

## GEISSELE Gas Gun Series

### Rules and Standard Operating

#### Procedures

#### GEISSELE Competition's Standards and Principles

1. Safety is the first and highest priority before, during, and after all GEISSELE competitions

and is everyone's responsibility. Anyone who observes an unsafe act can call a cease fire at

any point during the course of an event.

2. GEISSELE competitions are designed to test a shooter's ability to shoot accurately, correct for environmental factors effectively, and solve problems quickly.

3. Each course of fire at a GEISSELE event will be very practical in nature and relative to common aspects of long-range precision rifle and pistol engagements.

4. A high level of professionalism and sportsmanship is expected at each GEISSELE event. All participants, to include Match Directors, Range Officers, shooters, and spectators will be treated with the utmost respect at all times.

5. Cheating of any kind will not be tolerated at GEISSELE events and will result in an immediate match disqualification and in certain instances may be grounds for expulsion from the Series.

6. GEISSELE courses of fire (COF) are individual events designed to test a shooter's individual skill and ability. Therefore coaching a shooter while they are conducting a stage is prohibited. Assistance before and after a stage is not only authorized but encouraged especially for new shooters.

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### Chapter 1-Safety

The following rules are designed to provide a safe shooting environment for all involved in a GEISSELE Competition and are not subject to discussion or debate. It is everyone's individual responsibility to read and fully understand the GEISSELE Safety Standards; ignorance is not an excuse for a safety violation. It is mandatory these rules be read by a Match Official prior to first rounds going down range.

#### 1.1 General Safety Rules

1.1.1 Keep muzzles pointed in a safe direction at all times regardless of the status of the weapon. Do not point any weapon at anything you do not wish to destroy. This is considered "flagging" and will not be tolerated.

1.1.2 Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.

1.1.3 All GEISSELE events will be run on cold ranges. A cold range is defined as keeping firearms unloaded until it is the competitor's turn to shoot.

#### 1.2 Safety SOP For the Conduct of a Match

The following rules apply to all participants of a GEISSELE event. They do not apply to a shooter who is actively shooting a COF.

1.2.1 While conducting any movement with a firearm at a GEISSELE event, the participant will ensure all of their weapons are pointed in a safe direction at all times and on safe.

1.2.2 All participants will ensure all of their weapons are cleared with the magazine out at all times.

1.2.3 Chamber flags or other Empty Chamber Indicator (ECI) will be utilized at all times.

1.2.4 No person shall consume or be under the influence of alcohol or faculty altering drugs such as common narcotics during the match. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

### 1.3 Safety SOP For the Conduct of a COF

The following rules apply to shooters who are actively participating in a COF.

1.3.1 All shooters are to wear eye and ear protection at all times.

1.3.2 ECI's will remain in the rifle until the RO gives the command of "Load and make ready."

1.3.3 All transitions and movements during a course of fire must be made with - the weapon on safe; NO EXCEPTIONS. This rule also applies to transitions and movements with pistols. The 120 o rule must be adhered to at all times. No shooter will point their muzzle any more than 60 degrees off of the direction of fire in either direction. Violating the 120 o rule is grounds for a DQ.

1.3.4 Negligent Discharges (ND's) are taken very seriously at any GEISSELE event. A ND / AD is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a cease fire period. An "ND / AD" is grounds for an immediate DQ.

### 1.4 Penalties for Safety Infractions.

The penalties listed below should be followed as closely as possible. However, MD's may, when the situation warrants, issue a more severe punishment than what is called for in the rule book.

1.4.1 First offense flagging will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

1.4.2 Anyone found violating the Cold Range rule will result in an immediate Match DQ.

1.4.3 Failure to use an ECI will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

1.4.4 Any shooter deemed to be intoxicated by any substance will receive an immediate Match DQ. The determination of a participant to be intoxicated is left to the judgement of the Match Director. The shooter will not be permitted to drive from the event while still intoxicated.

