

International Multi-Gun Association (IMA) Rules

Revised October 20th 2011 <BGS� modifications in "<...>">

1 General Conduct & Dispute Resolution

- 1.1 Eye protection is mandatory for participants, spectators & officials at the event site.
- 1.2 Ear protection is mandatory for participants, spectators & officials while on or near a stage.
- 1.3 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.4 Participants and spectators are expected to conduct themselves in a courteous and sportsman-like manner at all times. Any person who violates this rule may be ejected from the event site at the Match Director's discretion.
- 1.5 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site.
- 1.6 Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue nor be eligible for prizes.
- 1.7 A participant shall be disqualified for unsportsmanlike conduct. Examples of unsportsmanlike conduct include:
 - 1.7.1 Cheating, such as:
 - 1.7.1.1 Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty.
 - 1.7.1.2 Altering or falsifying score sheets.
 - 1.7.1.3 Altering the configuration of firearms or equipment without permission of the Match Director.
 - 1.7.2 Threatening or assaulting other participants or Event Officials.
 - 1.7.3 Disruptive behavior likely to disturb or distract other participants while they are shooting.
 - 1.7.4 Willful disregard of Event Official instructions.
- 1.8 The final decision on all disqualifications and reshoots will be made by the Range Master or the Match Director.
- 1.9 Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director or his designee. Rulings by the Match Director or his designee will be final, and will serve as a precedent for the duration of the event.
- 1.10 To have a matter arbitrated, a participant may obtain an Arbitration Request Form from the CRO of the stage in question. The completed Arbitration Request Form and the arbitration fee (US\$100 cash) must be submitted to the Match Director within one hour of the time noted on the score sheet.
 - 1.10.1 The Match Director will review the evidence, hear testimony, take counsel and issue a ruling before the end of the event.
 - 1.10.2 If the arbitration is approved, the arbitration fee will be refunded. If the arbitration is disapproved, the arbitration fee is forfeit.
 - 1.10.1 Safety violations are not subject to arbitration.

2 Safety

- 2.1 All International Multi-Gun Association (IMA) events will be run on cold ranges.
 - 2.1.1 Participants firearms will remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
 - 2.2 Firearms may only be handled and/or displayed in a designated safety area.
 - 2.2.1 Safety areas will be clearly marked with signs.
 - 2.2.2 No firearm may be loaded in a safety area.
 - 2.2.3 No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.
 - 2.3 Firearms may be transported to, from and between stages only in the following conditions:
 - 2.3.1 Handguns must be cased or holstered, de-cocked and with the magazine removed.

2.3.2 Rifles and shotguns must be cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried slung with the muzzle up. Actions must be open and detachable magazines removed. The use of high-visibility open bolt indicator devices is recommended as a courtesy to other event participants. **<BGS L RULE: All long guns are to have ECIs (empty chamber indicators) at all times unless under direct supervision of an RO. >**

2.4 A participant who causes an accidental discharge will be stopped by an Event Official as soon as possible, and shall be disqualified.

Examples of accidental discharge include:

2.4.1 A shot, which travels over a backstop, a berm or in any other direction deemed by Event Officials to be unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

2.4.2 A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant.

2.4.2.1 Exception - a shot which strikes the ground within 10 feet of the participant due to a "squib".

2.4.2.2 In the case of a shot striking a prop where the projectile is deflected or does not continue to strike the ground, if an Event Official determines that the projectile would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 2.4.2 shall apply.

2.4.3 A shot which occurs while loading, reloading or unloading any firearm.

2.4.3.1 Exception - a detonation which occurs while unloading a firearm is not considered an accidental discharge. A "detonation" is defined as the ignition of the primer of a round, other than by action of a firing pin, where the projectile or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped etc.).

2.4.4 A shot which occurs during remedial action in the case of a malfunction.

2.4.5 A shot which occurs while transferring a firearm between hands.

2.4.6 A shot which occurs during movement, except while actually engaging targets.

2.5 A participant who performs an act of unsafe gun handling will be stopped by an Event Official as soon as possible, and shall be disqualified.

Examples of unsafe gun handling include:

2.5.1 Dropping a firearm, whether loaded or unloaded, at any time after the "Make Ready" command and before the "Range Is Clear" command.

2.5.1.1 Dropping an unloaded firearm before the "Make Ready" command or after the "Range Is Clear" command will not result in disqualification, provided the firearm is retrieved by an Event Official.

2.5.2 Use of any unsafe ammunition as defined in Section 3.

2.5.3 Abandoning a firearm during a stage in any location other than a safe abandonment location as stipulated in the stage briefing. Firearms may only be abandoned in one of the following conditions:

2.5.3.1 Loaded, safety catch fully engaged, muzzle pointed in the designated safe direction.

2.5.3.2 Completely unloaded (no ammunition in the firearm), detachable magazine removed, muzzle pointed in the designated safe direction.

