

Sanford-Springvale Fish & Game PA

3Gun Rules

1. GENERAL CONDUCT AND 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.
- 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.
- 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 The final decision on all disqualifications and reshoots will be made by the Range Master or the Match Director.
- 1.7 Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director or his designee. Rulings by the Match Director or his designee will be final, and will serve as a precedent for the duration of the event

2. SAFETY

- 2.1 SSFGA 3 Gun matches will be run on a cold range.
 - 2.1.1 Participants firearms will remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
 - 2.1.2 For handguns unloaded means empty magwell & chamber, slide forward, and hammer down.
 - 2.1.3 For shotguns/rifles unloaded means empty magwell, tube, and chamber, bolt open with ECI inserted.
- 2.2 Firearms may only be handled and/or displayed in a designated safety area except as noted below.
 - 2.2.1 Safety areas will be clearly marked with signs.
 - 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 Staging & Bagging/Unbagging Area
 - 2.3.1 Long guns may be bagged/unbagged or retrieved from carts at the staging/bagging area provided the muzzle is pointed in a safe direction directly into and within 2 yards of a side berm or backstop. Failure to point the muzzle at a side berm or back stop during bagging/unbagging or removing/replacing on a cart will result in a DQ. All other gun handling with long guns e.g. sight pictures, turning dots on/off, etc. must be accomplished in a safety area or under the direct supervision of a Range Officer.
 - 2.3.2 Shotgun magazines may be pre-loaded at the loading table at the discretion of the RO for the stage. The chamber will remain empty and chamber flag inserted, and bolt open until the RO give the command to load and make ready at the firing line.
- 2.4 Firearms may be transported to, from and between stages only in the following conditions:
 - 2.4.1 Handguns must be unloaded, cased or holstered, de-cocked and with the magazine removed.

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- 2.4.2 Rifles and shotguns must be unloaded, magazines removed ECI inserted, and either cased, or secured muzzle up or muzzle down in a stable gun cart/caddy or carried slung with the muzzle up or muzzle down. If oriented muzzle down, it must point to a spot within 3 feet of the conveyance when on flat, level ground. If oriented muzzle up, it must be oriented such that a person walking around will not be covered by the muzzle if they are more than 3 feet away from the conveyance when on flat, level ground.
- 2.4.3 All Firearms may be cased or uncased at vehicles, meeting the following requirements. Recommended Rifles / Shotguns uncased and carried in carts securely, if not using a cart remain cased and follow stage procedures for casing and uncasing at the stage.
 - 2.4.3.1 Rifles / Shotguns chamber must be open ECI inserted
 - 2.4.3.2 Muzzles pointed in safe direction
- 2.4.4 Between stages actions must be open and detachable magazines removed. The use of high visibility open bolt indicator (chamber flag) devices are required.
- 2.5 Abandoned guns may not be reacquired by the shooter once the shooter has moved more than 10 feet away from the abandoned gun unless specifically allowed by the stage briefing.
- 2.6 Carts are allowed, carts should hold the muzzle straight up or down. In the popular jogging cart adaption muzzles should be angled downward to the ground in front of the cart. Muzzles are recommended to be no more than 2.5 feet off the ground to avoid accidental muzzle sweeping.
 - 2.6.1 When Carts are parked the nose of the cart should be angled out toward the side berms (i.e. muzzles toward the berms) within 2 feet of berm.
- 2.7 Moving, reloading, clearing malfunctions, retrieving, abandoning, or holstering a firearm with the finger inside of the trigger guard is prohibited and will result in disqualification.