1.4.5 Movement or transition during a COF with a weapon not on safe will result in the shooter being made to move back to the last shooting position while still on the clock for a first offense. Once the shooter has returned to the last firing point, he or she will continue with the rest of the COF. A second offense will result in a stage DQ. Third

offense will result in a removal of the offending shooter from the competition. This rule also applies to movement and transitions with pistols.

1.4.6 First offense of violating the 120 o rule will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

1.4.7 A ND /AD will result in an immediate Match DQ

## Chapter 2-GEISSELE Divisions

The GEISSELE GAS GUN SERIES is divided into three Divisions. All shooters must declare the Division in which they will be competing when they register for the GEISSELE SERIES. Shooters will be permitted to shoot in multiple Divisions during the season. However, there will only be one GEISSELE Finale held in 2025 and shooters will only be able to shoot in one Division in the Finale. Shooters must choose which Division they will shoot in the Finale during registration. The following rules govern each of the three divisions and categories.

### 2.1 Open Division.

2.1.1 Open Division rifles will not exceed a caliber of .30 or a velocity of 3,400fps. A match DQ will result any rounds over the speed limit of 3,400 fps (+/-) 34 fps for environmental factors and equipment discrepancies).

2.1.2 Match Officials may request at any point during a match that a competitor fire their rifle through chronograph. If the bullet exceeds the 3,400fps speed limit, the shooter will receive an automatic match DQ.

### 2.2 Tactical Division:

Intended to allow competitors the opportunity to compete using traditional military and law enforcement caliber. This promotes Active Duty military and law enforcement competitors use of their Service and Department issued rifles.

2.2.1 Tactical Division rifles are restricted to 5.56 NATO/.223 Remington calibers only.

2.2.2 Bullet weight cannot exceed 77 grains and muzzle velocity cannot exceed 3,400 fps.

2.2.3 No modified wildcat rounds permitted to shoot in the Tactical Divisions. Anyone discovered violating this rule will receive an automatic Match DQ.

2.2.4 Tactical Limited Division shooters will shoot the exact same COF as Open Division shooters.

### 2.3 Tactical Limited Division:

Intended to allow competitors the opportunity to compete using traditional military and law enforcement caliber. This promotes Active Duty military and law enforcement competitors use of their Service and Department issued rifles with a scope magnification no greater than 10X power.

2.3.1 Tactical Limited Division rifles are restricted to 5.56 NATO/.223 Remington. Bullet weight cannot exceed 77 grains and muzzle velocity cannot exceed 3,400 fps.

2.3.2 No modified wildcat rounds permitted to shoot in the Tactical Divisions. Anyone discovered violating this rule will receive an automatic Match DQ.

2.3.3 Tactical Limited Division shooters will shoot the exact same COF as Open Division shooters.

## Categories

### 2.5 Military/Law Enforcement Category

2.5.1 Any shooter who is an Active Duty Service Member or credentialed Law Enforcement agent is eligible to shoot in the Mil/LE Category

### 2.6 Ladies Category

2.6.1 All female shooters are eligible to shoot in the Ladies Category in addition to their GEISSELE Division.

2.6.2 As in all physically demanding sports, any male who has had a gender reassignment

procedure, is not permitted to shoot in the Ladies Category.

### 2.7 Seniors Category

2.7.1 Anyone over the age of 50 at the start of the season is eligible to shoot in the Seniors Category in addition to their GEISSELE Division.

### 2.8 Junior Category

2.8.1 Anyone 18 years old or younger at the start of the season is eligible to shoot in the Juniors Category in addition to their GEISSELE Division.

## 2.9 International Competitor Category

Any shooter that resides outside of the USA is eligible to shoot in the International category.

### Chapter-3 Match Conduct

The following chapter describes the conduct of GEISSELE Matches. Some items are rules which must be followed to ensure match standards are met and others are guidelines which should be followed but may not be possible due to extenuating circumstances.

