

## **ALIBI & REFIRE GUIDE and SCORING PROCESS**

**1.0 What is an Alibi** An alibi is a term used to describe the option of a shooter to refire a string (or a shot) fired (or not fired) where a problem occurred that unfairly disadvantaged or inhibited the shooter from getting the prescribed number of shots away, completing a string of fire, or shooting a potential result. There are 3 basic types of alibi: Range, Pit and/or Shooter.

**1.1 Range Alibi** – unlimited alibis per string, as examples but not limited to:

- A stoppage during a string
- Incorrect procedure or timings
- Incorrect range commands
- Shooter is distracted by range issue out of the control of the shooter
- Rules were not followed correctly
- Wildlife in the line of fire
- Match bulletin was not followed
- Scores were incorrectly recorded, etc.

**1.2 Pit Alibi** – unlimited alibis per string, as examples but not limited to:

- Target problem – damaged, departs from frame or carrier, not patched.
- Target is pulled by mistake (prematurely)
- Target exposure was incorrect (presentation or timing)
- Rules were not followed correctly
- Incorrect pit procedure (scoring procedure), etc.

**1.3 Shooter/Equipment Alibi** (limits dependent on string – see types below):

- Equipment malfunction (rifle, magazine, attachments)
- Ammunition malfunction (squib load, misfire, hangfire)
- Shooter is distracted by their surrounding equipment (eg. scope stand blows over and hits the shooter, etc), etc.

### **2.0 Choose An Alibi or Let Score Stand**

A shooter may choose to either let the score stand, after the disadvantage, or choose to refire.

### **3.0 Claiming an Alibi**

Range and Pit Alibis can be claimed at any time until the scores and groups period is complete. Once scores and groups period is complete, the right to an alibi has expired.

Shooter/Equipment Alibis can only be claimed during a string at the time of the stoppage.

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#### **4.0 Slow Fire Alibi** – firing single round at a time.

**Problem:** A shot, or multiple shots, not fired, or fired, in the prescribed time while disadvantaged.

**Claiming an Alibi:** The shooter should be able to sort out additional shots with the scorer. If the disadvantage or stoppage is significant, the RO should be immediately told for a ruling of additional shots or time. Limitations of alibi refires are dependant on cause and solution (see below).

**Consider:** No matter the type of alibi, or the cause, there are 2 decisions most common for an RO:

- a) allow additional round/s, to finish within prescribed time.
- b) allow additional time (if range alibi granted).

#### **Solution:**

**Slow Fire - Range or Pit Alibi (Disadvantaged):** The shooter will be allowed to refire the number of shots fired while the shooter was at a disadvantage. Additional time may be awarded based on the amount of time lost or needed to fire additional rounds. The RO is to advise the PO of the additional time awarded.

**Slow Fire - Shooter/Equipment Alibi (Malfunction):** If a malfunction, or multiple malfunctions, occur (eg. misfire, jam, breakage, etc), the shooter may clear or overcome the stoppage during the string to complete the string. NO additional time will be authorised - the string must be completed in the originally prescribed time limit.

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#### **5.0 Rapid Fire Alibi** – firing multiple shots during an exposure.

**Problem:** A shot, or multiple shots, not fired in the prescribed time due to an alibi.

#### **Solution:**

- Rapid Fire - Range or Pit Alibi (Disadvantaged): a shooter may accept the result of the string, or:
  - the target under contention will be completely patched out without the shooter seeing the string of shots spotted,
  - 2 additional sighters are awarded, if they were offered prior to the string.
  - the string is re-run and fired as normal,
  - score of the refired string stands entirely (unless there is another alibi).
- Rapid Fire - Shooter/Equipment (Malfunction) alibi:
  - Only 1 alibi per same problem per string or series of same strings allowed per match.
  - A maximum of 2 alibis, no matter the nature, are allowed per spec and per match for ALL combined rapid and snap fire strings (all sitting and prone combined).
  - Mis-fire, Squib loads, Hang-fire, or any safety issue, the shooter MUST stop, even if no alibis remaining. No additional alibis will be given.
  - Must be claimed before the end of the string by indicating to the scorer/safety officer.
  - Can only be claimed if the shooter did NOT attempt to correct/overcome the problem.
  - The RO will investigate the issue and authorise the clearing of the problem and advise the status of a possible refire.
  - The shots fired will be shown to the shooter during the groups and scores period.
  - NO sighters are given for a Shooter/Equipment alibi string, unless the shooter was removed from the firing line and had to return to the line to shoot the alibi string.

