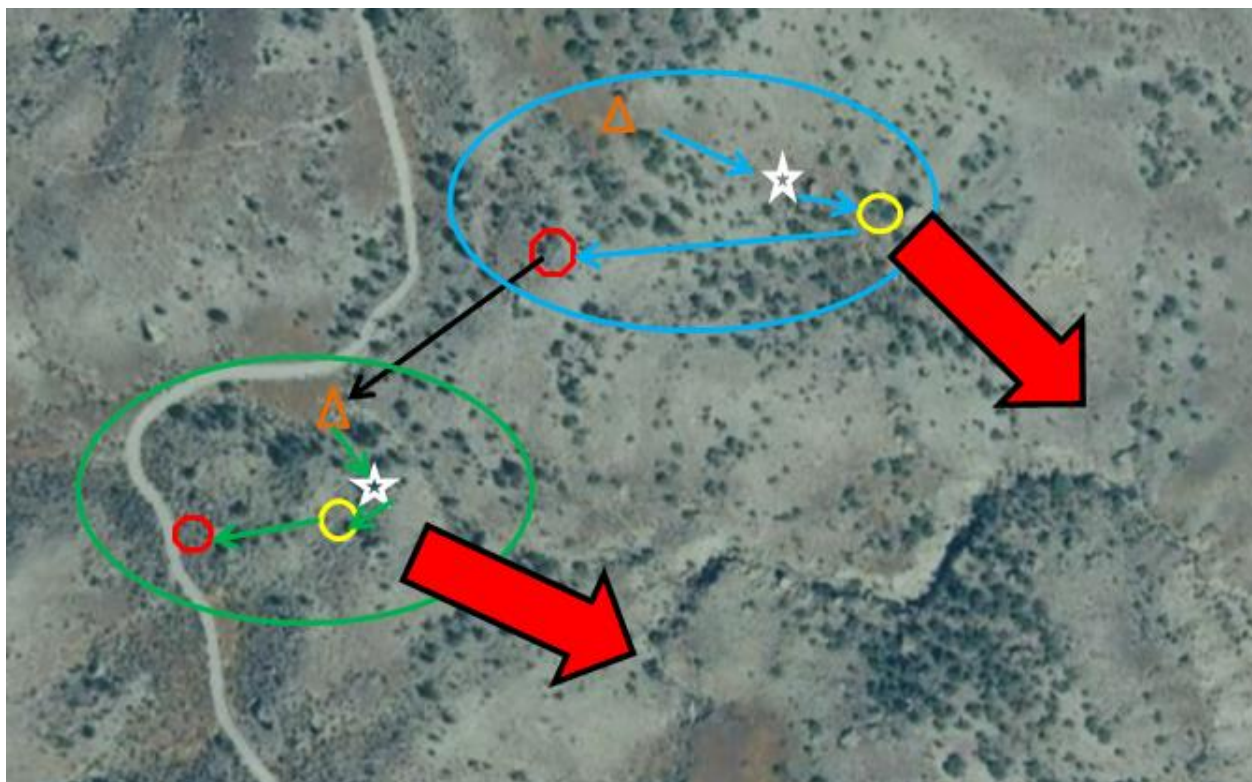
shooter up to shoot the stage. At this moment, person (A) becomes the range officer for the remainder of the shooters on the stage, and person (B) will automatically be the final shooter on the stage to enable the greatest time gap possible between them seeing the stage and them actually shooting the stage. Clearly, if the match has enough staff for dedicated range officers on one or more stages, this becomes much less critical.