#### 3.1 Match Director's Responsibilities

3.1.1 The MD is overall in charge of the GEISSELE event.

3.1.2 MD's must provide a Match Book which accurately describes each COF.

3.1.3 MD's are responsible for obtaining quality RO's to run every stage. Whenever possible, there should be a minimum of three personnel running a stage; the head RO with the shooter and two assistant RO's observing targets.

3.1.4 MD's must use the approved scoring system.

3.1.5 MD's will ensure targets are in good working order. Any target past 600 yards must be reactive and have two spotters observing the target whenever possible.

3.1.6 MD's will use a primary and secondary method of scoring. Shooters must have an opportunity to see the score they received on all stages prior to departing the stage.

3.1.7 MD's must be a GEISSELE approved.

3.1.8 MD's will provide a 15 minute arbitration period once scores have been posted to settle scoring disputes. If an issue arises after the 15 minutes has elapsed, it will not be entertained.

#### 3.2 Range Officer's Responsibilities

3.2.1 RO's are responsible for all aspects of the COF they are running. They must have a complete understanding of exactly how the stage is to be executed. Any questions regarding the rules of the stage must be addressed with the MD prior to the start of the first shooter.

3.2.2 RO's must have a full understanding of the official GEISSELE Rules and SOP's.

3.2.3 RO's must ensure the rules are the exact same for each shooter.

3.2.4 A Stage Brief will be conducted prior to the start of each squad and all questions must be asked and answered prior to the start of the first shooter from each squad. RO's will point out each target to the shooter for the stage.

3.2.5 RO's will provide the squad with time to conduct a walk-through of the stage which is not to exceed one minute per shooter. It is up to the RO/MD as to whether or not inspecting a firing position is permitted during the walk through.

3.2.6 RO's will use the following verbiage to start each shooter:

"Shooter do you understand the course of fire?"

If there are no questions-"Load and make ready."

"Shooter ready?" Once the shooter signifies ready-"Standby" At some point within the next 1-3 seconds the RO will start the shooter with the beep of a reliable shot-timer.

3.2.7 If at any point during the COF the RO observes an unsafe act, he must call a cease-fire.

3.2.8 It is up to the RO/MD's discretion as to how procedural faults will be handled but must be the same for every shooter.

3.2.9 RO's who are spotting during a COF are only allowed to call "Impact."

"Impact" is the only word that shall be used to let the shooter know the target he/she was

engaging was struck with a bullet and will be scored as a hit. The word "hit" can be confused with "miss" and often times creates confusion so it shall not be used by the spotting RO.

3.2.10 RO's are not permitted to signify in any way to a shooter where their rounds are impacting during the COF. Telling them after they have finished shooting is encouraged.

3.2.11 For all timed courses of fire, the RO will make every effort to ensure the shot timer registers the shooter's final shot. Shooters will be automatically granted a buffer time of .3 seconds meaning that if a shot was fired in 90.3 of 90 second stage and was an impact, the shooter will receive full credit

3.2.12 RO's must show each shooter their score for the stage prior to the squad departing the stage. Every attempt shall be made for the shooter to initial next to his score. When using Practiscore, the shooter hitting the "approve" button is the same as them signing a score sheet. After the shooter approved their score, it cannot be arbitrated.



3.2.13 Any issues that may arise must immediately be brought to the attention of the MD.

### 3.3 Shooter's Responsibilities.

3.3.1 The shooter is solely responsible for ensuring that he/she fully understands the GEISSELE match rules as well as the COF prior to starting the stage.

3.3.2 Shooters are completely responsible for the equipment they are shooting to include their ammo.

3.3.3 Shooters are solely responsible for their score. This applies to asking the RO for a reshoot if the shooter believes one is warranted as well as ensuring the proper score was recorded for the stage. If the shooter does not sign for their score, they will not be permitted to petition the MD for a score change during the arbitration period. If, however, the shooter feels the score was recorded wrong and the MD is unable to arbitrate before the shooter leaves the stage, he or she can do so during the arbitration period.

### 3.4 General Match Rules

3.4.1 Scoring will be time based.

3.4.2 25% of all targets will be 2 MOA or smaller. All the rest no larger than 4 moa.

