

Pistol Duel Tournament Objectives and Guidelines

Rules sets subject to change, if there are any major issues discovered. Tournament participants will be notified via e-mail if there are any more changes.

WARNING: duelists are shooting paint balls they might string

The Pistol Duel Tournament is conducted through three levels of engagement or rounds. The first round is a preliminary round with a "King of the Hill" format. The second round is single eliminations, and the last round is the finals.

Promotion of Strategy: Is to gain the maximum amount of points during the "King of the Hill" round to move forward to the single elimination rounds. Points are determined by shot placement. Then single elimination will determine who proceeds to the final rounds. There are 8 people who progress to single elimination, and 4 people in finals.

This rule set is fundamentally different than other tournaments

HOW THE TOURNAMENT WORKS

"King of the Hill"	Two lines will form, one for each side, duelists can participate as many times as they want until the time duration is over, or until they no longer want to participate. The objective in the first round is to maximize points. As a part of this if a duelist hits their opponent, but doesn't get hit then they get to stay in as the king earning more points.
Eliminations	8 duelists will participate in single eliminations and eliminations are seeding via the traditional approach of seeding rounds. E.g. 1st vs 8th, 2nd vs 7th, etc...
Finals	4 duelists will participate having three matches each. In the finals duelists will stand back to back, and walk to the designated line upon which they will go through the process described below.

FIREARM RULES

Prior to competing you must understand these firearm rules, breaking these rules will cause the escalation policy.

Loaded	Treat every firearm as if it is loaded: Always assume that a firearm is loaded, even if you believe it to be unloaded. This mindset helps you maintain caution and prevent negligent discharges
Direction	Keep the firearm pointed in a safe direction: Always keep the muzzle of the firearm pointed in a direction where an accidental discharge would not cause harm to people, animals, property, and/or duelists. This means never pointing a firearm at anything you don't intend to shoot. Specifically you MUST keep the firewarm pointed at the floor
Trigger	Keep your finger off the trigger until you're ready to shoot: Keep your trigger finger outside the trigger guard and alongside the frame or receiver of the firearm until you've made the decision to fire. This prevents unintentional discharges
Target	Know your target and what's beyond it: Be aware of your surroundings and what lies beyond your target

FIREARM DIRECTIONS

These directions are intended to create a safe environment for all duelists and spectators.

1	Judges will hand you a loaded weapon, you must keep the barrel pointed towards the ground with your finger off the trigger, safety will be on but if you pull the trigger it will discharge a make a sound with no paint balls firing
2	Get in your ready stance with the pistol still pointed towards the floor, wait for judges "READY" call, upon "READY", take safety off
3	Upon "AIM", raise your weapon and get on target
4	Upon "FIRE", place your finger on the trigger and squeeze the trigger to fire
5	Upon match end, keep your finger off the trigger, point your weapon towards the ground, and give the weapon back to the judge, wait for judge to dismiss you

WEAPON/GEAR OPTIONS

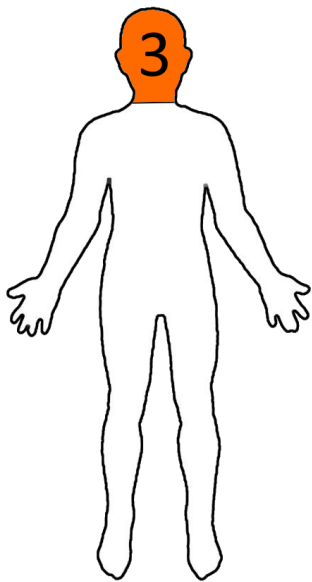
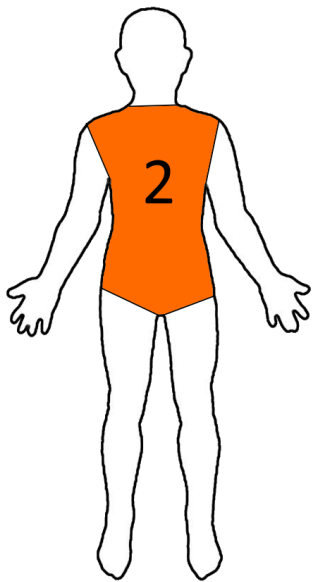
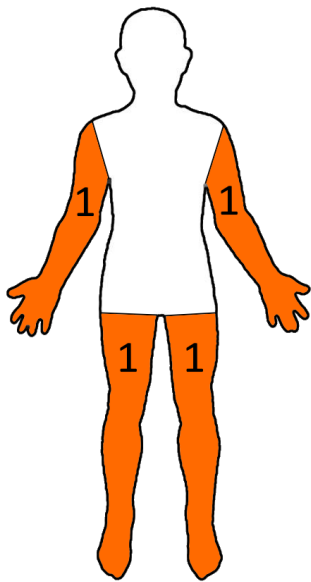
The pistols, ammo (paintballs), and some gear (masks/neck protection/etc...) are provided by the event. Wear your fencing jacket, groin protection, and your own leg protection to participate.

SCORING ACTIONS AND TARGET SPECIFICATIONS

A scoring action is made when a shot hits one of the designated targets listed below. A clean hit indicates advancement. Target classification is defined below.

Target Definitions

SINGLE SHOT	Any location on the body based on point distribution below
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Targets (Points)		
Head	Torso	Appendages
		

Points

Target	Head	Torso	Appendages
Points	3	2	1

A point is defined as winning a single match via a shot target, the fighters with the most points within "King of the kill" will advance to single eliminations. Single eliminations determine who advances to finals.