3. Stage Procedure

3.1 Range Commands

- 3.1.1 "Make Ready": The COF begins with the "Make Ready" command and ends after the "Range is Clear" command
- 3.1.2 The RO will give the "Make Ready" command signifying the start of the COF and then direct and supervise the competitor through the process of preparing and positioning all firearms. The initial "Make Ready" command defines the start of the COF regardless of how many firearms are subsequently prepared, loaded, and/or staged following the command.
- 3.1.3 "Are You Ready? - Standby": After the competitor has staged all firearms to be used in the COF, the RO will accompany them to the start position. The RO shall then issue the command "Are You Ready?" followed shortly by "Standby" and then activation of the timer.
- 3.1.4 The lack of any negative response from the competitor after being issued the "Are You Ready?" command indicates that they fully understand the requirements of the COF and are ready to proceed. If the competitor is not ready, they must state so. Competitors should assume the required start position to indicate their readiness to the RO.
- 3.1.5 "Stop" Any RO assigned to a stage may issue this command at any time during the COF. The competitor must immediately cease firing, stop moving, and wait for further instruction from the RO.
- 3.1.6 "If You Are Finished, Unload and Show clear": If the competitor has finished shooting, they shall lower their firearm and present it for inspection by the RO with the muzzle

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pointed downrange, magazine removed or tube emptied, slide/bolt locked or held open and chamber empty.

- 3.1.7 "If Clear, Hammer Down and Holster" or "If Clear, Hammer Down and Flag":
- 3.1.8 Pistols: Release the slide and pull the trigger without touching the hammer or de-cocker, then holster the pistol.
- 3.1.9 Rifle/Shotgun/PCC: Bolt forward, pull the trigger, retract bolt, turn on safety, and insert ECI
- 3.1.10 Rifles/Shotguns/PCC shall be carried muzzle up/down when exiting the stage
- 3.1.11 "Range Is Clear": This command shall be issued only after all firearms have been cleared by the competitor and RO. This declaration signifies the end of the COF. Once this declaration is made, officials and competitors may move downrange to score, and reset targets.
- 3.2 Default Start Position. The competitor assumes the default start position unless otherwise specified in the WSB.
 - 3.2.1 Handgun start, the competitor must stand with arms hanging naturally at sides, facing down range, handgun loaded and holstered.
 - 3.2.1.1 Unloaded handgun starts will be no magazine inserted, slide forward and hammer down.
 - 3.2.2 Rifle/Shotgun/PCC start low ready
- 3.3 The WSB read by the RO supersedes the match book or any previously posted stage information.
 - 3.3.1 The WSB will be read by the RO at upon arrival at every stage. After the reading the squad will be allowed a few minutes to examine the stage.

4. AMMUNITION

- 4.1 Handgun ammunition shall be 9mm Parabellum (9x19mmNATO) or larger, unless otherwise stipulated under equipment division rules.
- 4.2 Rifle ammunition shall be 5.45x39 or larger but smaller than and not including .308, unless otherwise stipulated under equipment division rules.
- 4.3 Shotgun ammunition shall be 20 gauge or larger, unless otherwise stipulated under equipment division rules.
 - 4.3.1 Birdshot must be no larger than #6 birdshot and be made from lead or bismuth only. Birdshot loads may not exceed 3 ¾ Drams equivalent. Iron/steel/tungsten birdshot is unsafe and prohibited.
- 4.4 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles or Birdshot loads that exceed 3 ¾ Drams equivalent are unsafe and prohibited. Shooters that damage steel targets with prohibited ammunition will be required to replace the target and receive a Match DQ.

5. FIREARMS

- 5.1 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.
- 5.2 Firearms capable of only fully automatic- or burst-fire ("machine guns") may not be used unless by special circumstances determined by Match Director. Full auto guns that have a

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semiautomatic feature may be used in semi-auto mode only. Using full auto mode during a stage will result in a ZERO for the stage.

- 5.3 Participants must use the same firearms (handgun, rifle and shotgun) for the entire event.
- 5.3.1 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 M.D.
- 5.4 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 installing or removing support devices (e.g. bipods), slings and other minor accessories (e.g. scope covers).
- 5.4.1 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 Match Director.
- 5.5 Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:
 - 5.5.1 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 autos & revolvers, the hammer must be down/forward.
 - 5.5.2 Rifle: Loaded to division start capacity and held in the low ready position. Safety catch must be in the "safe" position.
 - 5.5.3 hotgun: Loaded to division start capacity and held in the low ready position. Safety catch must be in the "safe" position.
 - 5.5.4 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) unless directed to do so in the written stage briefing.
- 5.6 Holsters & Equipment
 - 5.6.1 Handgun holsters
 - 5.6.2 Holsters must be able to safely retain the handgun during vigorous movement.
 - 5.6.3 The holster material must completely cover the trigger on all semi-automatic pistols. Revolver holsters must completely cover the trigger and the cylinder.
 - 5.6.4 Due to safety concerns, shoulder holsters and cross draw holsters are not allowed.
 - 5.6.5 Chokes, slings, bi-pods, monopods, ammo/mag holders, and flashlights may be added, removed or changed at any time during the match.
 - 5.6.6 Staging shooting bags, mats, tripods etc. is prohibited prior to the buzzer.