3.4.3 Maximum shot distance shall not exceed 800 yards.

3.4.4 15% (or there about) of the match points will come from the pistol.

### 3.5 Scoring in a GEISSELE Match

The Gessiele Gas Gun match is a hit to move match. Any shooter that decides to SKIP a target, weather on purpose or accident. Will automatically be scored at full par time plus a 30 sec penalty for each target they skipped.

3.5 MD's can shoot their own match for fun or practice. They cannot shoot them for points. Ro's are allowed to shot the match unless the RO helps you proof out any stage. He cannot shoot the match for points.

3.5.1 GEISSELE Gas Gun Series scoring will be time based. All times will be kept on a reliable shot timer. The shooter's time will start with an audible beep from the shot timer

and will stop once the last round is fired for the COF or the par time has been reached. Penalty time will be assessed and added to the overall stage time. Overall fastest times, including penalties, will determine the finishing order.

3.5.1.1 Penalties will be assessed for the following:

3.5.1.1.1 Rifle target not hit will incur a 30 second penalty per target.

3.5.1.1.2 Pistol target not hit will incur a 15 second penalty per target.

3.5.1.1.3 Hitting a “No Shoot” target will incur a 15 second penalty per target. “No Shoot” Targets will be a different color than all other “Threat” targets and will be clearly articulated by the Match Staff.

3.5.1.1.4 Procedural violations will incur a 15 second penalty. Procedural violations include but are not limited to shooting targets out of order, shooting from the wrong position, line faults and failure to follow stage rules. Match Directors and RO’s should make every effort to ensure any potential procedural error is known to the shooters during the stage brief.

### 3.6 Reshoots

3.6.1 Reshoots shall only be permitted in the event of an interruption of the stage that was outside the control of the shooter. This may include broken target or called cease fires for any reason not caused by the shooter, a broken prop or shooting support, or any other deemed reasonable by the MD. Reshoots will not be permitted for equipment malfunctions unless the firearm was provided as a “house gun”. Nor shall they be permitted for shooters who claim to have not understood the stage rules.

3.6.2 The MD can give a shooter the option for a reshoot without having been asked by the shooter if the MD observes an incident which hindered the shooter.

3.6.3 The shooter can request a reshoot if he/she believes one is warranted. The shooter will have a period of two minutes to explain his grievance to an MD.

3.6.4 A shooter must reshoot the entire stage as briefed.

3.6.5 Once a shooter reshoots a stage, they must take the reshoot score.

### 3.7 Tie Breakers

3.7.1 Every GEISSELE Competition will have a GEISSELE Skills Stage that will be run exactly the same at all matches. The best time of the stage will determine which of the tied shooters receive the higher placing.

3.7.2 If tied shooters receive the same score, the time to the nearest hundredth of a second will be used to determine which shooter receives the higher score. If two shooters in the top 10 are still tied, a Skills stage will be reshot until the tie is broken. Tied shooters outside the top 10 will be scored as tied and all shooters tied for that position will receive the average of the groups placement to determine GEISSELE Points.

3.7.3 Tie breaker stage will go as follows: 1 10" pistol target placed 20 yards out, 1 full size IPSC placed 100 yards and a 10" target placed at 400 yards. Using a standard PRS Barricade. On the beep the shooter will engage the pistol target with 2 impacts. He / she will place their pistol on a table or in a drop bucket. The shooter will then engage the ISPC @ a 100 yards OFFHAND with 2 impacts. He / she will place their rifle on safe and build a position on the PRS barricade. The shooter will impact the 10" target @400 yards twice from the 4 different positions.

## Chapter 4-Code of Conduct and Sportsmanship

### 4.1 Code of Conduct and Sportsmanship

4.1.1 Unsportsmanlike conduct by any participant of a GEISSELE event will not be tolerated.

4.1.2 Unsportsmanlike conduct includes but is not limited to: arguing with other competitors or match officials, throwing of equipment or any other temper tantrum-like behavior, heckling other shooters while they are shooting, use of vulgar/offensive language, habitual whining, and any other action that may be outside the norm of what is considered to be professional behavior.