## 6 STAGE DESIGN RULES

1. Each stage must include two targets which must be engaged from designated shooting areas marked with boundary rope or some other non-moveable cordage type line indicator affixed to the ground. There can be one or two shooting areas (as many shooting areas as there are targets) on any single stage. Each target will fall within a distance bracket (+/- 10 yard discrepancy, ranged line-of-sight from the shooting area):
  - A near target between 50-100 yards (RED MARKER PLACARD).
  - A middle target between 101-150 yards (WHITE MARKER PLACARD).
2. All targets are required to be 12"x12" square steel plates made from AR plate steel and hung in a "diamond" orientation.
3. All targets in a stage must be painted the same bright color for the entire match and the color of the targets must be indicated on the Written Stage Brief. It is preferred that all targets for all stages in a match be the same color but alternate colors for adjacent stages may be used to avoid confusing targets from a nearby stage.
4. Allowable target, target marker placard and target indicator colors are included in Appendix C.
5. Target marker placards of a color corresponding with the target indicator and distance bracket/value, no smaller than 10"x10", must be placed within clear view (as viewed from the shooting position) and no more than 10 feet from the target that it identifies. (This relative to the shooter's 2d perspective, the placard may be closer or farther than the actual target distance from the shooter. The placard is intended to assist in target location only, and is not necessarily representative of the target's range.) RED=near, WHITE=far.
6. Red and white target indicators outside of a shooting area correspond with the colored placards of the targets to be engaged from that area.
7. Target color cannot match the color of any target marker placards (cannot be red or white).
8. Shooting areas are delineated with lengths of rope encompassing said area, preferably staked to the ground to ensure a consistent stage for each shooter.
9. It is preferable that engagement of each target necessitates use of a different position within an area by virtue of the placement of targets as it relates to the terrain within the shooting area. Stage design should most often, attempt to encourage the shooter to use separate shooting positions and rest opportunities for each target. Whenever possible, this should be accomplished with the physical stage design and creative placement of the shooting area boundary rather than being mandated in a course of fire but can be mandated and listed in the WSB if the range/property does not provide adequate terrain features.

10. The course of fire MAY dictate firing positions/prop usage per target engagement in order to add variety or make up for a lack of terrain or unique shooting areas. \*(matches in western Kansas, for example, may necessitate this)
11. All shooting areas for a stage must be visible simultaneously from one location somewhere after leaving the start point markers. The distance between the two farthest possible engagement points on a stage may not exceed 20 yards.
12. Target indicators must be placed so that the shooter can only stand behind them and sight down them at the targets from outside of the shooting area. In most cases, they will need to be behind or beside a shooting area, not in front (toward the targets).
13. All targets are required to be painted prior to the start of a match with any uniform bright color but they must not be red or white.
14. All targets in any stage or match must remain the same color for the entire match.
15. Painting target hanger T-posts with a bright color is also advised but not specifically required.
16. All targets in a multi-day match are required to be re-painted for the start of each day.
17. Stages will require a stage “start point,” marked with locating stakes, flags, cones etc. (must be the same for all stages in a match).The start point indicators must be of a consistent color, material, and orientation throughout the match. Starting point indicators must be described for competitors in the written stage brief.

**All indicators and markers used throughout a match should be obvious and consistent in their display, orientation, and the thing which they are marking.**



The above diagram illustrates the movement procedure from one stage (blue) to the next (green). Triangles represent staging areas, stars are starting points, yellow circles are shooting areas, and red circles are rally points. The large red arrows indicate direction of fire from each stage.



This diagram illustrates two possible shooting area scenarios and their associated target engagement based on the target indicator orientation. There is a stage with a single area from which both targets are to be engaged and a stage showing where the red and white targets are to be engaged from separate areas for each individual target.

## 7 TARGET ENGAGEMENT RULES

1. Targets must always be engaged in order from near to far: Red, then White.
2. Each target is only allowed to be engaged from the shooting area where the corresponding colored target indicator is located (red from red, white from white). If there is only one shooting area and both target indicators are next to that area then both targets can be engaged from anywhere within the shooting area.
3. Target indicators must not be touched by competitors once the match has begun or they will receive a penalty.
4. If a target indicator gets touched and/or moved by a competitor in any way during the match, the MD must be notified and must come to the stage to re-align the indicator correctly (competitors are not allowed to touch/fix an indicator at any time). The MD will confirm that the competitor receives the appropriate penalty for interfering with the stage equipment.

