

2010 Androscoggin County Fish & Game 3-Gun Rules

1 Safety Rules

- 1.1 Participants are subject to match disqualification for violation of any rule or regulation in sections 1 or 2.
- 1.2 All Androscoggin County Fish & Game matches will be run on **"COLD RANGES."**
 - 1.2.1 **COLD RANGE** (definition): Participants firearms will remain unloaded at the match site except under the direction of a match official.
- 1.3 Designated Safety Areas
 - 1.3.1 The Safety Areas will be clearly marked with signs.
 - 1.3.2 Unloaded firearms may be handled and/or displayed only in the Safety Areas.
 - 1.3.3 No ammunition may be handled in any Safety Area (Except when authorized preloading of shotgun tubes).
- 1.4 Rifles & Shotguns (carry from vehicle or between stages)
 - 1.4.1 Rifles & shotguns must be cased or carried slung.
 - 1.4.2 Rifles & shotguns must be carried with actions open and detachable magazines removed. Chamber flags are not mandatory, but highly encouraged.
- 1.5 Handguns (carry between stages)
 - 1.5.1 Handguns must be cased or remain in holster, magazine removed except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.
 - 1.5.2 Handguns must be carried with the **"Hammer/Striker Down."**
 - 1.5.3 On stages, the Ready Condition of handguns must be **"Hammer Down"** for DA autos & revolvers, and **"Cocked & Locked"** for SA autos or DA autos with manual override safeties.
- 1.6 All Firearms will be made safe before anyone goes downrange.
- 1.7 No participants or spectators shall consume or be under the influence of alcohol or nonprescription 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.
- 1.8 Eye protection is mandatory for participants, spectators & range personnel at the match site.
- 1.9 Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.
- 1.10 All Androscoggin County Fish & Game **"Range Rules"** will be adhered to by all competitors and spectators. Any person violating **"Range Rules"** may be removed from the range.
- 1.11 Full auto Firearms and .50BMG use is prohibited. Consult Range master for details.
- 1.12 Children under the age of 16 years old are restricted from attending ACF&G 3-Gun matches.
- 1.13 If an unsafe situation is observed, an Emergency Cease Fire should be called. All competitors will comply with an Emergency Cease Fire and clear and safe their Firearms.

2 Disqualifications:

- 2.1 Match Disqualification will result in complete disqualification from the match and the shooter will not be allowed to continue with the match. Shooter will not be eligible for prizes. Final decision will be with the Range Master.
- 2.2 Match Disqualification for Negligent Discharge.

2.2.1 "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 3 meters of the competitor or range officer, or outside the confines of the backstop.

- 2.3** A participant shall be disqualified from the Match for dropping a loaded firearm.
- 2.4** 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.)
- 2.5** ALL disqualifications and re-shoots will be issued by the Range Master.
- 2.6** Leaving a loaded firearm in a safety barrel or box without the safety engaged will result in a Match DQ. Loaded firearm means any round(s) left in an inserted magazine or tube or in the chamber.

3 Sportsmanship & Conduct

- 3.1** Participants and spectators are expected to conduct themselves in a courteous, sportsmanlike manner at all times. Disputes will be handled promptly and fairly by the Range Master.
- 3.2** Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site/range.
- 3.3** Any competitor with a proven handicap (excluding legally blind or deaf) can shoot the course other than intended (strong hand/weak hand) but may incur a 35% penalty in time/points per string or per stage. The Range master will decide on a case-by-case basis.

4 Ammunition

- 4.1** No tracer, incendiary, armor piercing or steel core ammunition is allowed. .50BMG is prohibited.
- 4.2** Pistol/revolver ammunition shall be 9x19 or larger caliber.
- 4.3** Rifle ammunition shall be 5.54x39 or larger.
- 4.4** Shotgun ammunition shall be 20 gauge or larger.
 - 4.4.1** No birdshot ammo allowed. 9 Pellet 00 Buckshot and Slugs will be used on prescribed targets only.

5 Firearms

- 5.1** All firearms used by competitors shall be serviceable and safe.
- 5.2** If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another of the same caliber and sighting system approved by the Range Master.
- 5.3** For purposes of this ruling, a "**Firearm**" consists of a specific caliber, receiver, barrel, and stock and sighting system combination.
- 5.4** The same firearm system, for each gun, per Rule 5.3, shall be used during the entire match.
- 5.5** Competitors will not reconfigure any firearm during the course of a match. (i.e. change caliber, barrel length, shotgun, magazine tube length, sighting systems or stock style.)

6 Firearms Classifications [Open Class, Tactical Class Non-Magnified]

- 6.1 Handgun - Open Class**
 - 6.1.1** No limitations on accessories (see rule 5.3)
 - 6.1.2** Magazine length may not exceed 170 millimeters.
- 6.2 Handgun - Tactical Class**
 - 6.2.1** Firearms must be of a factory configuration.

