

KSA Multi-Gun

**Rule Book
Version 7.21.09**

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SECTION 1 SAFETY

1. All persons must wear eye and ear protection.
2. Every new shooter must be cleared with the Match Director as having basic firearms knowledge and be able to use the knowledge to be a safe competitor.
3. KSA functions on a "Cold Range" basis for liability reasons. Unloaded firearms may be handled in designated areas only. Firearms may only be loaded or unloaded under direction of Safety Officers (SOs). Violators face disqualification from the match.
4. Any shooter who "sweeps" him/herself or any other person with a loaded or unloaded firearm at any time may be disqualified.
5. A shooter may not draw a holstered sidearm while lying in the prone position.
6. Accidental/Negligent discharges result in disqualification from the match.
7. Intentional discharges in a direction deemed unsafe by the SO result in disqualification from the match.
8. Any shooter who displays disruptive behavior or is abusive (verbal or otherwise) towards any other person at the match will be disqualified.
9. Any shooter found to be or suspected of being under the influence of any drug or alcohol immediately before or during the match will be disqualified.
10. Dropping an unloaded firearm behind the firing line necessitates that a SO pick it up, confirm it is not loaded, and in a safe manner return it to the shooters bag, holster, or vehicle. Any dropped firearm found to be loaded would cause the shooter to be disqualified. Dropping a loaded or unloaded firearm during the COF will cause the shooter to be disqualified, unless specifically called for in the stage description.
11. All persons at the match must obey SOs with respect to the shooting competition and safety rules. Any shooter failing to do so will be disqualified and removed from the shooting area. Any person failing to observe this rule will be removed from the shooting area.
12. Unsafe gun handling by a competitor during a match may result in disqualification from that match. Unsafe gun handling may include but is not limited to accidental discharges, sweeping, shooting over confining berms, unaimed or uncontrolled fire, and any other actions deemed unsafe by match staff. Slings a rifle that is not jammed or empty, setting down a shotgun that is not jammed or empty is considered unsafe.

SECTION 2 RANGE COMMANDS

Range commands are based on the assumption that shooters will present themselves to the starting position with their firearm(s) unloaded and holstered/slung, prepared to shoot the COF. It is the shooter's responsibility to understand the rules governing the COF. The SO will invite the shooter to the starting box or area and give the following commands:

1. "Load and make ready." - The shooter may now load his/her firearm and assume the starting position as defined in the COF.

2. "Is the shooter ready?" - The SO asks if the shooter is prepared to proceed. If the shooter is not ready to proceed, it is the shooter's responsibility to inform the SO that they are not prepared. When the shooter does not respond negatively to this question, the SO will assume the shooter is ready.
3. "Stand By." - This is the verbal signal given by the SO to the shooter that the start signal will follow soon.
4. Start Signal - The signal for the shooter to start the COF will most often be an audible signal from an electronic timing device. However, other options can include visual, verbal, or other start signals that must remain the same for all shooters that execute the COF.

Once the shooter has apparently completed the COF, the SO will issue the following commands.

5. "If you are finished, unload and show clear." - If the shooter has finished the COF, he/she will then remove all magazines and ammunition from his/her firearm(s), and hold the firearm(s) in a position that allows the SO to confirm the firearm(s) is/are unloaded.
6. "Slide Down/Bolt Closed/Hammer Down." - The command given by the SO after confirming the shooters gun(s) is/are unloaded. The shooter will follow the command by closing his/her firearms actions and dry firing downrange to ensure that the firearms are clear. The redundancy of dry firing after the SO clears the shooter is a requirement. After this, if the shooter needs to recock the gun in order to holster he may do so.
7. "Range is safe." - This command is given by the SO to indicate the range is safe. No one should move forward on the range to perform range duties until this command is given.

Other Commands...

8. "Cover!" The SO will issue this as a warning to tell the shooter that he/she is out of or not properly using cover. If the shooter fails to take immediate action to correct this, a failure to use cover penalty will be assessed.
9. "Muzzle!" The SO will give this command as a warning to the shooter if he/she is close to breaking a muzzle safe point. Failure to take corrective action may result in disqualification.
10. "Stop!" or "Cease Fire!" At this command, the shooter will stop firing and remain at his/her current position. This command is only to be issued if a safety violation has been committed, or there is some other hazard present
11. "Finger!" The shooter's finger should be out of the trigger guard unless actually firing or preparing to fire. If the muzzle is directed in any direction except that of a target to be engaged, the finger must be out of the trigger guard. If the shooter's finger is in the trigger guard at an inappropriate time, the SO should call out "Finger!" More than one "finger" violation during a match is grounds for disqualification.