2.5.4 Unloading any firearm in an unsafe manner, or discharging a firearm while not legitimately engaging a target.

2.5.5 Allowing the muzzle of a firearm to break the 180 degree safety plane.

2.5.5.1 In the case of a participant facing downrange, the muzzle of a loaded handgun may point slightly uprange while drawing or reholstering, so long as it does not point outside an imaginary circle of three (3) feet radius from the participant's feet.

2.5.6 Engaging a steel target in an unsafe manner, such as by:

2.5.6.1 Engaging steel targets with handgun ammunition at a range of less than 23 feet.

2.5.6.2 Engaging steel targets with shotgun birdshot ammunition at a range of less than 16 feet.

2.5.6.3 Engaging steel targets with shotgun buckshot ammunition at a range of less than 23 feet.

2.5.6.4 Engaging steel targets with shotgun slug ammunition at a range of less than 131 feet.

2.5.6.5 Engaging steel targets with rifle ammunition at a range of less than 164 feet.

2.5.7 Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping).

2.5.7.1 Exception - sweeping of the lower extremities (below the belt) while drawing or re-holstering a handgun, provided that the participant's fingers are clearly outside of the trigger guard.

2.5.8 Using a tube-type shotgun speed-loading device without a primer relief cut.

2.5.9 Pointing a firearm, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe.

3. Ammunition

3.1 Handgun ammunition shall be 9mm Parabellum (9x19mmNATO) or larger, unless otherwise stipulated under equipment division rules.

3.2 Rifle ammunition shall be .223 Remington (5.56x45mmNATO) or larger, unless otherwise stipulated under equipment division rules.

3.3 Shotgun ammunition shall be 20 gauge or larger, unless otherwise stipulated under equipment division rules.

3.3.1 Birdshot must be no larger than #6 birdshot, and be made from lead or bismuth only.

Iron/steel/tungsten birdshot is unsafe and prohibited. <BGSL: MAX OR MAGNUM bird shot loads are not allowed. Shot that exceeds 1350 fps is not allowed. Slugs that exceed 1450 fps are not allowed>.

3.4 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.

3.5 A chronograph may be used by Event Officials to verify compliance with Heavy Metal division power factor requirements. Participants may be selected for testing on any basis approved by the Match Director. The chronograph procedure is as follows:

3.5.1 An Event Official will collect five (5) rifle rounds and five (5) handgun rounds from the participant.

3.5.2 One (1) of the rifle bullets and one (1) of the handgun bullets will be pulled and weighed to determine actual bullet weight.

3.5.3 Up to four (4) of the rifle rounds and up to four (4) of the handgun rounds will be fired by an Event Official over the official chronograph.

3.5.4 Power factor will be calculated according to the equation: $PF = \text{Bullet Weight (grains)} \times \text{Velocity (fps)} / 1000$.

3.5.5 At least one (1) of the rifle rounds and at least one (1) of the handgun rounds must make the required power factor.

4 Firearms

4.1 All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.

4.2 Firearms capable of fully automatic- or burst-fire ("machine guns") may be used only in semi-auto mode (i.e. not more than one (1) round fired with each pull of the trigger). Violation of this rule will incur a 30 second time penalty per occurrence.

4.3 Participants must use the same firearms (handgun, rifle and shotgun) for the entire event.

4.3.1 If a participant's firearm becomes unserviceable, that participant may replace their firearm with another of a substantially similar model, caliber and sighting system only with the approval of the Match Director.

4.4 Participants generally may not reconfigure any firearm during the course of the event. Explicitly prohibited acts include changing caliber, barrel length, shotgun magazine tube length, sighting systems and/or stock style. Explicitly permitted acts include installing or removing support devices (e.g. bipods), slings and other minor accessories (e.g. scope covers).

4.4.1 If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Match Director.

4.5 Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:

4.5.1 Handgun: Loaded to division start capacity and holstered. In the case of single-action autos or double-action autos with manual override safeties, the safety catch must be in the "safe" position. In the case of double-action autos & revolvers, the hammer must be down/forward.

4.5.2 Rifle: Loaded to division start capacity and held in the low ready position. Safety catch must be in the "safe" position.

4.5.3 Shotgun: Loaded to division start capacity and held in the low ready position. Safety catch must be in the "safe" position.

4.5.4 Participants may not touch or hold any firearm loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).

5 Equipment Divisions

5.1 Participants will declare one equipment division at the beginning of the event.

5.1.1 Equipment divisions are: **Open, Tactical Scope, Tactical Limited, Heavy Metal Scope and Heavy Metal Limited.**

5.1.2 Failure to meet all of the equipment and ammunition requirements for the declared division shall result in the participant being placed into Open division. If the requirements of Open division are not met, the participant's scores will be excluded from the final event results.