6. SCORING

- 6.1 Scoring per stage will be straight time plus penalties.
- 6.2 Max time allowed for any stage will be 990 seconds unless stated otherwise in the Stage Briefing. Upon Failure to complete the stage within the maximum time, a shooter will be stopped by the Range Officer and assessed a stage time as shown on the timer in seconds plus applicable penalties. (a shooter may accidentally fire after the 990 second time and that time will be recorded but any shots past the 990 second limit will not count for score)

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- 6.3 Any paper target designated as a “shoot” target may be neutralized by two (2) hits anywhere inside the scoring perforations with rifle or pistol on the target or 1 A or B hit. Slug targets may be neutralized with one hit anywhere inside the scoring perforations.
- 6.3.1 Paper targets for pistol and rifle which have less than the required number of hits will receive a 5 second penalty for each hit less than the required number.
- 6.4 Flying targets must be engaged while in the air. Firing after a flying target has hit the ground will not count as being engaged and will receive a 15 second FTE penalty.
- 6.4.1 Frangible targets must break to score (one bb hole is a break)
- 6.4.2 Knock down style targets (poppers, plates and steel) MUST FALL TO SCORE!
- 6.4.3 Pistol, shotgun & rifle plates that are hit but do not fall will NOT be scored.
- 6.4.4 Pistol and shotgun plates that are hit and turned on edge will NOT be scored as hit and are NOT a range equipment failure.
- 6.5 Steel knock down (KD) plates must fall or turn 45° by gunfire to score
- 6.5.1 Non-hinged KDs are “down” if struck by a projectile from rifle, PCC, pistol, or shotgun and turned 45 degrees or more as determined by the RO.
- 6.5.2 The RO may yell HIT indicating neutralization of target if they are certain the plate turned more than 45°.
- 6.5.3 In the event that a shot KD turns less than 45 degrees, a competitor has two alternatives:
 - 6.5.3.1 The KD is shot again until it falls. In this case, no further action is required, and COF is scored as shot.
 - 6.5.3.2 If the KD is left standing, the competitor may challenge the RO’s 45-degree call. In this case, no person shall touch or interfere with the KD or the surrounding area. If the Range Master determines that the target did not turn more than 45 degrees, the target is scored as missed.
- 6.6 Calibration Challenges: If, during a COF, a popper does not fall when hit, a competitor has three alternatives:
 - 6.6.1 The popper is shot again until it falls. In this case, no further action is required, and the COF is scored “as shot”.
 - 6.6.2 The popper is left standing, but the competitor does not challenge the calibration. In this case, no further action is required, and the COF is scored “as shot”, with the subject popper scored as a miss.
 - 6.6.3 The popper is left standing and the competitor challenges the calibration. In this case, no person shall touch or interfere with the popper or the surrounding area. If the popper falls for any non-interference reason (e.g. wind action), before it can be calibrated, it is range equipment failure and shall result in a reshoot.
 - 6.6.4 In the absence of any interference, or problem with a target mechanism, a calibration officer shall conduct a calibration test of the subject popper from inside the shooting area for pistol/birdshot target or 30 feet away for a rifle or shotgun slug target. The following will apply:
 - 6.6.4.1 If the first shot by the calibration officer hits on or below the calibration zone and the popper falls, the popper is properly calibrated, and it will be scored as a miss.
 - 6.6.4.2 If the first shot fired by the calibration officer hits the popper anywhere on its frontal surface and the popper does not fall, the calibration test has failed, and the competitor shall reshoot the COF once the popper has been recalibrated.

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6.6.4.3 If the first shot fired by the calibration officer hits above the calibration zone, and the popper falls the calibration test has failed and the competitor shall reshoot the COF once the Popper has been recalibrated.