4.1.3 Penalties for Unsportsmanlike infractions is left to the discretion of the MD. The general guidelines for MD's are first time offenders are given a warning and their second offense will result in a Match DQ and they will be asked to leave the premises. If, however, the MD determines the infraction to be of a serious nature, he/she may have the offender removed immediately.

4.1.4 Habitual offenders will receive a full season suspension from all GEISSELE events.

### 4.2 Cheating Definitions and Penalties

4.2.1 Cheating is defined as deliberating attempting to gain an unfair advantage over other competitors in an unscrupulous manner.

4.2.2 Examples of cheating include but aren't limited to: shooting a GEISSELE stage for score the shooter had a hand in setting up in any way, exceeding the velocity or caliber rule, changing anything on a fellow competitor's equipment, altering or falsifying score sheets or data in electronic scoring devices or deliberately altering targets or props prior to the target being scored or engaged to gain advantage.

4.2.3 Any person discovered cheating will receive an immediate Match DQ. A second offense or a severe first offense will result in an expulsion from the GEISSELE Gas Gun Series for the remaining season and will not be permitted to participate in any GEISSELE event.

## Chapter 5-GEISSELE Scoring

### 5.1 GEISSELE Scoring

5.1.1 GEISSELE Points for the season standings are attained by shooting in GEISSELE Series matches.

5.1.2 Because the GEISSELE Gas Gun Series is a nationwide shooting sport which prefers to allow the MD's to score their matches in a manner that is best for them, the GEISSELE points system is based on a performance system where the first place shooter always receives 100 points.

5.1.3 The GEISSELE points for the remainder of the field is figured using the following formula:

Winners points/shooters points.

Example: Winners score-1,000 seconds.

Second place score 990 seconds.

Third place score 975 seconds.

Second place would receive  $1000/990 = 99$  points.

Third place would receive  $1000/975 = 97.5$  points.

5.1.4 Total GEISSELE points for the season will be the sum of the shooter's three best matches. Shooters can shoot as many matches as they like but only the best three will be counted for score.

5.1.5 One of the three scores must come from a separate range.

## 5.2 GEISSELE Designated Point Match Criteria.

5.2.1 GEISSELE points matches are 1 day matches.

5.2.2 Minimum number of stages is 8.

5.2.3 Minimum round count is 80 rounds.

5.2.4 Minimum shooters is 30 based on registration one week prior to the match. Series MD can give a waiver for less than 30 shooters.

### -1 Official GEISSELE Safety Brief

#### General Safety Rules

Keep muzzles pointed in a safe direction at all times regardless of the status of the weapon.

Do not point any weapon at anything you do not wish to destroy. This is considered "flagging" and will not be tolerated.

Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.

All GEISSELE events will be run on cold ranges. A cold range is defined as keeping firearms unloaded until it is the competitor's turn to shoot.

#### Safety SOP for the Conduct of a Match.

The following rules apply to all participants of a GEISSELE event. They do not apply to a shooter who is actively shooting a COF.

While conducting any movement with a firearm at a GEISSELE, the participant will ensure all of their weapons are pointed in a safe direction at all times.

All participants will ensure all of their weapons are cleared with the magazine out at all times.

Chamber flags or other Empty Chamber Indicator (ECI) will be utilized at all times.

No person shall consume or be under the influence of alcohol or drugs during the match. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

#### Safety SOP for the Conduct of a COF.

The following rules apply to shooters who are actively participating in a COF. ECI's will remain in the rifle until the RO gives the command of "Load and make ready."

If there is no movement involved to the first firing point, upon MD's stage design and discretion, rifles may be in a "Hot" status meaning a round in the chamber, magazine inserted, bolt closed, and weapon on "Safe". It is the shooter's and RO's responsibility to fully understand the COF and how to prepare their rifle prior to starting.

