

Mid-Atlantic Multi-Gun Rules

Version 2/23/2017

1. General Conduct & Dispute Resolution

1.1 Eye protection is mandatory for participants, spectators & officials at the event site.

1.1.1 A shooter will be stopped if possible, and given a reshoot in the event that his eye protection falls off during a course of fire.

1.2 Ear protection is mandatory for participants, spectators & officials while on or near a stage.

1.2.1 A shooter will be stopped if possible, and given a reshoot in the event that his ear protection falls off or out during a course of fire.

1.3 No participants or spectators shall consume or be under the influence of alcohol or illicit 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 with no refund.

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 with no refund.

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. A match 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 from the event 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 a Range Master.

1.7.1.4 Purposely removing eye or ear protection to gain a reshoot.

1.7.2 Abusive behavior, such as:

1.7.2 Threatening or assaulting other participants or Event Officials.

1.7.2.1 Disruptive behavior likely to disturb, distract or coach other participants while they are shooting.

1.7.3 Willfully disregarding the instructions of any official as it pertains to the safe conduct or peaceful atmosphere of the event.

1.8 Range Officers tasked with running the participant shall make the initial call on scoring, penalties or a disqualification. The Chief Range Officer for that stage shall be the first step in the appeals process. The Range Master shall be the final step in the appeals process.

1.9 The final decision on all disqualifications, scoring challenges and reshoots will be made by the Range Master.

1.10 Any rule not explicitly covered by this document will be resolved with a ruling by the Range Master(s) or their designee. Rulings by the Range Master(s), or their designee will be final, and will serve as a precedent for the duration of the event.

2. Safety

Any violation of a safety rule as found in Section 2 of these rules shall be grounds for a match disqualification.

2.1 All 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 or designated by event officials.

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.

2.2.4 No firearm may contain or have attached any ammo or simulated ammo of any kind in the safe 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, carried or slung with the muzzle up or down or carried muzzle pointed toward the ground. Detachable magazines must be removed and the use of high-visibility empty chamber indicator devices is required.

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 or when a round is dropped etc.).

2.4.4 A shot which occurs during remedial action in the case of a malfunction. Remedial action is defined as an action to clear a firearm malfunction or ammunition feeding device malfunction after it fails to fire.

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 loaded firearm, a firearm with a magazine inserted, or one that had been previously loaded on the same course of fire, at any time after the "Load" or "Make Ready" command and before the "Range Is Clear" command. A dropped firearm is defined as a firearm that hits the ground and the competitor no longer has a hand grasping and exercising control of the firearm. Accessories attached to the firearm at the time of the dropped firearm are considered part of the firearm.

2.5.1.1 Dropping an unloaded firearm before the "Load" or "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. Also see rule 6.1.15.

2.5.3 Firearms must be abandoned muzzle down in a designated grounding container if anyone is to be downrange of it at any time. A firearm is considered abandoned once a competitor no longer has positive control of the firearm. There is no DQ if firearm is not on safe or completely empty but a "super-procedural" will be applied. See rule 6.1.12.

2.5.3.1 Abandoning two firearms in one container where one or more of them is not on safe or completely unloaded.

2.5.4 Re-Holstering a loaded handgun

2.5.4.1 Re-Holstering of a loaded firearm is prohibited even if the firearm is placed on safe.

2.5.4.1.1 A competitor may Re-Holster a firearm during a course of fire if a safe abandonment container has not been provided on the stage. If the competitor Re-Holsters the handgun during a course of fire, it must be completely unloaded with no ammunition in the firearm prior to Re-Holstering.

2.5.5 Unloading any firearm in an unsafe manner, or discharging a firearm while not legitimately engaging a target or in the direction of a target.

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

2.5.6.1 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.

2.5.6.2 In the case of an unloaded slung firearm, the participant is not required to maintain the 180 degree rule until ammunition is placed into the firearm, ie: magazine being inserted or rounds being loaded into the tube.

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

2.5.8.1 Engaging steel targets with handgun ammunition at a range of less than 30 feet.

2.5.8.2 Engaging steel targets with shotgun birdshot shot ammunition at a range of less than 30 feet.

2.5.8.3 Engaging steel targets with rifle ammunition at a range of less than 150 feet.

2.5.8.4 Engaging steel targets with shotgun slug ammunition at a range of less than 30 feet. See also rule 6.1.10.

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

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

2.5.9.2 Exception – sweeping is allowed during unslinging an unloaded slung firearm until ammunition is placed into the firearm, ie: magazine being inserted or rounds being loaded into the tube.

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

2.5.11 Pointing a firearm, whether loaded or unloaded, in any direction deemed by event officials to be unsafe.

2.5.12 Competitors shall have the responsibility to ensure their firearm is in safe working condition at all times during the event. Mechanical breakage does not relieve the competitor of the core responsibility for abandoning the firearm in an unsafe condition.

