	AA DQ		
10.5.1	Handling a gun w/o authorization		
	Pointing outside safe angles		
10.5.3	Dropping a firearm		
10.5.4	[H] Drawing or holstering in a tunnel		
10.5.5	Sweeping		
10.5.6	Allow the muzzle of a firearm to point at any part of another person		
10.5.7	[H] Pointing 1 m uprange on draw or holstering		
10.5.8	More than one firearm during CoF		
10.5.9	Trigger finger, clearing malfunction		
10.5.10	Trigger finger, loading, reloading or unloading		
10.5.11	Trigger finger, moving		
10.5.12	[H] Unsafe holstering		
10.5.13	Ammo in Safety Area		
10.5.14	Unauthorized loaded firearm		
10.5.15	Other person		
10.5.16	Prohibited/unsafe ammo/firearm		
10.6.1	Unsportsmanlike conduct		
	Intentionally removing eye/hearing protection		
10.6.3	Other person may be expelled from the range		
10.7.3	Drugs/alcohol		
	OTHER		
6.2.5/1	Competitor fails to declare a specific Division		
7.3.3	Match Official is prohibited from having a holstered firearm while directly accompanying and timing a competitor during his attempt at a COF		

[H] Action Air Handgun [I	P] Action Air Pisto	l Caliber Carbine,[R] Action Air Rifle

G	AA DQ / WARNING		
5.1.8	Unauthorized substituting/modifying firearm		
5.2.1	[P-R] Carry and storage, safety flag		
5.2.1.1	Competitor arriving w/ loaded firearm not reporting immediately to RO		
5.2.1.2	[H] Handgun in holster w/ magazine or hammer cocked – warning, DQ		
5.2.2	[H] Mistakenly unholsterimg while waiting LAMR-warning,DQ		
8.2.5	Re-holster handgun after the Stat Signa provide this isaccomplished safety		
8.3.1.1	Moving from start location after LAMR warning, may be DQd		
8.3.7	Shooting after "If Clear, Hammer Down		
8.3.10	Equipment compliance check,Competitors must not handle their handguns untilthe examiner asks for them to be passed to him		
8.6.2	Assistance to competitor – may be DQ/Procedural		
8.6.5	Person appears downrange		
8.7.3	Entering course of fire w/o approval warning, may be DQ		
9.7.8	Unauthorized handling of score sheet warning, may be DQd		
10.2.12	[P-R] Full auto – warning, DQ		
10.4.1 [AD]	Shot over backstop or to unsafe direction		
10.4.2 [AD]	Shot to ground within 3 m of the shooter		
10.4.3 [AD]	Shot while loading, reloading, unloading		
10.4.4 [AD]	Shot while remedial malfunction		
10.4.5 [AD]	Shot while switching hand/shoulder		
10.4.6 [AD]	Shot while moving		
10.4.7 [AD]	Shot too close to rigid target		



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