5. If a target indicator gets moved by a non-competitor or for unknown reasons, the RO will let the MD know and the MD will come and re-set the indicator.
6. A competitor whose time expires will be required to “unload” their gun by aiming it in the direction of the target most convenient to their current location at the shooting areas and only after being given the command to “UNLOAD AND SHOW CLEAR” by the RO and only if the RO approves it as a safe direction.

## 8 SCORING RULES

**STAGE SCORES:** Only current paid UHMC members will receive scores for stages.

1. Each target on a stage has a corresponding value and color assignment (think old glory red white...) based on its distance from the shooter.
  - Near target, 50-100 yards: red – initially worth 50 points
  - Far target, 101-150 yards: white – initially worth 100 points
1. Targets lose half of their point value for each miss but stop losing value when they reach 25 points.
2. A competitor has 180 seconds to hit both targets on a stage and they must be shot in order (red then white).
3. No target is ever worth less than 25 points as long as it is hit while there is still time on the clock.
4. Any target that does not get hit during the 180 second time allotted will be scored a zero.
5. A target must be hit before advancing to the next target.
6. Only shots taken at the prescribed target in the correct order will be scored as hits.
7. A hit on a target out of order will be scored as a miss on the correct target.
  - Ex. If shots are fired at the white target when red has not yet been hit, the shots will be recorded as misses on the red target for each shot taken, down to a minimum of 25 points in value for the red target. The shooter still must hit the red target before engaging the white target for any scoring points. The white target will still have the full 100 points available at the time the competitor begins engaging it after having hit the red target.
8. The time does not stop until it reaches 180 seconds or until the white target is hit.
9. The stage score is total points for a stage minus any penalty points, divided by time elapsed for the stage (in seconds) and then multiplied by 10. Multiplying by 10 assures that final match scores are whole numbers not decimals.
10. The stage score will be rounded up to the nearest two decimal places. For example 8.456 rounds up to 8.46 but 8.454 remains 8.45.
11. A competitor can choose to stop engaging targets at any time on a stage and say “I’m done” to the RO.
12. If a competitor is unable or chooses to stop engaging targets on a stage before the time runs out, the time will be recorded as having elapsed to 180 seconds and any remaining points boxes will be marked as missed shots.
13. Hits are recorded as an X mark in the appropriate box on the scoresheet or tablet.
14. Misses are recorded as a O mark in the appropriate box on the scoresheet or tablet.
15. The 25 point box for a target will only get marked O in cases where time expires without a target impact or if the shooter is unable/chooses not to complete the stage.
16. After an impact is scored for a target, if there are remaining boxes for that target, they must remain empty.

\*scores can’t go below 0 for a stage even with penalty points deducted.



## 9 MATCH SCORES

- Only current paid UHMC members will receive scores or points for matches.
- Overall Match Scores are calculated by adding all of the stage scores together for a total.
- Match scores will be rounded up to the nearest two decimal places in the same way that stage scores are.
- In the event of tied scores within a division, the tiebreaker will be based on the lightest gun used for the division winning the division.
  - If there is a tie, or multiple competitors tied for score, the competitors' guns will be weighed at the match. The competitor using the lightest gun for the division will be awarded first place. The competitor with the second heaviest gun will be awarded second and so on.

\* Example score sheet and calculations are included in APPENDIX A at the end of the rule book.

## 10 PENALTIES

\*Penalty points are deducted from the total stage points for the stage where the penalty is issued.

**FAILURE TO DO RIGHT “FTDR”**- must be approved by the MD before being recorded on the score sheet.

- For unsportsmanlike conduct – 90 point penalty (zero points for the stage to which the penalty is applied).

**ILLEGAL GEAR** - must be approved by the MD before being recorded on the score sheet.

- A shooter will not receive a score for any stage on which illegal gear is utilized.

