

Mid-Atlantic Multi-Gun Rules Amendments
For AGCAS Falling Steel Matches (03.19.23)

Section 3 of this amendment replaces section 3 of the Mid-Atlantic Multi-Gun Rules

3. Ammunition

3.1 Handgun ammunition must be:

3.1.1 Centerfire: 9mm (.355) or larger, including .38 Special, up to 45ACP.

3.1.2 Rimfire: .22 Long Rifle only.

3.1.3 No pistol round shall exceed 1500 fps.

3.1.4 No magnum rounds are allowed, such as .357 Magnum, .44 Magnum, or .22 WMR.

3.1.5 5.7x28 is specifically prohibited.

3.2 Shotgun ammunition must be:

3.2.1 Shotshells: Birdshot of #7.5 to #9, with a maximum velocity of 1300 fps. **All shot must be lead; no buckshot, slugs, or steel shot is allowed.**

3.2.2 Shotgun ammunition is **only** allowed in shotgun divisions (Open Shotgun, Tube-Fed Auto Shotgun, and Tube-Fed Pump Shotgun).

3.3 Bimetal jacket and steel-jacketed ammunition can be used, provided it is not specifically armor-piercing. Ammunition containing tracer, incendiary, armor piercing, or steel/tungsten/penetrator core projectiles is prohibited, including M855/SS109, M855A1, and 7N6 cartridges. Participants will be given an opportunity to replace the prohibited ammunition with ammunition that is approved by the match and be allowed to continue to participate. If that competitor is discovered a second time utilizing prohibited ammunition, then the competitor will be disqualified from the event. **Any damaged steel as a result of any use of prohibited ammunition will be replaced by the competitor found to be using the prohibited ammunition regardless of first offense or not.**

Section 5 of this amendment replaces section 5 of the Mid-Atlantic Multi-Gun Rules

5. Equipment Divisions

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

5.1.1 Available equipment divisions are specified in the match signup. Not all divisions may be available for every match.

5.1.2 Equipment divisions are: Open Auto, Auto, Revolver, Rimfire Pistol, Defensive Pistol, PCC, Rimfire Rifle, Open Shotgun, Tube-Fed Auto Shotgun, Tube-Fed Pump Shotgun, and Fun.

5.1.3 Failure to meet all of the equipment and ammunition requirements for the declared division shall result in the participant being placed into the appropriate division. If the requirements of

no divisions are met, the participant's scores will be excluded from the final event results.

5.1.4 All firearms must be in a condition and configuration that is safe for usage. All rifles, carbines, and shotguns must have the ability for the support hand to be safely positioned on the firearm without the risk of injury. Determination if a firearm is safe will be made by the match/event director and shall be final.

5.1.5 Replenishment of ammunition will generally be required to complete the course of fire. Magazines and loose ammunition may be stored in pouches, caddies, and/or holders on the shooter, it may also be placed on tables or barrels as available per the designated course of fire.

5.1.6 PCCs and shotguns may be fitted with slings, but they shall not be used during the competition, either while shooting or for transportation of the firearm.

5.2 Open Auto

5.2.1 Handgun holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger. The belt upon which the handgun holster is attached must be worn at waist level. ***Shoulder holsters, appendix inside the waistband (AIWB) holsters, and cross draw holsters are prohibited.***

5.2.2 Handguns in this division must be centerfire semi-automatic pistols that may be equipped with a frame or slide-mounted electronic sight or optical sight. Multiple electronic sights may be used (eg, a micro red-dot and a laser).

5.2.3 All modifications are acceptable, including extended sights, compensators, weight(s), and barrel porting.

5.2.4 All magazines are to be loaded with no more than 10 rounds.

5.3 Auto

5.3.1 Handgun holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger. The belt upon which the handgun holster is attached must be worn at waist level. ***Shoulder holsters, appendix inside the waistband (AIWB) holsters, and cross draw holsters are prohibited.***

5.3.2 Handguns in this division must be centerfire semi-automatic pistols equipped with only iron sights as a sighting mechanism. Lasers, frame or slide-mounted electronic sights, and optical sights may **not** be used.

5.3.3 All modifications are acceptable, including extended sights, compensators, weight(s), and barrel porting, except braces and stabilizers.

