



## 2017 3Gun Rules & Division Info

*NOTE: Montana Multigun Championship uses a separate set of rules that can be found at [www.lastchancehandgunners.com/montana-multigun](http://www.lastchancehandgunners.com/montana-multigun)*

### 1. Safety Rules

Participants are subject to match disqualification for violation of any safety rule or regulation.

- a. COLD RANGE (definition): Participants firearms will remain unloaded at the match site except under the direction of a match official.
- b. Rifles & shotguns must be cased or carried slung with the muzzle in a safe direction.
- c. Tables will be provided to pre-load shotguns prior to shooting.
- d. Rifles & handguns must be carried with detachable magazines removed. Magazines may only be physically in the gun when instructed to do so by a Range Officer.
- e. Handguns must be cased or remain in holster except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.
- f. Handguns must be carried with hammer/striker down.
- g. Participant shall be disqualified from the match for any Negligent Discharge. "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or unintentionally in which a projectile (bullet) strikes the ground within 6 feet of the competitor or range officer, or outside the confines of the backstop.
- h. A participant shall be disqualified from the Match for dropping a loaded firearm or dropping a firearm while in the loading/unloading process.
- i. A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane (except while holstered, drawing or re-holstering.) Going Prone with a loaded pistol breaks the 180, and is a match DQ.
- j. No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match site. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- k. Eye and ear protection are mandatory for participants, spectators & personnel while on or near a stage of fire.

## **2. Sportsmanship & conduct**

Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled promptly and fairly by the Match Director or by submission to the Match Director.

## **3. Ammunition**

- a. No tracer, incendiary, armor piercing or steel jacketed ammunition is allowed.
- b. Pistol/revolver ammunition shall be 9x19 or larger
- c. Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.
- d. Shotgun ammunition shall be 20 gauge or larger, LEAD SHOT & SLUGS ONLY.
- e. Exceptions to above listed caliber rules may be granted by the Match Director to accommodate juniors, new shooters, or others as deemed necessary.

## **4. Abandoned Firearms**

During the event firearms will be required to be abandoned during a course of fire. Firearms will be abandoned in the place and manner required in the stage briefing. As a general rule, if a firearm is abandoned and the competitor advances downrange of the muzzle either by choice or stage requirement that weapon must be abandoned in a completely empty condition. Any firearm abandoned in a position where movement downrange is not required or chosen by the competitor may be abandoned in a "safe" condition, with applicable manual safety or safeties engaged. Note that stage descriptions may require completely unloading a firearm in a situation where the shooter does not advance downrange to meet other safety considerations. In all cases firearms must be abandoned per stage descriptions and all firearms must be completely empty if the shooter chooses to advance downrange of the muzzle.

## **5. Match Disqualification**

The match director will have the final decision on any and all disqualifications.

## **6. Firearms**

All firearms used by competitors shall be serviceable and safe.

If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another as approved by the Match Director or his designee. If the replacement firearm does not conform to the division originally declared by the competitor it shall be updated to reflect the division that would cover the highest level of equipment utilized throughout the match.

## **7. Divisions:**

### **Open**

Anything goes! However, only one firearm of each type (rifle, pistol, shotgun) may be used per stage.

### **Limited**

Handgun:

Firearms with custom or factory installed electronic sights, optical sights, compensators or barrel porting are not allowed.

Magazines used shall not exceed 171.25 mm OAL (overall length) for single stacks, and shall not exceed 141.25 mm OAL for staggered magazines.

Rifle:

Magnified optical sights are not allowed.

One non magnified optical sight allowed.

Rifle supporting devices (i.e. bipods, monopods, bags, etc.) are not allowed.

Shotgun:

Limited will load a maximum of 9 rounds to start.

No electronic or optical sights are allowed.

No shotgun supporting devices (i.e. bipods, monopods, bags, etc.) are allowed.

No compensators or porting on barrels allowed.

No speedloaders or box-fed shotguns are allowed.

### **Scoped Tactical**

Scoped Tactical Class will allow the use of one magnified sight on the rifle and no additional non-magnified optical sights. Backup or offset rifle iron sights are permitted. All other rifle, pistol, and shotgun rules designated in Limited division remain the same for Scoped Tactical.

### **Heavy Rifle**

Heavy Rifle class will require rifle of a minimum 7.62x51 (.308) caliber. All other rules are identical to Scoped Tactical.

### **Scoring**

Scoring per stage will be straight time with penalties for misses and possible bonuses for accuracy.

### 1. Paper Target Usage and Scoring

Any cardboard target, designated as a "shoot" target must have either one (1) "A/B" hit OR two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 "D" hits) to avoid a penalty.

Example of scoring and penalties on paper targets:

- a. One "A/B" zone hit = no penalty
- b. Two hits in any combination "C or D" = no penalty
- c. One C or D hit only = 5 second penalty
- d. No hits on target but target was engaged = 10 seconds penalty
- e. Paper targets used in the match may be USPSA, IPSC "Classic", 3 Gun Nation, IDPA Targets, or any other as designated by the Match Director.
- f. Failure to Engage (FTE) penalties will be assessed at 15 seconds each for any paper target not engaged regardless of firearm type designated for that target.

### 2. Steel Target Usage and Scoring

- a. Steel Targets may be of any type designated by the Match Director.
- b. Self-resetting and non-falling steel will require two hits to neutralize.
- c. Knock down style targets must fall to score.
- d. Steel rifle targets with flash indicator must be struck solid enough to cause the flashing light or flag to be visible to the Range Officer. R.O. may call hits.
- e. Handgun and shot steel misses shall be assessed a 5 second penalty for each hit required. Two hits are possible for static steel, one hit for falling.
- f. Rifle and slug steel misses shall be assessed a 5 second penalty for each hit required. Two hits are possible for static steel, one hit for falling.
- g. All steel target FTE penalties will be assessed as misses according to scoring in sections e. and f. plus an additional 5 seconds for failing to engage.

### 3. Other Target Usage and Scoring

- a. Any target may be used at Match Director's discretion.
- b. Designated "No Shoot" targets that are hit will incur a 5 second penalty for each hit.
- c. Frangible targets must break to score. (One BB hole or chip is a break.)
- d. Failure to engage a frangible target will result in a 10 second penalty. (5 seconds for not making the hit and 5 second FTE penalty.)
- e. Procedural penalties of 5 seconds may be assessed per shot for failing to follow the stage directions as written in the stage description or as a single 5 second penalty for failing to follow stage procedures.
- f. Stage Not Fired (SNF) penalty will be 500 seconds per occurrence.
- g. Bonus targets of various types and point values may be utilized at Match Director's discretion.
- h. Ties will be broken by an undisclosed tie breaker designated by the Match Director.