**PROCEDURAL PENALTIES** – do not require MD approval.

- Attempting to view the stage before travel time begins – 20 point deduction
- Touching, moving, or altering a target indicators (on purpose or accidentally) – 20 point deduction
- Failing to deploy gear on the clock – 20 point deduction
- Coaching (\*does not apply to adults coaching the junior shooters) – 20 point deduction
- Failing to carry all gear used during the match for the duration of the match – 20 point deduction
- Boundary violation. Firing a shot or shots while any part of the shooters gear and/or body is touching something outside of the shooting area currently occupied by the shooter. RO will advise of the fault after the first faulting shot, and for each subsequent faulting shot, by clearly and loudly announcing “BOUNDARY” – There is no penalty for shooting while faulting the boundary, but any hits made while faulting will not be scored and will count as a miss on the target being engaged. RO will not coach the corrective action in any way to help the shooter correct the boundary violation (it is up to the shooter to find how and where they are in violation of the boundary). The shooter will need to correct the faulting error and continue to engage the correct target until it is impacted while not faulting the line.
- Accidentally dropped small items that fall outside of a shooting area while engaging targets or while moving to or between shooting areas while on the clock during a course of fire shall not be penalized as a boundary violation. This would include small trash items, lens covers, hats etc. Items such as optical equipment, monopods, bipods, shooting rests, large articles of clothing, back or chest packs, guns etc. would incur the boundary penalty just the same as having body parts over the line.

\*The list of penalties is still in development and will be modified as needed.\*

## 11 RESHOOTS

- Reshoots are only permitted in the case of range gear/prop malfunctions or RO interference (this includes for non-shooter related safety stoppages).
- All reshoots must be approved by the match director prior to the reshoot.

## 12 DIVISIONS

Competitors will be placed into one of four divisions, based first on their firearm's caliber and secondly on optics:

### 12.1 Primitive

- o Flintlock with notch and post sights, firing lead ball or lead conical projectiles only
- o Loose powder, measure and pour system only. No pre-measured vials or pellets.
- o Supports: only un-attached with no manmade materials other than finish and fasteners

### 12.2 Classic

- o Caplock with notch and post sights, firing lead ball or lead conical projectiles only
- o Loose powder, measure and pour system or pre-measured vials.
- o Supports: only un-attached with no manmade materials other than finish and fasteners

### 12.3 Modern

- o Inline ignition with any iron sights (no optics), firing any projectile .40 caliber or larger.
- o Can use any powder charging system including pellets (powder and projectile must be loaded through the muzzle).
- o Can use any bipod or monopod but cannot be attached to the gun unless it is 36" or less when extended.

### 12.4 Open

- o Any non-electronic ignition system firing any projectile .40 caliber or larger.
- o Any non-electronic sighting system
- o Can use any powder charging system including pellets.
- o Can use any bipod or monopod but cannot be attached to the gun unless it is 36" or less when extended.

The results are the following four divisions:

- |              |            |
|--------------|------------|
| 1) PRIMITIVE | 2) CLASSIC |
| 3) MODERN    | 4) OPEN    |

## 13 GEAR RULES

1. Competitors can carry as much ammunition and reloading supplies as they wish
2. All gear (including food, drinks, etc.) that a competitor starts the match with must be carried on the shooter's person throughout the duration of the match, and must be fully contained within the shooting area currently occupied by the shooter any time a shot is being fired. Leaving gear in the staging area, along the trail or

anywhere else will result in a procedural penalty for every shot fired in any stage when the gear is not in the shooting area with the shooter (penalties cannot take a shooter below 0 for any stage). \*See penalties section

3. Any gear used during a stage must be deployed after the start signal (use of binoculars, range finder, bipod, shooting sticks, removing a backpack, etc.)
4. Bipedal or monopod rests longer than 36" at the maximum extended length may be used as shooting rests but must not be attached to the firearm.
5. Other than bipods/monopods as listed above, bags, rests, or supports that serve no purpose aside from -or are designed predominantly to assist in the construction of a shooting position, are disallowed.
6. Tripods are disallowed as shooting rests. They may be used for mounting spotting/ranging devices but cannot be used as support for any part of the shooting action. Tripods used for spotting/ranging devices must still be within the shooting area with the competitor for all shots taken.

