

Refires from NRA Conventional Pistol Rule Book rev Jan 2011

9.14 Refiring -

- (a) No competitor will fire more than one score for the same award except as provided in the program or in accordance with Rule 14.10.
- (b) In single stage matches composed of several strings of fire only one refire per match will be allowed.
- (c) In multiple stage matches one refire will be allowed in the slow fire stage and one refire will be allowed in the combined timed and rapid fire stages.
- (d) Refires of slow fire refires are to be fired immediately after the relay in which the refire occurred.
- (e) Refires as a result of interruption of fire (Rule 9.12) do not apply to this rule

10.9 Procedure in Case of Defective Cartridge, Disabled Pistol in slow fire - If a cartridge fails to fire or a pistol fails to function in slow fire the competitor may replace the unfired cartridge or clear the jam and continue firing. Additional time may be allowed any competitor, equal to the time lost because of the defective cartridge, disabled pistol or malfunction, if the Range Officer has been notified at the time of the malfunction. (For refiring privileges 21 see Rule 9.14). It is not required that the Range Officer attempt to fire a cartridge before it is declared defective. In case of malfunction where a pistol or revolver is disabled and must be replaced requiring a refire, the competitor will call the Range Officer.

10.10 Procedure in Case of Defective Cartridge, Disabled Pistol or Malfunction in Timed and Rapid Fire - Note: Rule 10.10(a) is to apply for all Regional and National Championships. Rule 10.10(b) may be used for other tournaments provided tournament program clearly states that Rule 10.10(b) will apply for that tournament. Otherwise 10.10(a) will apply.

- (a) In the event of a defective cartridge (Rule 9.4), disabled pistol (Rule 9.5), or malfunction (Rule 9.6), before a string is completed in timed or rapid fire, the competitor shall be privileged to fire another five shot string, provided he assumes the "Ready" position and calls the Range Officer by holding up the non-shooting hand at the end of the time period. The Range Officer will inspect the pistol, and may even ask that the pistol be fired, if satisfied that there is a disabled pistol, defective cartridge, malfunction, or optical sight failure, will determine the number of unfired cartridges remaining in the pistol or bullets that have failed to leave the barrel. The competitor will then fire another complete five shot string on the same target. The competitor may attempt to complete firing per Rule 10.11.
- (b) If a cartridge fails to fire, or misfires, or a pistol fails to function in timed or rapid fire, the competitor will not be allowed to refire the string. The competitor may attempt to complete firing per Rule 10.11.

Example - In timed or rapid fire a competitor has a misfire on the fourth shot. The Ready Position will be assumed and at the end of the time limit calls the Range Officer. The Range Officer inspects the gun, finds conditions as claimed, and finds 2 unfired cartridges in the gun. The competitor is then given orders to "LOAD 5 ROUNDS" and fires another 5 shot string on the same target.

When scoring is after 5 shot string-In the first string there are 2 10's and a 9, in the second string there are 5 10's. The score is the 5 shots of lowest value or 49. However, if in the first string there are 2 10's and a 9 and at the end of the second string the only other visible hits were 2 additional 10's and another 9 the competitor would be scored 2 misses in the second string and the score would be 28.

When scoring is after 10 shots-In the first string there are 2 10's and a 9, in the second string there are 5 10's and in the third string there are 5 10's, the score is the value of the lowest 10 shots of the 13 shots fired or a 99.

However, if in the first string there are 2 10's and a 9 and at the end of the third string the only other visible hits were 7 additional 10's and another is 9, there would be scored 2 misses and the score would be 78. (b) If a cartridge fails to fire, or misfires, or a pistol fails to function in timed or rapid fire, the competitor will not be allowed to re-fire the string. The competitor may complete the string by manually cocking the pistol or operating the slide, but if the competitor does so the pistol must remain pointed toward the target at all times.

10.11 Completion of Fire - In the event of a malfunction the competitor may complete the string by manually cocking the pistol, operating the slide or loading additional rounds, provided that the pistol is handled safely and remains pointed downrange at all times.