6.7 Calibration challenges for all poppers will be done using 9mm ammo at 120±5 power factor.

7. Self-resetting style rifle targets must be struck solid enough to cause the hidden "flash card" to be visible to the Range Officer. The Range Officer may call hits.

7.1 Re-shoots

7.1.1 Re-shoots may be issued by a Chief RO, Range Master, or Match Director. The competitor will be given the choice to re-shoot immediately or have their position moved to the bottom of their squad's shooting order

7.1.2 If a stage has not been completely reset prior to the start signal or if a target falls on its own after the start signal, the RO shall stop the competitor as soon as possible. The competitor will then be required to re-shoot the COF once it has been reset.

7.1.3 If a thrown or flipped clay target breaks upon leaving the launcher, before the shooter can engage it, the shooter shall be stopped, and a mandatory reshoot will be issued.

7.2 Scoring and penalties

7.2.1 One "A", "B", -0 zone hit = no penalty

7.2.2 Two hits anywhere in the scoring area = no penalty

7.2.3 One shotgun slug hit anywhere = No penalty

7.2.4 Failure to Neutralized (FTN) – Only one "C" or "D" = 5 second penalty

7.2.5 Not Hit - No hits on paper = 10 second penalty

7.2.6 Not Hit - No hit on rifle, shotgun or pistol steel = 10 second penalty

7.2.7 Not Hit - Missed flying clay = 10 seconds

7.2.8 Failure to Engage (FTE) - any target = 15 second penalty

7.2.9 Hit on a No Shoot = 5 second penalty

7.2.10 Stage Procedural = 5 second penalty

7.2.11 FTE/Failure to engage any target will result in a 5 second penalty in addition to the time penalty for not making the required hit(s) on the target for a total of 15 seconds.

7.2.12 Engaging a frangible target but not breaking it will result in a 10 second penalty per target.

7.2.13 Engaging a pistol or shotgun steel target but not knocking it down will result in a 10 second penalty

7.2.14 When engaging rifle steel, shooter must attempt to hit each target, wild shots will not count as an engagement and may be cause for a Match DQ per Rule 2.4.7.

7.2.15 Procedural penalties, 5 seconds per target, may be assessed for failing to follow the stage directions as written in the stage description and/or as stated in the stage briefing.

7.2.16 Stage Not Fired (SNF/DNF) penalty: A competitor shall receive a stage time of 990 seconds.

7.2.17 Ties will be broken by an undisclosed Tie Breaker Stage designated by the Match Director.

8. Disqualification

8.1 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:

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Scoring and penalties:

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- 8.1.1 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.
- 8.1.2 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.
- 8.1.2.1 Exception - a shot which strikes the ground within 10 feet of the participant due to a "squib".
- 8.1.2.2 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.
- 8.2 A shot which occurs while loading, reloading or unloading any firearm. A shot which occurs prior to the start signal or after the "If Clear, hammer down." command
- 8.2.1 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.).
- 8.3 A shot which occurs during remedial action in the case of a malfunction.
- 8.4 A shot which occurs while transferring a firearm between hands.
- 8.5 A shot which occurs during movement, except while actually engaging targets.
- 8.6 Wildly firing downrange at rifle steel without aiming to avoid an FTE penalty.

9. Violating COLD RANGE procedures.

- 9.1 Any competitor found with a magazine inserted in their pistol or rifle or rounds loaded in the shotgun, or missing ECI while not under the direct supervision of a range official, shall be escorted to a safe area to check the loaded condition. If the magazine, tube, or chamber is found to be loaded, the competitor will be subject to DQ. Shotgun pre-loading in loading area is exempt.
- 9.2 Handling loaded magazines, live, or dummy rounds or a loaded firearm in a safe area.
- 9.3 Handling firearms outside of the Safe Areas, Staging Areas, under the direct supervision of a Range Officer.
- 9.3.1 Exception: Moving between stages as described in 2.3.
- 9.4 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 but are not limited to:
 - 9.4.1 Dropping a loaded firearm at any time after the "Make Ready" command and before the "Range Is Clear" command.
 - 9.4.2 Dropping an unloaded firearm before the "Make Ready" command or after the "Range Is Clear" command will not result in disqualification, provided the firearm is retrieved by an Event Official.
- 9.5 Use of any unsafe ammunition as defined in Section 3.
- 9.6 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:
 - 9.6.1 Loaded, safety catch fully engaged, muzzle pointed in the designated safe direction.
 - 9.6.2 Completely unloaded (no ammunition in the firearm), detachable magazine removed, muzzle pointed in the designated safe direction.