**\* See PPDS tripod/bipod/monopod rules for shooters with limited/no use of an appendage.**

Changing sensitivity or using shot timers that claim better pickup of suppressed shots, increases the likelihood of picking up errant sounds, while also possibly not picking up the suppressed shot. Considering the variables associated with nationwide competition, participants, officials & gear, the inconsistency is not worth the risk. To ensure consistency and accuracy of scoring at all levels of competition, UHRC will not allow suppressors at this time.

## 14 PPDS (permanently physically disabled shooters)

- For competitors who have significantly limited use of, and/or are missing part or all of an arm to the extent that such a limitation causes them to be unable to safely and effectively deploy and/or operate their muzzle loader, the use of any tripod, bipod or monopod supports of any length attached to the rifle is allowed. The support may be attached or removed from the rifle at the shooter's discretion at any time during, before or after a course of fire.
- When exercising this allowance, the shooter is still bound by all other rules requirements and restrictions.
- Shooters exercising this exception must make their condition known to the Match Director prior to the match and have their written approval prior to beginning the match.
- This approval will need to be with the shooter and available for the competitor to present to Range Officers if requested at each stage.

## 15 CLASSIFICATIONS

Shooters will be divided into four separate skill classifications, so that they compete against others of a similar skill level within their class only. A shooter's classification is determined by their score on the classifier course.

- Master class
- A class
- B class
- C class
- D class

The Classifier will be run only by an affiliated club and will be administered only by club officials or certified Range Officers. Until UHMC can establish a network of UHMC-certified RO's, otherwise certified (NRA/IDPA/USPSA/PRS/NRL, etc.) range officers with a clear understanding of the rules, will be allowed to administer the classifier for UHMC members. For new clubs without any certified ROs, two club officials may administer the classifier for UHMC members. Anyone administering the classifier who is not a registered UHMC RO or club contact must be approved to do so by a registered club contact.

The official Club Contact will be responsible for sending the classifier scores in to UHMC headquarters.

Only current UHMC members will be allowed to shoot the classifier for score and classification.

### 15.1 CLASSIFIER - COURSE OF FIRE

The classifier course is always set up the same, and should be run in a flat range setting -as little terrain or obstacles as possible, preferably no more than 10 degrees of vertical or horizontal disparity between targets on a single string of fire- in order to provide the most consistent shooting skill test possible. The shooter will be allowed to use the same gear as allowed by the rules in competition (monopod, bipod, backpack etc.) for resting the rifle during the classifier. All gear must be deployed on the clock.

Targets are placed at 50 yards, & 125 yards. (Red and White)

The classifier is run as follows:

2 unlimited strings, both targets are shot in each string, with the standard 50/100 point value for the red and white targets respectively.

String 1:

- Red target - standing off-hand, seated, or kneeling
- Blue target - shooter's choice of position.

String 2:

- Engage both the Red & White targets - shooters choice of position for each.
- Targets lose half of their value for every miss, down to but never less than 10 points.
- 180 second par time for each string.
- You must hit to advance to the next target in the string.
- Reload as necessary (just like in matches).
- Any gear that is legal to use during a match, is legal to use during a classifier. Packs must start slung.
- Bipods must be deployed on the clock (they can start extended but must start folded along stock if designed to be able to do so).
- Time and points will be recorded individually for each string, and used to calculate a total hit factor.
- Classifiers are scored using the standard UHRC competitions scoresheet. The score sheets is shown in Appendix B, and is available on the Ultimate-Hunter.com website UHMC Rules page as a downloadable PDF file.
- Shooters can move to higher classes through match promotions based on placement.\*

\*classification scores are to be determined, and may be adjusted, as relevant data is accumulated\*



## 16 UHMC SANCTIONED MATCH POINTS, REGIONS AND NATIONAL MATCHES

A competitor does not have to be a member to compete in level 1 matches but must be a current UHMC member to get any points for shooting matches or to receive scores for any matches including for level 1 matches. If there is not a current member number listed in the box at the top of the score sheet or provided for electronic scoring, the score sheet will not have times or points/hits recorded on it.