2.5.13 Failure to keep the finger outside the trigger guard during loading, reloading, clearing a malfunction, and unloading except while complying with the “Make Ready” or “Hammer Down” commands. This includes while moving except when the competitor is actually aiming or shooting at targets.

3. Ammunition

3.1 Handgun ammunition shall be .355 in diameter (9mm parabellum) or larger, unless otherwise stipulated under equipment division rules.

3.2 Rifle ammunition shall be 5.45x39mm or larger, unless otherwise stipulated under equipment division rules.

3.2.1 Rifle ammunition containing any type of steel core or steel penetrator shall **NOT** be used during the match. Rifle ammunition may be checked at any time during the duration of the match by any match official.

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.

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

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(s).

4.2 Firearms capable of fully automatic- or burst-fire (“machine guns”) may **NOT** be used during the event.

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 Range Master(s).

4.4 Participants **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 changing of chokes, 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 Range Master(s).

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 only autos & revolvers, the hammer must be down/forward.

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

4.5.3 Shotgun: Loaded to division or designated capacity and held in the low ready or port arms 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).

4.5.5 Any firearm that the competitor decides to be staged may be loaded up to division capacity with the chamber empty and the competitor may choose not to engage the external manual safety.

4.5.6 In the event of a slung firearm at the start, the sling must be attached to the firearm and the sling must be touching a collar bone on the participant in such a manner that it will support the weight of the firearm without any other assistance.

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 and Heavy Metal Scope.

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 holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. 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.

5.2.2 Handgun

5.2.2.1 There is no limit to magazine length in Open.

5.2.3 Rifle

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

5.2.4 Shotgun

5.2.4.1 Speed loading devices and/or detachable box magazines is permitted.

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

5.3 Tactical Scope division

5.3.1 Handgun holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. 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 Handgun

5.3.3.1 Electronic sights, optical sights, extended sights, compensators, weight(s), or barrel porting are prohibited.

5.3.3.2 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 and 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 such as bipods and silo bags are specifically prohibited. All other devices attached to the forend must fit inside of a 18" piece of 4" diameter schedule 40 PVC pipe when fully deployed or unfolded. This includes barricade stops, angled foregrips, and backup iron sights. If the pipe fails to fit all the way back to the scope, scope mount or magazine well the competitor will be moved to the open division.

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).

5.3.3.4 Drum magazines are prohibited. Coupled magazines are permitted (no more than two may be coupled together).

5.3.3.5 Magazines may not be loaded with more than 30 rounds at any time after the start signal. Magazines utilized during a course of fire that have more than 30 rounds will result in the competitor being moved to the open division.

5.3.4 Shotgun

5.3.5.1 Only tubular magazines are permitted.

5.3.5.2 Electronic or optical sights are prohibited.

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

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

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

5.3.5.6 Magazine tube extensions are permitted.

5.3.5.7 Not more than nine (9) rounds total may be loaded at the beginning of any stage.

5.4 Tactical Limited division

5.4.1 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. 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 Handgun

5.4.2.1 Electronic sights, optical sights, extended sights, compensators, weight(s) or barrel porting are prohibited.

5.4.2.2 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 such as bipods and silo bags are specifically prohibited. Vertical foregrips or other accessories must be less than 4" in length when measured from the forend to the farthest point.

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. Coupled magazines are permitted (no more than two may be coupled together).

5.4.3.5 Magazines may not be loaded with more than 30 rounds at any time after the start signal. Magazines utilized during a course of fire that have more than 30 rounds will result in the competitor being moved to the open division.

5.4.5 Shotgun

5.4.5.1 Only tubular magazines are permitted.

5.4.5.2 Electronic or optical sights are prohibited.

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

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

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

5.4.5.6 Magazine tube extensions are permitted.

5.4.5.7 Not more than nine (9) rounds total may be loaded at the beginning of any stage.

5.5 Heavy Metal Scope Division

5.5.1 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. 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 Handgun

5.5.2.1 Electronic sights, optical sights, extended sights, compensators, weight(s) or barrel porting are prohibited.

5.5.2.2 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 not be loaded with more than 10 rounds at any time after the start signal. Magazines utilized during a course of fire that have more than 10 rounds will result in the competitor being moved to the open division.

5.5.2.3 Minimum caliber is .44".

5.5.2.4 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 such as bipods and silo bags are specifically prohibited. All other devices attached to the forend must fit inside of a 18" piece of 4" diameter schedule 40 PVC pipe when fully deployed or unfolded. This includes barricade stops, angled foregrips, and backup iron sights. If the pipe fails to fit all the way back to the scope, scope mount or magazine well the competitor will be moved to the open division.