5.3.4 All magazines are to be loaded with no more than 10 rounds.

5.4 Revolver

Handgun holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger and cylinder. The belt upon which the handgun holster is attached must be worn at waist level. ***Shoulder holsters, appendix inside the waistband (AIWB) holsters, and cross draw holsters are prohibited.***

5.4.1 Handguns in this division must be centerfire or rimfire revolvers.

5.4.2 All modifications are acceptable, including frame or slide-mounted electronic sights, optical sights, extended sights, compensators, weight(s), and barrel porting, except braces

and stabilizers. Multiple electronic sights may be used (eg, a micro red-dot and a laser).

5.4.3 There is no limit to the cylinder capacity or initial loaded capacity unless specified in the stage briefing.

5.4.4 Rimfire revolvers may start with the muzzle on the table instead of being drawn from the holster, even if carried to the line in a holster.

5.5 Rimfire Pistol

5.5.1 Handgun holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger. The belt upon which the handgun holster is attached must be worn at waist level. ***Shoulder holsters, appendix inside the waistband (AIWB) holsters, and cross draw holsters are prohibited.***

5.5.2 Handguns in this division must be rimfire semi-automatic pistols. They may be equipped with iron sights or a frame or slide-mounted electronic sight or optical sight. Multiple electronic sights may be used (eg, a micro red-dot and a laser).

5.5.3 All modifications are acceptable, including extended sights, compensators, weight(s), and barrel porting, except braces and stabilizers.

5.5.4 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.5.5 Rimfire pistols may start from the muzzle on the table instead of being drawn from the holster, even if carried to the line in a holster.

5.6 Defensive pistol

5.6.1 Handgun holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger. The belt upon which the handgun holster is attached must be worn at waist level. ***Shoulder holsters, appendix inside the waistband (AIWB) holsters, and cross draw holsters are prohibited.***

5.6.2 Handguns in this division must be centerfire semi-automatic pistols with a maximum barrel length of 4.05 inches. The handgun may be equipped with slide-mounted electronic sight or optical sight. Multiple electronic sights may be used (e.g., a micro red-dot and a laser).

5.6.3 All modifications are acceptable, including extended sights, compensators, and barrel porting. Any attachments to the barrel at the muzzle end will be included in the barrel length for this division.

5.6.4 All magazines are to be loaded with no more than 10 rounds.

5.7 PCC

5.7.1 Firearms in this division must be centerfire semi-automatic.

5.7.2 Firearms in this division may be equipped with iron sights, an electronic sight, or an optical sight. Multiple electronic sights may be used (eg, a reflex sight and a laser).

5.7.3 All modifications are acceptable, including extended sights, compensators, and suppressors.

5.7.4 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.8 Rimfire Rifle

5.8.1 Firearms in this division must be rimfire semi-automatic rifles.

5.8.2 Firearms in this division may be equipped with iron sights, an electronic sight, and or optical sight. Multiple electronic sights may be used (eg, a reflex sight and a laser).

5.8.3 All modifications are acceptable, including extended sights, compensators, and suppressors.

5.8.4 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.9 Open Shotgun

5.9.1 Firearms in this division must be shotguns equipped with a stock. They may be fed from a detachable magazine or loaded from tubular speed loading devices that must feature a primer relief cut.

5.9.2 Any combination of iron, electronic, and/or optical sights may be used.

5.9.3 All modifications are acceptable, including extended sights, compensators, and suppressors.

5.9.4 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.10 Tube-Fed Auto Shotgun

5.10.1 Firearms in this division must be semi-automatic shotguns fed through a traditional tubular magazine and equipped with a stock.

5.10.2 Any combination of iron, electronic, and/or optical sights may be used.

5.10.3 All modifications are acceptable, including extended sights, compensators, and suppressors.

5.10.4 Firearms in this division may not be loaded from tubular speed loading devices.

5.10.5 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.11 Tube-Fed Pump Shotgun

5.11.1 Firearms in this division must be pump-action shotguns fed through a traditional tubular magazine and equipped with a stock.

5.11.2 Any combination of iron, electronic, and/or optical sights may be used.

5.11.3 All modifications are acceptable, including extended sights, compensators, and suppressors.

5.11.4 Firearms in this division may not be loaded from tubular speed loading devices.

5.11.5 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.12 Fun

5.12.1 Firearms in this division may be any safe firearm.

5.1.1 Any combination of iron, electronic, and/or optical sights may be used.

5.1.2 All modifications are acceptable, including extended sights, compensators, and suppressors.

5.1.3 There is no limit to the magazine length or initial loaded capacity unless specified in

the stage briefing.