Membership and current classification in the division in which a person is competing are required for any level 2 or above matches.

Matches are classified by size based on the number of people they are open to hosting. As match size increases, so do the number of points they are worth. Match points build throughout the year and allow preferential entry to national-level matches in order to reward shooter participation.

**Level 1:** Local matches

**Level 2:** State matches

**Level 3:** Regional matches (generally includes some bordering states)

**Level 4:** Area matches (based on the major UHMC defined areas of the country)

**Level 5:** National matches

The number of points a match is worth is the same as the level number. Level 1 = 1 point, etc.


Every member's accrued points automatically reset to zero at the conclusion of each year's national match.

The top five competitors in each division at the prior year's nationals, and any first place finishers at the current year's area championships, will be guaranteed entry into the next national championships. 80% of the remaining nationals openings will be guaranteed to members based on the highest number of accrued match points, and the remaining 20% will be open to any members on a lottery basis.

The country will be broken up into geographical sections known as "areas". Areas allow leadership for a certain part of the country to be delegated to people who actually live and participate in that area. Additionally, this method maintains the true sense of area-based championships being truly area based, rather than just being named as such. Each area will hold a single area championship per year, but multiple "regional" matches may be held within a given area per year. Each state can hold a state championship each year, along with other additional level two matches.

APPENDIX A – SAMPLE SCORE SHEET AND WORK THROUGH (level 1 club match)

Ultimate Hunter Muzzle Loader Competition Scoresheet

<b>Safety Warnings</b>			
Stage _____	Stage _____	Stage _____	
RO _____	MD _____	MD _____	
Shooter _____	Shooter _____	Shooter _____	
1st Warning	2nd No Score	3rd Match DQ	

Stage 1 Target 1 Red 50 <input style="width: 20px; height: 20px;" type="text"/>	25 <input style="width: 20px; height: 20px;" type="text"/>	Total Points <input style="width: 60px; height: 20px;" type="text"/> - Penalty Points <input style="width: 60px; height: 20px;" type="text"/> ÷ Final Time <input style="width: 60px; height: 20px;" type="text"/> X10 = Stage Hit Factor <input style="width: 60px; height: 20px;" type="text"/>	
Target 2 White 100 <input style="width: 20px; height: 20px;" type="text"/>	50 <input style="width: 20px; height: 20px;" type="text"/>		25 <input style="width: 20px; height: 20px;" type="text"/>
Assessed Penalties <input style="width: 40px; height: 20px;" type="text"/>			

Stage 2 Target 1 Red 50 <input style="width: 20px; height: 20px;" type="text"/>	25 <input style="width: 20px; height: 20px;" type="text"/>	Total Points <input style="width: 60px; height: 20px;" type="text"/> - Penalty Points <input style="width: 60px; height: 20px;" type="text"/> ÷ Final Time <input style="width: 60px; height: 20px;" type="text"/> X10 = Stage Hit Factor <input style="width: 60px; height: 20px;" type="text"/>	
Target 2 White 100 <input style="width: 20px; height: 20px;" type="text"/>	50 <input style="width: 20px; height: 20px;" type="text"/>		25 <input style="width: 20px; height: 20px;" type="text"/>
Assessed Penalties <input style="width: 40px; height: 20px;" type="text"/>			