Point Details

Understanding Targets	A head shot is three points, a torso shot is two points, and arms and legs are 1 point
Strike Standards	Strikes are required to hit a designated target. A paintball that splats on a target is considered a scoring action.

THE STANCE

Forward	Your head and face must be facing towards your opponent
One Hand	You are only allowed to use one hand to fire, no two handed holds
Stance	Any single hand stance is allowed as long as you do not expose the side or back of your head

Dueling Movement

No Stepping	This is a duel with pistols there will be no stepping to avoid shots
No ducking	This is a duel with pistols there will be no ducking to avoid shots
No jumping	This is a duel with pistols there will be no jumping to avoid shots
Standing still	Stand still while firing your shot

AFTERBLOW & DOUBLE SHOT SCORING

Simultaneous Shot Landed (<u>Doubles</u>)	In cases of doubles, "King of the Hill" both duelists will be removed from the match with points awarded. Eliminations/Finals duelists with the higher point count will win earning points over the other
Afterblow Shot Exchanges (<u>Afterblows</u>)	More than single tempo afterblows will earn no points, duelist are encouraged to fire at the same time upon judging calling "FIRE"
Timing (<u>Afterblows</u>)	Execute afterblows within one complete tempo after a scoring action. Use no more than a single step or strike. If an afterblow occurs within more than a single tempo the afterblow will not count

ILLEGAL ACTIONS AND FORCE ASSESSMENT

NOTE: Illegal **safety** actions will:

- Immediately start escalation policy
- No Points will be earned

Depending on negligence of your actions you might be immediately removed from the tournament

Prohibited Shots	DO NOT randomly shoot paintballs, they could cause harm to spectators and participants
Avoiding Invalid Exposure	DO NOT expose your back or the back of your head
Firearm Rules	MUST follow the firearm rules
Firearm Directions	MUST follow the firearm directions

MATCH INFORMATION AND PARTICIPANT GUIDELINES

Details

Match Timeframe	Matches will take place by a "READY" (safety off), "AIM" (raise weapon), then "FIRE" (finger on trigger, fire), at which point each duelist must fire their weapon
Match Conclusion	Upon firing (finger off trigger, point weapon barrel towards ground), wait for the judges call, then the match will conclude
Unclear Exchanges	Note that unclear exchanges, where scoring intent isn't evident, the scoring action will be void, E.g. no splat
Tied Match Resolution	In the event of a tie (Eliminations/Finals ONLY), a sudden death match will determine the winner based on the first clean hit. Upon 1 reset of a death match, duelist will be required to step closer
Peaces (Finals only)	In finals the duelist will start back to back and pace out to the designated lines from each other. Upon stopping, the judge will give the command "READY", the duelists will turn and take safety off, the judge will give the command "AIM", the duelists will aim, the judge will give the command "FIRE", the duelists will fire

Competitor Autonomy and Rest Period

Self-Call Option	Participants have the option to self-call if <u>they get hit</u> , even if it may not be in their best interest. A splat will determine if a scoring action is valid
Rest Between Matches	Rest only takes place while duelists get ready

ELIMINATIONS AND FINALS PROCEDURE

Advancement and Seeding	
Advancing to Elimination Rounds	Progress to the elimination rounds is based on the total point accumulation during the “King of the Hill” round
Seeding in Elimination Rounds	Your seeding position in the elimination rounds is determined by your total points. The top 8 will move to the single elimination rounds with traditional seeding. E.g. 1 vs 8, 2 vs 7, etc...
Advancing to Final Rounds	The total amount of points earned per exchange there are 2 exchanges per match. The 4 winners will move to finals based on total points earned
Finals	Seeding position in finals is determined by your total point count over the duration of the tournament. 1st and 2nd will duel for gold and silver, 3rd and 4th will duel for bronze. There will be three exchanges for each match

ESCALATION POLICY FOR SAFETY AND FAIRNESS

Illegal actions will start the escalation policy, and directors have the authority and final decision on enacting the escalation policy.

Note: If a Judge calls hold multiple times due to fighters not listening then it is at their discussion to utilize the escalation policy.

Verbal Warning	In case of rule violation, a verbal warning will be given, allowing a chance to correct actions promptly, if warnings consist a black card will be given based on negligence
Black Card	A black card leads to disqualification from the tournament. This occurs when actions pose significant danger or negligence

FIGHTER WELL BEING AND EVALUATION

The wellbeing of the fighters and spectators is of the utmost importance and as such the following rules have been established.

Injury Assessment	Fighters who signal injury will receive a chance to continue the match after an evaluation by a medical professional
Collecting After an Exchange	Fighters needing a moment to gather themselves after an exchange will be assessed via a medical evaluation
Medical Evaluation	Director will call a medical hold and the match will pause. The participant will be pulled to the side and a medic will assess their condition. Director will determine after the evaluation and determine if the duelist can continue. NOTE: while doing a medical evaluation other matches will continue
Repeat Incidents	If there are more than one incident with a single participant within a tournament, the fighter will be asked to forfeit their participation for their own safety

For clarification: Fighters who indicate that they have been harmed will be offered an opportunity to continue a match after a medical evaluation. If a fighter indicates they are not immediately capable of resuming or wish to be evaluated, a medic will be called to assess the fighter. Fighters who indicate they need a moment to collect themselves following an exchange will be

evaluated. If there are more than one incident with a participant within a tournament the individual will be required to forfeit participation in the tournament for their own safety.