5.2 Open division

5.2.1 Handgun

5.2.1.1 Handgun holsters must safely retain the handgun during vigorous movement, **and must completely cover the trigger.** The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.2.1.2 Magazine length may not exceed 170mm.

5.2.2 Rifle

5.2.2.1 Supporting devices (e.g. bipods) are permitted, and may begin any stage folded or deployed at the participant's discretion.

5.2.3 Shotgun

5.2.3.1 Speed loading devices and/or detachable box magazines are permitted.

5.2.3.2 Tubular speed loading devices must feature a primer relief cut.

5.3 Tactical Scope division

5.3.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.3.2 Handgun

5.3.2.1 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement.

Semiautomatic pistol holsters must completely cover the trigger. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.3.2.2 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.3.2.3 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines.

5.3.3 Rifle

5.3.3.1 Not more than one (1) electronic or optical sight is permitted.

5.3.3.2 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, cannot be used as an aiming device by itself, and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction.

5.3.3.3 Supporting devices (bipods, etc.) are prohibited.

5.3.3.4 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.3.3.5 Drum magazines are prohibited.

5.3.4 Shotgun

5.3.4.1 Only tubular magazines are permitted.

5.3.4.2 Electronic sights and optical sights are prohibited.

5.3.4.3 Supporting devices (bipods, etc.) are prohibited.

5.3.4.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.3.4.5 Speed loading devices and/or detachable box magazines are prohibited.

5.3.4.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.4 Tactical Limited division

5.4.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.4.2 Handgun

5.4.2.1 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement.

Semiautomatic pistol holsters must completely cover the trigger. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.4.2.2 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.4.2.3 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines.

5.4.3 Rifle

5.4.3.1 Not more than one (1) non-magnified electronic or optical sight is permitted. Electronic or optical sights originally designed to be capable of any magnification (whether used or not) are prohibited.

5.4.3.2 Supporting devices (bipods, etc.) are prohibited.

5.4.3.3 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.4.3.4 Drum magazines are prohibited.

5.4.4 Shotgun

5.4.4.1 Only tubular magazines are permitted.

5.4.4.2 Electronic sights and optical sights are prohibited.

5.4.4.3 Supporting devices (bipods, etc.) are prohibited.

5.4.4.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.4.4.5 Speed loading devices and/or detachable box magazines are prohibited.

5.4.4.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.5 Heavy Metal Scope division

5.5.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.5.2 Handgun

5.5.2.1 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement.

Semiautomatic pistol holsters must completely cover the trigger. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.5.2.2 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.5.2.3 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines. Magazines may be loaded with not more than ten (10) rounds.

5.5.2.4 Minimum caliber is .44".

5.5.2.5 Minimum power factor (bullet weight x velocity/1000) is 165.

5.5.3 Rifle

5.5.3.1 Not more than one (1) optical sight is permitted.

5.5.3.2 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, cannot be used as an aiming device by itself, and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction.

5.5.3.3 Supporting devices (bipods, etc.) are prohibited.

5.5.3.4 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.5.3.5 Magazines may be loaded with not more than twenty (20) rounds.

5.5.3.6 Minimum caliber is .30".

5.5.3.7 Minimum power factor (bullet weight x velocity/1000) is 320.

5.5.4 Shotgun

5.5.4.1 Only tubular magazines are permitted.

5.5.4.2 Electronic sights and optical sights are prohibited.

5.5.4.3 Supporting devices (bipods, etc.) are prohibited.

5.5.4.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.5.4.5 Speed loading devices and/or detachable box magazines are prohibited.

5.5.4.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.5.4.7 Minimum bore size is 12 gauge.

5.6 Heavy Metal Limited division

5.6.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.6.2 Handgun

5.6.2.1 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement.

Semiautomatic pistol holsters must completely cover the trigger. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.6.2.2 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.6.2.3 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines. Magazines may be loaded with not more than ten (10) rounds.

5.6.2.4 Minimum caliber is .44”.

5.6.2.5 Minimum power factor (bullet weight x velocity/1000) is 165.

5.6.3 Rifle

5.6.3.1 Not more than one (1) non-magnified electronic or optical sight is permitted. Electronic or optical sights originally designed to be capable of any magnification (whether used or not) are prohibited.

5.6.3.2 Supporting devices (bipods, etc.) are prohibited.

5.6.3.3 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.6.3.4 Magazines may be loaded with not more than twenty (20) rounds.