SECTION 3 EQUIPMENT

Pistol:

1. Must be centerfire.
2. May not be equipped with magnified optics of any kind. Non-magnified electronic sights, laser grips, flashlights or lasers mounted on an accessory rail on the dustcover are permitted. MRDS may be mounted in place of rear sight on top of slide.
3. Holster must securely hold the handgun. The holster must cover the trigger guard area.
4. No "Competition Holsters" are permitted. If it is not suitable for duty/concealed carry, it is not permitted. The Match Director has sole discretion in defining what is or is not permitted. In general, if a manufacturer lists a holster as a "competition holster" it is not permitted.
5. Chest holsters must be mounted on the shooter's strong side or directly on the chest with muzzle facing the weak side 45 degrees or lower.
6. Belt mounted holsters must be on the shooters strong side, and must be mounted between 12 o'clock and 4 o'clock for a right handed shooter and 8 o'clock and 12 o'clock for a left handed shooter.
7. Shoulder holsters are not permitted.
8. The Match Director may require a "holster test". With the gun/belt/holster assembly attached to the tester in the manner it is to be worn, the handgun must be retained in the holster while the tester hops. During this hop, both of the tester's feet must clear the ground, the tester's heels must clear the ground by at least 3 inches, and the tester may not hold or touch the handgun. All retention devices on the holster used to pass the holster test must be engaged at the start of every COF.
9. Magazines loaded are subject to a maximum overall length of 6.5 inches measured (unloaded) along the back of the magazine using the longest dimension from top to bottom.
10. Magazine wells may not be wider than the grips of the sidearm to which it is attached.

Rifle:

1. A semiautomatic rifle chambered in .223 Remington or 5.45 x 39 or greater equipped with iron sights, non-magnifying optics or magnifying optics up to 4x. May be magazine fed or fed by stripper clips. One set of iron sights and one optic, mounted on the same plane. For variable optics, whatever power the optic begins the first stage of the day is the same power it must start every stage.
2. Any semiautomatic rifle described above chambered for a pistol caliber (includes FN 5.7 cartridge).
3. Extended magazine wells on rifles are not permitted.
4. Drum magazines are not permitted.
5. Slings are mandatory.
6. Bipods/grip-pods are not permitted.

Shotgun:

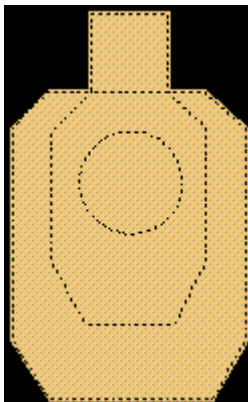
1. Magazine extensions may not extend more than 1" past the barrel.
2. Reloads may not come from a preloaded tube/cartridge. Rounds must be loaded one at a time. (Unless the shotgun is manufactured to use a detachable box magazine.)
3. Magnified optics not permitted
4. Side saddle shell holders are allowed as are extra rounds on the stock and sling.

Misc:

1. No armor piercing or tracer rounds.
2. All automatic rifles must be fired in the "semi" position.
3. Magazine limit of the initial magazine is 10. This includes that round that will be chambered.
4. 5 rounds max may be loaded into the shotgun initially.
5. All firearms used must be suitable for concealed carry, military, or police use, except for competitors in the Rimfire division.
6. All firearms are subject to inspection and approval by the Match Director or SOs.
7. All firearms must be legal to own in the jurisdiction in which the match takes place.
8. Shooter must have sufficient magazines/loaders and pouches as necessary to complete the COF. During the COF all reloads must come from pouches or pockets on the shooter's clothing/equipment, unless otherwise directed by the COF.
9. Redi-mags and mag cinches are permitted.
10. Rifle and pistol magazine pouches must cover at least 1/2 of the magazine.
11. Magazine limit on magazines other than the initial magazine are 17 pistol, and 30 rifle. 10 for box magazine equipped shotguns.
12. Extra ammunition may not be stored on shooters head, arms, or below the knee.
13. Unless stage description dictates otherwise, shooters will start with one pistol (holstered) and either a rifle or shotgun on their person.