**Scoring a Shooter/Equipment Rapid Fire Alibi:**

Assuming insufficient rounds were fired and the shooter accepts an alibi refire:

- The scores for shots fired are recorded and the score is relayed back to the firing line during the groups and scores period.
- The shots are spotted and shown to the shooter during the groups and scores period.
- The target is patched after (in case of challenges) groups and scores period.
- String is refired (as an alibi string).
- All the alibi shots are spotted and the score is relayed back to firing line.
- The final string score is that which represent the shot values of:
  - all the shots fired (confirmed by firing line) from the first string (including misses).
  - the worst shots of the re-fired string (including misses and unfired rounds) to total 10 shot values.

*Example 1:* String was fired, and shooter had a total of 8 hits (2 unfired). An alibi string is run, and has 10 hits on the target. The scoring for the string is as follows:

	X	10	9	8	7	6	5	0	Hits	Score
1 <sup>st</sup> String	3	2	2	1				2	Total 8 shots	76.3
Alibi String	2	5	1	1	1				Total 10 shots	94.2
Result After Alibi Refire	3	2	2	2	1				Total 10 shots	91.3

To make up the extra 2 unfired shots in the 1<sup>st</sup> string, the 2 lowest shot values from second string are used – ie 1x 7 & 1x 8 to add to first 8 shots.

Result Score after Alibi =

X	10	9	8	7	6	5	0
3	2	2	2	1			

10 Hits with a final score of **91.3**.

*Example 2:* If there are misses during the alibi string, then scoring would be as follows:

	X	10	9	8	7	6	5	0	Hits	Score
1 <sup>st</sup> String	3	2	2	1				2	Total 8 shots	76.3
Alibi String	2	4	1	1	1			1	Total 9 shots	84.2
Result After Alibi Refire	3	2	2	1	1			1	Total 9 shots	83.3

To make up the extra 2 unfired shots in the 1<sup>st</sup> string, the 2 lowest shot values from second string are used – ie 1x 7 & 1x Miss to add to first 8 shots.

Result Score after Alibi =

X	10	9	8	7	6	5	0
3	2	2	1	1			1

9 Hits with a final score of **83.3**.

## **6.0 Snap Fire Alibi** – firing single or multiple shots during an exposure.

**Problem:** A shot, or multiple shots, not fired in the prescribed time due to an alibi.

**Solution:**

- Snap Fire - Range or Pit Alibi (Disadvantaged): a shooter may accept the result of the string, or:
  - The target under contention will be completely patched out without the shooter seeing the string of shots spotted,
  - 2 additional sighters are awarded, if they were offered prior to the string.
  - The string is re-run and fired as normal,
  - Score of the refired string stands entirely (unless there is another alibi).

- Snap Fire - Shooter/Equipment (Malfunction) alibi:

Due to the nature of the string, without compromising safety, the shooter must make every effort to clear the jam and continue, and make every effort to fire any remaining rounds in remaining exposures.

- Snap Fire - Minor stoppage (Jam, Mis-feed, Mis-fire). If the shooter has rounds remaining at the end of the string, 1 session of additional exposure/s equivalent to correspond with the number of remaining rounds per string course of fire, will be given. There will be no additional exposures after this additional session. If there is subsequent issue during the additional exposures, there will be NO further alibi exposures given.

- Snap Fire - Major stoppage (safety issue – e.g. bullet stuck in barrel, breakage, etc) where shooter cannot continue before end of string. Per Rapid Fire:

- Only 1 alibi per same problem per string or series of same strings allowed per match.
- A maximum of 2 alibis, no matter the nature, are allowed per spec and per match for ALL combined rapid and snap fire strings.
- Mis-fire, Squib loads, Hang-fire, or any safety issue, the shooter MUST stop, even if no alibis remaining. No additional alibis will be given.
- Must be claimed before the end of the protests period at completion of string,
- Can only be claimed if the shooter raised hand into the air and did NOT attempt to correct the problem until advised by RO or safety officer.
- The RO will investigate the issue and authorise the clearing of the problem and advise the status of a possible refire.
- NO sighters are given for a Shooter/Equipment alibi string, unless the shooter was removed from the firing line and had to return to the line to shoot the alibi string.

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