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 not be loaded with more than 20 rounds at any time after the start signal. Magazines utilized during a course of fire that have more than 20 rounds will result in the competitor being moved to the open division.

5.5.3.6 Magazines may not be coupled together

5.5.3.7 Minimum caliber is .30".

5.5.3.8 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 or 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 Magazine tube extensions are permitted.

5.5.4.7 Magazine tube must be of a length or manually plugged so that it will not hold more than 8 rounds.

5.5.4.7 Minimum bore size is 12 gauge.

6. Scoring & Awards

6.1 Stage score will be based on time plus penalties , and the Match Director may elect to score “FN Scoring” as in 6.1.1 or “Blue Ridge Scoring” as in 6.1.2

6.1.1 “FN Scoring” - Unless otherwise stipulated in the stage briefing, the participant must have one of the following on each target:

6.1.1.1 One (1) hit in the upper “A/ B” zone.

6.1.1.2 One (1) hit in the lower A-zone or 1 hit in the inner scoring ring of the 3GN targets.

6.1.1.3 Two (2) hits anywhere in the scoring area, in any combination of the C-zone and/or D-zone or two anywhere in the outer scoring area of the 3GN target.

6.1.1.4 Heavy Metal division only one (1) hit is required anywhere on a cardboard target with a handgun or rifle.

6.1.1.5 If a cardboard target is designated on the written stage briefing as a shotgun slug target only one (1) hit is required anywhere on a cardboard target with a shotgun slug.

6.1.1.6 One (1) hit in the C-zone, D-zone or the outer scoring area only = 5 second penalty (Failure To Neutralize).

6.1.1.7 IPSC cardboard “shoot” or 3 Gun Nation targets that are not neutralized will incur time penalties as follows:

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

6.1.1.7.1 No hits on target and target was not engaged = 15 second penalty (Un-Hit Target that was Not Engaged).

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

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

6.1.1.8.2 Target did not fall/react and target was not engaged = 15 second penalty (Un-Hit Target that was Not Engaged).

6.1.1.8.3 Long range steel target (as designated in the stage walk through) that does not react = 20 second penalty (un-hit long range target).

6.1.1.8.4 Long range steel target (as designated in the stage walk through) that does not react and target was not engaged = 30 second penalty (un-hit long range target that was not engaged).

6.1.1.8.5 The Match Director may stipulate any target is, or is not, long range, but the default distance to determine if the MD does not is 100 yards.

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

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

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

6.1.1.9.3 Aerial target launched from a trap machine or similar thrower did not break, but was engaged = 5 second penalty (Un-hit aerial target).

6.1.1.9.4 Aerial target launched from flipper or toaster did not break, but was engaged = 5 second penalty (Un-hit aerial target).

6.1.1.9.5 Aerial target did not break and target was not engaged = 10 second penalty (Un-hit aerial target Not Hit and Not Engaged).

6.1.1.10 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.

6.1.1.11 Failure to follow the procedure in the stage briefing will result in a 20 second penalty. If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a "per shot" basis.

6.1.1.11.1 Failure to ground a firearm in a manner designated by the written stage briefing shall result in a 20 second procedural penalty per occurrence. Should the written stage briefing fail to designate, the default manner shall be handgun in a handgun bunker, and long guns in long gun bunkers if available, or on a table if no bunkers are available. Failure to designate in the written stage briefing shall never be an excuse to ground in an unsafe manner.

6.1.1.11.2 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. Either penalty shall be applied without consideration of the competitor being given a reshoot.

6.1.2 "Blue Ridge Scoring" - Unless otherwise stipulated in the stage briefing, each target will be scored in the following manner with the understanding 2 hits per target will be scored:

6.1.2.1 For paper to be scored as penalty free a target must have 2 hits in the "A" or "B" zones.

6.1.2.2 Each hit in the "C" zone on IPSC targets, "-1" on IDPA targets, or in the "17 inch" scoring area of a 3GN target hit with pistol or rifle = one (1) 0.5 second penalty.

6.1.2.3 Each hit in the "D" zone on IPSC targets, or "-3" on IDPA targets hit with pistol or rifle = one (1) 1.5 second penalty.

6.1.2.4 Misses are scored as a 5 second penalty, to a maximum of two (2) per target.

6.1.2.5 Misses on steel, frangible, or reactionary targets (non-paper) are 10 seconds if not considered long range.

6.1.2.6 Misses on steel, frangible, or reactionary targets (non-paper) are 15 seconds if are considered long range.

6.1.2.7 The Match Director may stipulate any target is, or is not, long range, but the default distance to determine if the MD does not is 100 yards.