5.1.4 Firearms in this division will be restricted to firing on targets rated for the ammunition they fire. (e.g. centerfire rifle ammunition on rifle rated targets, centerfire pistol ammunition on pistol rated targets, and shotgun ammunition on shotgun rated targets)

Section 6 of this amendment replaces section 6 of the Mid-Atlantic Multi-Gun Rules

6. Scoring & Awards

6.1 Stage score will be based on time plus penalties. Penalties are defined in section 6.2.

6.1.1 Unless otherwise stipulated in the stage briefing, steel targets are neutralized with one hit.

6.1.1.1 Knock-down/swinging/flashing targets are only considered neutralized if they fall/swing/flash unless the competitor is in the Rimfire Pistol or Rimfire Rifle division, in which

case a hit will neutralize them regardless of reaction unless superseded by the stage rule. An event official may call hits. Swinging/flashing targets must react in the manner prescribed in the stage briefing (if prescribed).

6.1.2 Paper targets are considered neutralized if they have:

6.1.2.1 One (1) hit in an A-zone on a USPSA/IPSC target or 1 hit in -0 on an IDPA target.

6.1.2.2 Two (2) hits anywhere in the scoring areas of the target.

6.1.3 Failure to neutralize a target will result in a time penalty of 5 seconds each.

6.1.3.2 Shooters in the Auto / Open Auto divisions may choose to start with the muzzle on the table, however, this will incur a 2 second penalty for each stage that they do so.

6.1.4 Scoring hits on designated “No Shoot” targets will incur a 10 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel “No Shoot” targets must fall to receive a penalty. Frangible “No Shoot” targets must break to receive a penalty.

6.1.5 Failure to follow the procedure in the stage briefing will result in a 20 second “Procedural” penalty. If a competitive advantage is deemed to have been gained, 60 second Super Procedural penalties may be applied on a “per shot” basis.

6.1.5.1 If it is determined by the Range Master that a participant started a stage in a position other than that as stated in the stage description, a procedural penalty shall be applied, and if the opinion of the range master, a competitive advantage was gained, a 60 second “Super- Procedural “ penalty shall be applied.

6.1.5.2 “Procedural” and “Super-Procedural” penalties shall be applied without consideration of the competitor being given a reshoot and shall be at the discretion of the Range Master.

6.1.6 Participants firing centerfire pistols in the Open Auto, Auto, and Defensive Pistol divisions may elect to start muzzle on the table instead of the holster for a 2 second penalty.

6.1.6.1 This penalty does not apply to participants in the Rimfire Pistol division.

6.1.7 Only holes made by bullets/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.

6.1.7.1 All cardboard targets are considered impenetrable and any hit as a result of a pass through shot from one target to another that does not touch the non-scoring border will count as a miss on the second target.

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

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

6.1.8.2 Shotgun targets will be calibrated with a 20 gauge shotgun, barrel length not to exceed 26", using a factory 2 dram, $\frac{7}{8}$ ounce load of #7. or #8 birdshot.

6.1.8.3 The Range Master(s) 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(s) or designated testing personnel. Designated calibration firearms and ammunition are not subject to challenge.

6.1.9 Stage Not Fired (SNF) is a penalty which results from being unable to finish a stage due to equipment malfunction or participant decision.

6.1.9.1 An SNF will be recorded as a stage score of zero.

6.1.9.2 An SNF penalty will result in the competitor either not being included in the final overall and division scores, or being placed at the bottom of the scores, at the Match Director's discretion.

6.1.10 Unless clearly stated as being otherwise in the official stage briefing, the maximum time for completing any stage will be 60 seconds. If a participant exceeds the stage time limit, they will be stopped by an event official and the stage will be scored as shot with all applicable miss and FTE penalties.

6.1.10.1 Participants who use a suppressor and are unable to be picked up on a shot timer will automatically be given a 60 second stage time regardless of the actual finishing time.

6.1.11 The signing of a competitor's score sheet, by either the Range Officer or the competitor, shall not be a final act. The signing of a score sheet will not be relief from further penalties or disqualification should Match Officials deem it necessary.

6.1.11.1 In the event of electronic scoring, once the competitor hits the save button, or instructs someone to do it, the scores are not subject to any other actions with the exception of 6.1.10 above.

6.2 Matches will be scored as "straight time plus".

6.2.1 Total stage time will be raw time, adjusted for any penalties incurred.

6.2.2 Match score will be the sum total of all adjusted stage times.