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- 9.6.3 Firearms abandoned in a safe abandonment location but in an improper condition will cause the shooter to receive a 30 second Penalty but will not be DQed.
- 9.7 Unloading any firearm in an unsafe manner or discharging a firearm while not legitimately engaging a target.
- 9.8 Allowing the muzzle of a firearm to break the 180-degree safety plane.
- 9.9 Engaging a steel target in an unsafe manner, such as by:
 - 9.9.1 Engaging steel targets with handgun ammunition at a range of less than 21 feet (7 Yards).
 - 9.9.2 Engaging steel targets with birdshot ammunition at a range of less than 15 feet (5 yards).
 - 9.9.3 Engaging steel targets with shotgun slug ammunition at a range of less than 132 feet (44 Yards).
 - 9.9.4 Engaging steel targets with rifle ammunition at a range of less than 165 feet (55 Yards).
- 9.10 Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (sweeping) is prohibited.
- 9.11 Using a tube-type shotgun speed-loading device without a primer relief cut.
- 9.12 Moving, reloading, clearing malfunctions, retrieving, abandoning, or holstering a firearm with the finger inside of the trigger guard.
- 9.13 Sweeping other participants with any firearm, loaded or unloaded at any time
- 9.14 Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, including any side matches, and the participant will not be allowed to continue nor be eligible for prizes. DQed shooters may remain and help reset stages.
- 9.15 A participant shall be disqualified for unsportsmanlike conduct. Examples of unsportsmanlike conduct include:
 - 9.15.1 Cheating, such as:
 - 9.15.2 Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty.
 - 9.15.3 Altering or falsifying score sheets.
 - 9.15.4 Altering the configuration of firearms or equipment without permission of the Match Director.
 - 9.16 Threatening, using abusive language, harassing or assaulting other participants or Event Officials.
 - 9.17 Disruptive behavior likely to disturb, distract or harm other participants while they are shooting.
 - 9.18 Willful disregard of Event Official instructions.
 - 9.19 Failure to help reset stages. ROs will advise the Match Director of any shooters that are not helping reset and the MD will give the shooter one warning. Shooters that continue to slack will be DQed.

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10.ARBITRATION RULES AND ADMINISTRATION

- 10.1 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. Remaining calm and rational while arbitrating disputes will make this unpleasant job easier.
- 10.2 Access – Protests may be submitted for arbitration except the actual scoring of targets. However, protests arising from a disqualification for a safety infraction will only be accepted

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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.

- 10.3 Appeals – Decisions are made initially by the Range Officer for the stage or area. If the competitor disagrees with a decision; the Range Master should be summoned and asked to rule. If a disagreement still exists, the Match Director must be summoned and asked to rule. The Match Director's decision is final.

11. Appendix

- 11.1 Terms
 - 11.1.1 COF – Course of Fire
 - 11.1.2 ECI – Empty Chamber Indicator (chamber flag)
 - 11.1.3 KD – Knock Down Target
 - 11.1.4 MD – Match Director
 - 11.1.5 MDQ – Match Disqualification
 - 11.1.6 REF – Range Equipment Failure
 - 11.1.7 RO – Range Officer
 - 11.1.8 SDQ – Stage Disqualification

Implemented	Author / Contributor	Version	Club President
7/28/2019	Bedell, Crepeau, Roberge	v.1	Roberge

Sources

IMGA Basic Rules

Blue Grass Sportsman League - http://www.bgsiinc.com/wp-content/uploads/2015/04/International_Multi_Gun_RULES_postedBGS_L_01-19-14.pdf

Parma Rod and Gun Club - <https://www.parmarnrg.org/index.php/match-info/high-desert-3-gun-match.html>