6.1.2.8 No-shoot hits are 5 seconds penalties each, without limit.

6.1.2.9 Failure to Engage penalty (FTE) is 5 seconds per target.

6.1.2.10 Failure to follow the procedure in the stage briefing will result in a 5 second penalty. If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a "per shot" basis.

6.1.2.11 One (1) hit in the upper "A/B" zone, or one (1) hit in the lower "A" zone or in the center 8" ring of a 3GN target with slug = no penalties added in all divisions.

6.1.2.12 Failure to ground a firearm in a manner designated by the written stage briefing shall result in a 20 second procedural penalty per occurrence. Should the written stage briefing fail to designate, the default manner shall be handgun in a handgun bunker, and long guns in long gun bunkers if available, or on a table if no bunkers are available. Failure to designate in the written stage briefing shall never be an excuse to ground in an unsafe manner.

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.

6.1.3.1 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.

6.1.4 Knock-down targets (e.g. Pepper Poppers and Plates) 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 targets will be calibrated before the event begins.

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

6.1.5.2 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.

6.1.5.3 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.

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

6.1.7 Stage Not Fired (SNF) is 0-points for a stage not fired.

6.1.8 Unless clearly stated as being otherwise in the official stage briefing the maximum time for completing any stage will be 180 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.

6.1.9 The signing of a competitors 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.

6.1.9.1 In the event of electronic scoring (nooks or tablets), 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 6.1.9 above.

6.1.10 If a competitor shoots a steel target not specifically designated as a shotgun slug target with a slug he will incur one 20 second procedural and a \$25 fine per occurrence. The Range Master should be notified immediately and a higher fine may be assessed depending on the target(s) damaged up to full replacement value. He may not keep the target.

6.1.11 If a competitor shoots a clay bird stand with a slug he will incur one 20 second procedural and a \$15 fine per occurrence. He may not keep the stand.

6.1.12 If a shooter abandons a gun in the designated location, and no one may get downrange of it at any point of the stage, but the safety is not engaged or the gun is not completely empty he will receive a 60 second "Super Procedural". This applies even if the firearm is muzzle down in a bunker.

6.1.12.1 If a shooter abandons a gun in a non-designated location, and no one may get down range of it at any point of the stage, but the safety is not engaged or the gun is not completely empty he will receive a 60 second "Super Procedural" and a 20 second procedural penalty for grounding in the wrong location.

6.1.12.2 If a shooter abandons a gun in a non-designated location, and no one may get down range of it at any point of the stage, and the safety is engaged or the gun is completely empty he will receive a 20 second procedural penalty for grounding in the wrong location.

6.1.13 A shooter may retrieve and use a previously abandoned firearm without penalty providing he has not drawn, or picked up the next firearm. If he has already drawn or picked up the next firearm and chooses to retrieve a previously used firearm he will receive a 20 second procedural. This is assuming he has done everything else safely as defined by the rules. If not, other rules may apply.

6.1.14 If a shooter abandons 2 firearms in one location, (unless required to do so by written stage briefing) and both of them are on safe, or completely unloaded (or any combination thereof) he will receive one 20 second procedural penalty. If either firearm has been left in an unsafe condition it will be a match disqualification. Rule 2.5.3.1.

6.2 Matches may be score one of two ways, as Match Director elects “Time Plus Points” or “Straight Time Plus”.

6.2.1 “Time Plus Points”

6.2.1.1 Total stage time will be raw time, adjusted for any penalties incurred (with points assigned to each stage).

6.2.1.1.1 Each stage will be weighted based on anticipated length of time to shoot the stage. Any point value may be given to a stage before the match.

6.2.1.2 The order of finish from top to bottom will be determined by hit factor value based on the fastest time by division with the winner of each stage receiving 100% of the stage points and all other competitors receiving stage points based on the percentage of the stage winner.

6.2.1.3 Match score will be the sum total of the stage points from all stages.

6.2.2 “Straight Time Plus”

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

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

6.3 One or more of the following individual participant categories may be recognized at the discretion of the Match Director:

6.3.1 Lady: Participants who were of the female gender at birth.

6.3.2 Junior: Participants who were under the age of 18 years on the first day of the event.

6.3.3 Senior: Participants who were over the age of 55 years on the first day of the event.

6.3.4 Super Senior: Participants who were over the age of 65 years on the first day of the event. Super seniors may enter senior category only if Super Senior is not being recognized.

6.3.5 Military: Active Duty, Reserve, National Guard or honorably retired military personnel.

6.3.6 Law: Current, retired full-time or reserve law enforcement officers with arrest/apprehension authority.

6.4 Divisions must have 10 or more participants in the same division before the match begins to qualify for recognition. Top 3 Overall in each division will be awarded as follows: Champion, 2nd Place Overall, 3rd Place Overall

6.5 Prize table will be order of finish only with separate tables for each division