SECTION 4 TARGETS/SCORING

1. The official target is a brown cardboard silhouette target that measures 22" wide, 34.5" tall (pictured below). It is the same target used by IDPA (International Defensive Pistol Association).



2. Hard cover is defined for scoring purposes as an impenetrable barrier. Hard cover is indicated using black on a hostile target with a crisp line delineating the hard cover areas from the scorable areas. Shots landing on hard cover are scored as misses.
3. Soft cover is defined as a vision barrier through which shots may pass and be scored on the shoot targets. Both shoot targets and no-shoot targets are considered soft cover. A full diameter hole in either, made by a shot subsequently striking a shoot or no-shoot target downrange, is scored as a hit on the down range target, and any applicable penalties are assessed. In other words, "shoot throughs" count.
4. Use of Cover: if cover is available to the shooter, he/she must use it if practical to the solution of the stage. A shooter is considered to be using cover if 50% or more of the shooter's "zero zone" is behind cover and not visible to the most threatening target. A shooter's head counts at 30% of his zero zone.
5. If no cover is available or if the shooter is moving between cover points, the shooter must remain in motion.
6. No-shoots are targets that are indicated as a non-engageable target. No-shoot targets have "empty hands" stenciled onto the target.
7. Scoring is done on a "total time" basis. The accumulated time of all COFs, plus target points, plus penalties equals total time. That is the final score. On the target, "0 zone" hits add 0 target points, "1 zone" hits add 1 target point, and "3 zone" hits add 3 target points. If a hit breaks the perforation between zones, the shooter is given the better score. In order for a hit to be considered breaking the perforation, the lead ring left by the bullet must touch the perforation. A residual tear in the paper does not count. Targets that disappear during the COF are given miss penalties, but NOT No Hits on Target (NHT) or Failure To Neutralize (FTN) penalties. Targets that some portion remains visible receive both penalties. Steel targets are scored as a simple hit or miss. Knockdown targets must be knocked down to score as a hit. For the purpose of scoring 1 target point equals 1 second in time.

8. Each target must be neutralized, defined as having at least 1 shot in the "0 zone", or 1 shot in the "1 zone".
9. Standard engagement requires two shots per target. The best two hits on any target are counted for score.
10. The following penalties may be assessed:

Miss	10 seconds
Hitting Non-Threat Target	20 seconds per hit
Procedural	5 seconds
Failure to use available cover	5 seconds
Leaving cover w/ empty weapon in hand	5 seconds
No Hits on Target	20 seconds
Failure to Neutralize	20 seconds per target
Overtime shot	10 seconds per shot (par time stages only)
Circumvention of game spirit*	30 seconds
Poor Sportsmanship**	60 seconds

*Circumvention of Game Spirit is when a shooter intentionally skirts the rules to gain an advantage, or where the shooter executes a stage in a manner that is tactically unsound.

**Poor Sportsmanship is self-explanatory. This is a sport for manly men and thick skinned women. No whining is allowed. Multiple violations may result in ejection from the match.

11. It is the SO's responsibility to ensure that scoring is done properly. Each shooter is responsible for signing their score sheets after they have reviewed it for completeness and accuracy.
12. No shooter or spectator may touch any target until it is scored. Any person doing so may be disqualified from the match.
13. If at anytime a competitor is unable to finish a stage or string because of the competitor's equipment failure (i.e. barrel blockage, firearm breakage, etc.), the competitor is scored his time and hits for the COF until the breakage, and awarded all penalties for misses, NHTs, and any other procedural penalties appropriate to the stage or string.
14. In the event of a broken firearm, a competitor may complete the match with an "equivalent" firearm after receiving express permission from the Match Director to make the substitution. The equivalent firearm must be of the same caliber as the firearm with which the competitor began the match.

SECTION 5 DIVISIONS

There are two divisions: Service and Rimfire. The use of any firearm listed under the rimfire division will place the shooter in that division for the entire match. (Example: The shooter using a 45ACP pistol, 12 gauge shotgun, and an AR15 with a 22lr conversion kit will be competing under the Rimfire division.)

Service:

1. Pistol: Centerfire Cartridge
2. Rifle: Centerfire Cartridge (Pistol Caliber Carbine included)
3. Shotgun: 12 gauge

Rimfire:

1. Pistol: Any pistol chambered or modified to fire rimfire ammunition
2. Rifle: Any rifle chambered or modified to fire rimfire ammunition
3. Shotgun: 16 gauge or smaller

The Match Director has final say in all matters not covered by these rules.