

# FTRPA RIFLE DUELING MATCH RULES

## SUMMARY

The match pits competitors against each other in series of duels. There are four plates that flip horizontally on a rack. The match starts with two plates on each shooter's side. The first shooter to shoot all the plates onto their opponent's side wins the duel.

## EQUIPMENT

### RIFLES

Any modern semi-automatic rifle shooting a .223 (5.56x45mm) or similar round and capable of accepting a 20 or 30-round magazine. The tree is set at a shallow angle from vertical for the match. When set that light, full bore rifle rounds will tend to knock the plates out of the rack (which is pretty fun to see happen, but it slows down the match).

### MAGAZINES

Any magazine holding 30 rounds or less. We recommend 30 round magazines. Competitors who use 20 or 10 round magazines will be at a disadvantage. If you run out of ammo, your opponent will likely win when you change magazines. Drum magazines or magazines holding more than 30 rounds are not permitted.

### AMMUNITION

Steel core ammo is not permitted in this match. No green tip or steel core 5.45x39mm. Steel core ammunition will damage the plates.

## DIVISIONS

- Modern Sporting Rifle Iron Sights
- Modern Sporting Rifle Optical Sights

## CHAMPIONSHIPS

**Overall Match Winner** The last competitor standing after rounds of elimination.

**Division Winner** The last competitor from the division eliminated or remaining after all eliminations and sudden death challenge.

**Most Wins** The competitor with the most duel wins overall. You have to shoot and win to rank.

## MATCH PROCEDURES

### REGISTRATION

- Shooters must choose a division and may only register one gun in each division.
- Shooters can register in both divisions, in which case they will shoot their rifle twice in each elimination round. You must pay an additional match fee to register in another division.

### THE DUEL

- Two shooters compete to shoot the plates onto their opponents' side.
- If competitors go through two magazines with no decisive result, the duel is a draw.
- Requires two shooters in the same division if there are two shooters available from that division. Otherwise the shooter should be paired against a shooter from the other division. The last shooter to be eliminated from a division is its champion.
- All duel wins count toward "Most Wins" champion, whether the duel happens in elimination or the freestyle portion of the match.

### THE CHALLENGE

A series of up to three duels against the same challenger. A challenge may be called a draw if all three duels draw. Otherwise whoever wins two duels is the winner, or whoever wins one if two duels draw. The winner gets to advance to the next stage. In the event of a draw, both challengers may advance to the next round.

### ELIMINATION ROUNDS

Each elimination round will consist of shooting through all challenges for each pair of shooters who are the winners of the previous round. For the first elimination round, should there be an odd number of registrants, the odd shooter should be paired up with a reserve shooter (who will generally be match staff, and thus probably also an odd shooter). Each shooting station shall have an RSO who will call the winners and monitor for safety. Elimination rounds continue until there is one overall match champion. The last competitor in a division to be eliminated is its champion except that the overall match winner also takes the division they are shooting in. A round which results in a shooter shooting against themselves (having won in two divisions in the previous round, and there being no shooters remaining) results in the shooter taking both division championships and overall champion.

### FREESTYLE CHALLENGES

After elimination rounds finish, the match directors may continue to pair shooters in challenges until the directors decide to close the match or everyone runs out of ammunition. This gives people who are knocked out early more chances to shoot. Duel wins here count toward "Most Wins" for the match. There are no divisions in freestyle rounds, so iron shooters can pair with optics shooters if they like. But you must continue to shoot with the rifle(s) you registered.

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## POSITIONS

Shooters may shoot a duel in any position they like provided both shooters agree and provided in the opinion of the match directors the position is safe, does not involve live (or dead) animals, and does not violate all that is good and wholesome. Shooters may change positions for each duel in a challenge if they like. If shooters cannot agree on a position, the match director will assign one with consideration to the physical abilities or limitations of the shooters involved. Refusal of a party to shoot results in forfeit for that duel.

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## FORFEITS

A shooter will forfeit a duel or challenge if:

- The shooter runs out of ammo and is unable to continue to a further elimination.
- The shooter has a gun malfunction that renders them unable to continue to a further elimination.
- Shooter chooses not to continue.
- The shooter keels over dead from all the excitement.