

FNH USA 3 GUN MATCH RULES

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 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 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.

1.7.2 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 Willful disregard of an event official:

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

1.9 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.

1.10 Arbitration & Interpretation of Rules

10.1 General Principles

10.1.1 Administration

Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant levels of competition, emotions run high, and the outcome is much more important to the individual competitor. However, effective match administration and planning will prevent most if not all disputes.

10.1.2 Access

Protests may be submitted for arbitration in accordance with the following sections for any matter except the actual scoring of targets. However, protests arising from a disqualification for a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be protested.

10.1.3 Appeals

Decisions are made initially by the Range Officer. If the complainant disagrees with a decision, the Chief Range Officer for the stage or area in question should be summoned and asked to rule. If a disagreement still exists, the Range Master must be summoned and asked to rule.

10.1.4 Appeal to Committee

Should the complainant continue to dispute the decision they may appeal to the Arbitration Committee by submitting a first party protest.

10.1.5 Retain Evidence

A complainant may inform the Range Master of their wish to present the case to the Arbitration Committee and may request that the officials retain any and all relevant documents pending the hearing.

10.1.6 Preparing the Protest and Complainants Duty

The complainant is responsible for the preparation and delivery of the written submission, together with the appropriate fee (US \$100). Both must be submitted to the Range Master within the specified period of time. Complainant must make themselves available at all times by being physically on the range during the arbitration process.

10.1.7 Match Official's Duty

Any match official in receipt of a request for arbitration shall, without delay, inform the Range Master and shall note the identities of all witnesses and officials involved and pass this information on to the Range Master.

10.1.8 Range Master Duty

Range Master will, upon receiving the report of the arbitration, shall notify the Match Director as soon as convenient.

10.1.9 Match Director Duty

The Match Director will, upon receiving the report of the arbitration with the appropriate fee, convene the Arbitration Committee in a place of privacy as soon as convenient.

10.2 Composition of Committee

10.2.1 Arbitration Committee

Composition of an Arbitration Committee should be: Three match participants that may have range officer experience or sufficient experience within the sport.

10.3 Time Limits & Sequences

10.3.1 Time Limit for Arbitration Request

Written requests for arbitration must be submitted to the Range Master(s) within one hour of the disputed incident or occurrence. Failure to present the required documentation within the time specified will render the request invalid and no further action will be taken.

10.3.2 Decision Time Limit

The Committee must reach a decision within 24 hours of the request for arbitration or before the final match scores are posted, whichever comes first. The match director shall return of the fee to the complainant and the complainant shall be required to reshoot the stage if applicable.

10.4 Fees

10.4.1 Protest Fee

The protest fee (arbitration fee) to enable a competitor to go to Arbitration shall be \$100.00 (U.S. funds).

11.4.2 Protest Fees

If the Committee's decision is to uphold the protest, the fee paid will be returned. If the committee's decision is to deny the protest, the fee paid will be held forfeit. Forfeited protest fees shall go into the general match fund.

10.5 Rules of Procedure

10.5.1 Committee's Duty and Procedure

The Committee will study the written submission and retain on behalf of the organizers the monies paid by the complainant until a decision has been reached.

10.5.2 Submissions

The Committee will then require the complainant to personally give further details of the submission and may question him/her on any point relevant to the dispute.

10.5.3 Hearing

The complainant will then be asked to withdraw while the Committee hears further evidence.

10.5.4 Witnesses

The Committee will then hear match officials as well as any other witnesses involved in the dispute. The Committee will examine all evidence submitted.

10.5.5 Questions

The Committee may question witnesses and officials on any point relevant to the dispute.

10.5.6 Opinions

Committee members will refrain from expressing any opinion or verdict while a dispute in progress.

10.5.7 View Area

The Committee may view any range or area related to the dispute and require any person or official they regard as useful to the process to accompany them.

10.5.8 Undue Influence

Any person attempting to influence the members of the Committee in any way other than evidence may be subject to disciplinary action.

10.5.9 Deliberation

When the Committee is satisfied that they are in possession of all information and evidence relevant to the dispute, they will deliberate privately and will reach their decision by majority vote.

10.6 Verdict and Subsequent Action

10.6.1 Committee Decision

When a decision is reached by the Committee, they will summon the complainant, the official, and the Range Master(s) or Match Director to present their judgment.

10.6.2 Implement Decision

It shall be the responsibility of the Range Master or Match Director to implement the Committee's decision. The Range Master(s) or Match Director shall advise the appropriate match personnel who will post the decision in a place available to all competitors. The decision is not retroactive and will not affect any incidents prior to the decision.

10.6.3 Decision is Final

The decision of the Committee shall be final and may not be protested, unless in the opinion of the Range Master(s) or Match Director new evidence received after the decision warrants reconsideration.

10.6.4 Minutes

Decisions of the Arbitration Committee shall be recorded and shall provide precedent for any similar and subsequent incident during that match.

10.7 Interpretation of Rules

10.7.1 Interpretation of these rules and regulations is the responsibility of match officials assigned to administer the applicable rules of the match. Range officials with guidance from the Range Master(s) will issue any required explanations and clarifications as necessary.

10.7.2 Persons seeking clarification of any rule shall be required to submit their questions to the range officials or Range Master(s).