All transitions and movements during a course of fire must be done with the weapon on safe.

The 180 degree rule must be adhered to at all times. No shooter will point their muzzle any more

than 90 degrees off of the direction of fire in either direction. Negligent Discharges (ND's) are taken very seriously at any GEISSELE event. A ND is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a cease fire period.

Penalties for Safety Infractions.

First offense flagging will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

Anyone found violating the Cold Range rule will result in an immediate Match DQ.

Failure to use an ECI will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

Any shooter deemed to be intoxicated will receive an immediate Match DQ but the shooter will not be permitted to drive from the event while still intoxicated. Movement or transition during a COF with a round in the chamber or a bolt closed will result in the shooter being made to move back to the last shooting position while still on the clock for a first offense. Once the shooter has returned to the last firing point, he or she will continue with the rest of the COF. A second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

First offense of violating the 180 degree rule will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition. A ND will result in an immediate Match DQ

-2 Match Director Guidelines

General

The Geissele Gas Gun Series strongly believes there should be as few restrictions and constraints placed on Match Directors as possible so that they may run their individual matches in a manner that best fits their vision and needs.

The GEISSELE Rules and Standard Operating Procedures are meant to ensure a basic standard is maintained with regards to safety and match conduct which are two essential elements of a National level shooting series. MD's should always have the freedom to plan and execute courses of fire they feel best captures the core principles of GEISSELE competitions. The GEISSELE GAS GUN SERIES, with the exception of a Skills Stage, will not dictate to MD's the way in which they run their COF's. It is the GEISSELE's belief that the competitors should make the determination of the quality of a match and should provide appropriate feedback to the MD as well as the GEISSELE when necessary. The following guidelines, therefore, are meant to aid MD's, especially new ones, in ensuring their matches are as successful as possible at all levels.

Pre-match.

Provide the shooters with as much information as possible. Accurate start times, solid directions, round count by weapon and general expectations should be conveyed to the shooters at least two weeks prior to the match. Also include what amenities and facilities will be available and what the participants should plan to bring; i.e. food, water, toilet items, etc.

Stage design.

All stages should be validated for safety, practicality and level of difficulty. Any COF that is thought to be unsafe in any way, should not be used. The GEISSELE Gas Gun Series prides itself on being the most practical of all the action shooting sports so designing stages that are totally unrealistic and impractical should be avoided. Including highly practical COF's such as short to mid-range unknown distance stages, blind stages with no preparation granted to the shooter, and the use of realistic props is highly encouraged. The majority of GEISSELE stages should be challenging to even the most seasoned competitors. As a general guideline, the top shooters on most stages (and therefore the match) should be impact between 90-100% of the total targets.

Targets for a stage that are in close proximity to another stage should be easily identifiable as those stages targets. Color coding, number placards, etc. should be used to prevent target mix-ups.

Match Books should include all the information a shooter needs to shoot a stage. At a minimum, the general stage scheme, starting point, shooting locations, target descriptions, direction of fire, round count, stage restrictions and par time should be included. Blind stages are exceptions to this guideline.

### Match Flow.

Matches should be designed to be as efficient as possible in order to minimize the amount of time shooters spend waiting to shoot. Having a nearly uniform par time for most stages, using efficient methods like staging several shooters at one time and utilizing experienced RO's who fully understand their COF. Are simple things that can be done to make the match flow smooth and efficient.

### Post-Match.

Scoring should be completed as quickly as possible at the end of every match. Scores should be complete within thirty minutes after the last shooter finishes his or her last stage.

For the 2025 GEISSELE Season, the use of a digital scoring system on digital devices will be strongly encouraged.

Once the match scores and GEISSELE points are tabulated, they should be distributed to the shooters as quickly as possible; either posted on a large screen monitor or post them tp PS so shooters can review them. This is so any shooter that might have a legitimate issue with their score is able to meet the 15 minute arbitration deadline. Send the scores to the GEISSELE Director as soon as possible so they can be posted to the GEISSELE website in a timely manner.