5.6.3.5 Minimum caliber is .30”.

5.6.3.6 Minimum power factor (bullet weight x velocity/1000) is 320.

5.6.4 Shotgun

5.6.4.1 Only tubular magazines are permitted.

5.6.4.2 Electronic sights and optical sights are prohibited.

5.6.4.3 Supporting devices (bipods, etc.) are prohibited.

5.6.4.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.6.4.5 Speed loading devices and/or detachable box magazines are prohibited.

5.6.4.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.6.4.7 Minimum bore size is 12 gauge.

5.6.4.8 Manually operated shotguns (e.g. pump action) only are permitted.

6 Scoring & Penalties

6.1 Stage score will be based on straight time plus penalties.

6.1.1 Unless otherwise stipulated in the stage briefing, IPSC cardboard “shoot” targets must be neutralized by receiving either one (1) A-zone hit, one (1) B-zone hit or two (2) hits anywhere in the scoring area. Examples of neutralized targets include:

6.1.1.1 One (1) hit in the upper A-zone or B-zone.

6.1.1.2 One (1) hit in the lower A-zone.

6.1.1.3 Two (2) hits anywhere in the scoring area, in any combination of the C-zone and/or D-zone.

6.1.2 IPSC cardboard “shoot” targets that are not neutralized will incur time penalties as follows:

6.1.2.1 One (1) hit in the C-zone or D-zone only = 5 second penalty (Failure To Neutralize).

6.1.2.2 No hits on target, but target was engaged = 10 second penalty (Un-hit Target).

6.1.2.3 No hits on target, and target was not engaged = 15 second penalty (Target Not Engaged).

6.1.3 Only holes made by bullets/slugs/pellets will count for score/penalty. Evidence that the bullet made the hole must be present on the target (i.e. crown or grease ring/mark). Holes made by shrapnel, fragments, wads or flying debris will not count for score/penalty.

6.1.4 Knock-down targets (e.g. Pepper Poppers) must fall to score. Swinging/flashing targets must react in the manner prescribed in the stage briefing. An Event Official may call hits.

6.1.5 Knock-down/swinging/flashing targets that do not fall/react will incur time penalties as follows:

6.1.5.1 Target did not fall/react, but target was engaged = 10 second penalty (Un-hit Target).

6.1.5.2 Target did not fall/react, and target was not engaged = 15 second penalty (Target Not Engaged).

6.1.6 Knock-down targets will be calibrated before the event begins.

6.1.6.1 Handgun targets will be calibrated with a 9mm handgun using factory ammunition.

6.1.6.2 Shotgun targets will be calibrated with a 20 gauge shotgun, barrel length not to exceed 26", using a factory 2. dram, 7/8 ounce load of #7. or #8 birdshot.

6.1.6.3 The Range Master will designate specific supplies of 9mm and 20 gauge ammunition, and one or more handguns and shotguns, to be used as official calibration tools only by the Range Master or designated testing personnel. Designated calibration firearms and ammunition are not subject to challenge.

6.1.7 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered "broken".

6.1.8 Frangible targets that do not break will incur time penalties as follows:

6.1.8.1 Target did not break, but target was engaged = 10 second penalty (Un-hit Target).

6.1.8.2 Target did not break, and target was not engaged = 15 second penalty (Target Not Engaged).

6.1.9 Scoring hits on designated "No Shoot" targets will incur a 5 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel "No Shoot" targets must fall to score. Frangible "No Shoot" targets must break to score.

6.1.10 Failure to follow procedures prescribed in the stage briefing will result in a 5 second penalty.

6.1.10.1 If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a "per shot" basis.

6.1.10.2 Enhanced procedural penalties may be applied at the Match Director's discretion if a participant willfully and egregiously violates stage procedures.

6.1.10.3 The rendering of any assistance or advice to a participant who is actively engaged in a stage ("coaching") by any person other than an Event Official is prohibited. Event Officials may penalize the "coach" and/or the participant with a procedural penalty for each occurrence. Persistent coaching may be subject to the provisions of rules 1.4 and/or 1.7.

6.1.11 Additional penalties may be applied as stipulated in the stage briefing.

6.1.12 Stage Not Fired (SNF) penalty is 500 seconds per stage not fired.

6.1.13 The Match Director may specify a time limit for completing any stage by stating it clearly in the stage briefing. If a participant exceeds the time limit, they will be stopped by an Event Official and the stage will be scored as shot with all applicable miss and TNE penalties.

6.2 Stage Points

6.2.1 Stage points will be calculated separately for each equipment division.

6.2.2 Stage points will be awarded to participants according to their stage time relative to the fastest time on that stage, using the equation $STAGE_POINTS = (FASTEST_TIME / PARTICIPANT_TIME) \times 100$.

6.2.3 Total points accumulated for all stages will determine the event placement by division.

6.2.4 Highest score wins.