10.8 Miscellaneous Matters

10.8.1 Any appendices included herein shall form an integral part of these rules.

2. Safety

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.

2.3 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 or down. 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.

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. Remedial action is defined as an action to clear a firearm malfunction or ammunition feeding device malfunction after it fails to fire.

2.4.4.1 A remedial action is complete once the firearm is capable of discharging a round.

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 "Load" or "Make Ready" command and before the "Range Is Clear" command.

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.

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.

2.5.3.3 Abandoning two firearms whether loaded or unloaded in the same location, ie: putting a shotgun and rifle in the same abandonment container.

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. Re-Holstering of a loaded firearm shall be a Match Disqualification.

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. 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. If ammunition is found in a Re-Holstered handgun, it shall be a Match Disqualification.

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

2.5.5 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.

2.5.5.2 In the case of a 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.

2.5.6 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 30 feet.

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

2.5.6.3 Engaging steel targets with shotgun slug ammunition at a range of less than 90 feet.

2.5.6.4 Engaging steel targets with rifle ammunition at a range of less than 100 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 competitor'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.

3.2.1 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, 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: $PF = \frac{\text{Bullet Weight (grains)} \times \text{Velocity (fps)}}{1000}$.

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(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 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 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 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 holsters must safely retain the handgun during vigorous movement. 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 Magazine length may not exceed 170mm.

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

5.3.2 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.

5.3.3 Handgun

5.3.3.1 Electronic sights, optical sights, extended sights, compensators 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.

5.3.4 Rifle

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

5.3.4.2 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.

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

5.3.4.4 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).

5.3.4.5 Drum magazines are prohibited. Coupled magazines are permitted.

5.3.4.6 Magazines must fit into a gauge measuring 3" wide X 7.5" length X 1" height. Magazines utilized during a course of fire that do not fit into the gauge will result in the participant receiving a score of 500 seconds for that course of fire regardless of the time shot.

5.3.5 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 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. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.4.2 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.

5.4.3 Handgun

5.4.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

5.4.3.2 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.

5.4.4 Rifle

5.4.4.1 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.

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

5.4.4.3 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).

5.4.4.4 Drum magazines are prohibited. Coupled magazines are permitted.

5.3.4.5 Magazines must fit into a gauge measuring 3" wide X 7.5" length X 1" height. Magazines utilized during a course of fire that do not fit into the gauge will result in the participant receiving a score of 500 seconds for that course of fire regardless of the time shot.

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 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. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.5.2 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.

5.5.3 Handgun

5.5.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

5.5.3.2 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. Magazines may be loaded with not more than ten (10) rounds.

5.5.3.3 Minimum caliber is .44”.

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

5.5.4 Rifle

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

5.5.4.2 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.

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

5.5.4.4 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).

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

5.5.4.6 Minimum caliber is .30”.

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

5.5.5 Shotgun

5.5.5.1 Only tubular magazines are permitted.

5.5.5.2 Electronic or optical sights are prohibited.

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

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

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

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

5.5.5.7 Minimum bore size is 12 gauge.

5.6 Heavy Metal Limited division

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

5.6.2 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.

5.6.3 Handgun

5.6.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are not permitted.

5.6.3.2 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. Magazines may be loaded with not more than ten (10) rounds.

5.6.3.3 Minimum caliber is .44".

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

5.6.4 Rifle

5.6.4.1 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.

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

5.6.4.3 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).

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

5.6.4.5 Minimum caliber is .30”.

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

5.6.5 Shotgun

5.6.5.1 Only tubular magazines are permitted.

5.6.5.2 Electronic or optical sights are prohibited.

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

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

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

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

5.6.5.7 Minimum bore size is 12 gauge.

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

6. Scoring & Awards

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 or 1 hit in the center 8” ring of the 3GN target.

6.1.1.2 One (1) hit in the lower A-zone or 1 hit in the center 8” 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 17” scoring ring of the 3 GN target.

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, D-zone or 17” ring 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 Hit and 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 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/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 Hit and Not Engaged).

6.1.5.3 Long range steel target (designated as any reactive steel target that is greater than 125 yards from the farthest forward shooting position) that does not react = 20 second penalty (un-hit long range target).

6.1.5.4 Long range steel target (designated as any reactive steel target that is greater than 125 yards from the farthest forward shooting position) that does not react and target was not engaged = 30 second penalty (un-hit long range target and was 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, $\frac{7}{8}$ ounce load of #7. or #8 birdshot.

6.1.6.3 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.

6.1.7 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 Hit and Not Engaged).

6.1.9 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.

6.1.10 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.

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

6.1.12 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.

6.1.13 The time limit established for this match per stage is 180 seconds.

6.1.14 : 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 Official's deem it necessary.

6.2 Match and Stage times

6.2.1 Total stage time will be by time plus with the time adjusted for any penalties incurred.

6.2.2 Total time accumulated for all stages will be factored against the fastest time to determine stages points. Each stage is worth a maximum of 100 stage points. Stage points will then be placed highest to lowest for each stage to determine the event placement by division.

6.2.4 The order of finish from top to bottom will be determined by the highest accumulated points to lowest accumulated points by division.

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: Current or honorably retired military personnel.

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