Stage 3 Target 1 Red 50 <input style="width: 20px; height: 20px;" type="text"/>	25 <input style="width: 20px; height: 20px;" type="text"/>	Total Points <input style="width: 60px; height: 20px;" type="text"/> - Penalty Points <input style="width: 60px; height: 20px;" type="text"/> ÷ Final Time <input style="width: 60px; height: 20px;" type="text"/> X10 = Stage Hit Factor <input style="width: 60px; height: 20px;" type="text"/>	
Target 2 White 100 <input style="width: 20px; height: 20px;" type="text"/>	50 <input style="width: 20px; height: 20px;" type="text"/>		25 <input style="width: 20px; height: 20px;" type="text"/>
Assessed Penalties <input style="width: 40px; height: 20px;" type="text"/>			

Stage 4 Target 1 Red 50 <input style="width: 20px; height: 20px;" type="text"/>	25 <input style="width: 20px; height: 20px;" type="text"/>	Total Points <input style="width: 60px; height: 20px;" type="text"/> - Penalty Points <input style="width: 60px; height: 20px;" type="text"/> ÷ Final Time <input style="width: 60px; height: 20px;" type="text"/> X10 = Stage Hit Factor <input style="width: 60px; height: 20px;" type="text"/>	
Target 2 White 100 <input style="width: 20px; height: 20px;" type="text"/>	50 <input style="width: 20px; height: 20px;" type="text"/>		25 <input style="width: 20px; height: 20px;" type="text"/>
Assessed Penalties <input style="width: 40px; height: 20px;" type="text"/>			

Stage 5 Target 1 Red 50 <input style="width: 20px; height: 20px;" type="text"/>	25 <input style="width: 20px; height: 20px;" type="text"/>	Total Points <input style="width: 60px; height: 20px;" type="text"/> - Penalty Points <input style="width: 60px; height: 20px;" type="text"/> ÷ Final Time <input style="width: 60px; height: 20px;" type="text"/> X10 = Stage Hit Factor <input style="width: 60px; height: 20px;" type="text"/>	
Target 2 White 100 <input style="width: 20px; height: 20px;" type="text"/>	50 <input style="width: 20px; height: 20px;" type="text"/>		25 <input style="width: 20px; height: 20px;" type="text"/>
Assessed Penalties <input style="width: 40px; height: 20px;" type="text"/>			

Name: \_\_\_\_\_ UHSSMember # \_\_\_\_\_

	Division (check one)	Primitive <input style="width: 20px; height: 15px;" type="checkbox"/>	Classic <input style="width: 20px; height: 15px;" type="checkbox"/>		Final Score: (sum of stage hit factors)	<input style="width: 60px; height: 20px;" type="text"/>
Class: _____	Modern <input style="width: 20px; height: 15px;" type="checkbox"/>	Open <input style="width: 20px; height: 15px;" type="checkbox"/>	Date: _____			

APPENDIX B – SAMPLE WRITTEN STAGE BRIEF (WSB)

MATCH: Big Timber Gun Club monthly match DATE: 11/22/2022

STAGE #: 4 NAME: Slick Willy's High Angle Mule Deer

TARGET COLOR: Steel Target Paint green.

STAGING POINT MARKERS: Orange Road Cone & stage number sign

INGRESS MARKERS: Pink Pin Flags, TRAVEL TIME: 60 Seconds

DISTANCE TO START: 30 Yards, START MARKER: 36" orange stakes

SHOOTING AREAS: Two 1) is for red 2) is for white

SHOOTING AREA MARKER: Yellow rope EGRESS MARKERS: Yellow pin flags

RALLY POINT: Squads will rally at the stage 5 staging marker

POSITIONAL OR PROP USAGE REQUIREMENTS:

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## PENDING PAGE

### APPENDIX C – APPROVED PAINT COLORS

This appendix includes a list of colors approved for use to mark target indicators (sighting trees), target marker placards and the targets themselves. The list includes several options from major manufacturers and the product numbers for each. Adhering to use of these colors assures continuity from club to club and match to match. This is important for competitors who travel to shoot matches at different locations.