- 6.2.2 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.
- 6.2.3 Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this class.
- 6.2.4 Magazines used shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 141.25 mm OAL for staggered magazines.

6.3 Rifle - Open Class

- 6.3.1 No limitations on accessories (see Rule 5.3)
- 6.3.2 Barrel length shall not be changed for the duration of the match.

6.4 Rifle - Tactical Class

- 6.4.1 Firearms must be of a factory configuration (see Rule 5.3)
- 6.4.2 Barrel length shall not be changed for the duration of the match.
- 6.4.3 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle
- 6.4.4 No Tactical Class Magnified rifles may be used. Magnified sights are not allowed in this class.
- 6.4.5 Tactical Class Non-Magnified may have a single 1x sighting system, electronic or other.
- 6.4.6 Rifle supporting devices (i.e. bipods, etc.) are not allowed in this class.

6.5 Shotgun - Open Class

- 6.5.1 No limitations on accessories (see Rule 5.3) see Special Note below.
- 6.5.2 Barrel length shall not be changed for the duration of the match.
- 6.5.3 Magazine tube length shall not be changed for the duration of the match.
- 6.5.4 Shotgun speed loaders are allowed in Open Class.
 - 6.5.4.1 Shotgun speed loaders must be the new type, or modified old style with the primer relief cut.
 - 6.5.4.2 Use of old style shotgun speed loaders without the primer relief cut will result in match disqualification.

6.6 Shotgun - Tactical Class

- 6.6.1 Shotguns must be of a factory configuration (see Rule 5.3)
- 6.6.2 Barrel length may not be changed for the duration of the match.
- 6.6.3 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- 6.6.4 No electronic or optical sights are allowed on shotguns in this class.
- 6.6.5 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this class.
- 6.6.6 No compensators or porting on barrels allowed in this class.
- 6.6.7 Tactical Shotguns may only hold 9 rounds maximum at any loaded start position..
- 6.6.8 No shotgun speed loaders are allowed in this class.

7 Holsters and Equipment

7.1 Handgun holsters and equipment - Open Class

- 7.1.1 Any holster, which will safely retain the handgun during vigorous movement, is allowed.
- 7.1.2 The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.
- 7.1.3 Female competitors may wear their belt at hip level providing the belt is in belt loops sewn on the pants.
- 7.1.4 Due to safety concerns shoulder holsters are disallowed.
- 7.1.5 Cross draw holsters will be judged on an individual basis by the Match Director or his designee. The concern is not to violate the 180-degree rule. (See Rule 2.4)

7.2 Handgun holsters and equipment - Tactical Class

- 7.2.1 Any holster, which will safely retain the handgun during vigorous movement, is allowed.
- 7.2.2 The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder.
- 7.2.3 The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.
- 7.2.4 Female competitors may wear their belt at hip level providing the belt is in belt loops sewn on the pants.
- 7.2.5 Due to safety concerns shoulder holsters are disallowed.
- 7.2.6 Cross draw holsters will be judged on an individual basis by the Range Master. The concern is not to violate the 180-degree rule. (See Rule 2.4)

8 Classes

8.1 Open Class

- 8.1.1 Any Open Class gun OR Open Class equipment puts the competitor in Open Class for the entire match.
- 8.1.2 See Firearms Classification (Rule 6) for details.

8.2 Tactical Class-Non-Magnified

- 8.2.1 Competitor will shoot a Tactical Handgun (Rule 6.2), Tactical Shotgun (Rule 6.6) and a Tactical Class Rifle with iron sights or a single 1x electronic or other non-magnified dot style scope (Rule 6.4).

9 Scoring

- 9.1 Scoring per stage will be Vickers style straight time plus penalties. Maximum time allowed to shoot any stage is 240 seconds.

9.1.1 Any IDPA style target, designated as a **“Shoot”** target must have two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 **“-0”** hits)

9.1.2 Example of scoring and penalties on paper targets:

9.1.2.1 Two **“-0”** zone hits = +0 seconds

9.1.2.2 One **“-0”** and one **“-1”** zone hit = +1 seconds

9.1.2.3 One **“-0”** and one **“-3”** zone hit = +3 seconds

9.1.2.4 Two **“-1”** zone hits = +2 seconds

9.1.2.5 One **“-1”** and one **“-3”** zone hit = +4 seconds

9.1.2.6 Two **“-3”** zone hits = +6 seconds

9.1.2.7 No hits on target but target was engaged = +3 second penalty

9.1.2.8 Target Not Engaged (TNE) = +5 second penalty for not engaging a target in stage sequence.

- 9.1.3 Designated "No Shoot" targets that are hit will incur a +5 second penalty for each hit.
- 9.1.4 Knock down style targets (i.e. poppers or steel) must fall to score.
- 9.1.5 Frangible targets must break to score. (One BB hole is a break.)
- 9.1.6 Failure to engage a frangible, knock down or swinging style target will result in a TNE penalty of +5 seconds.
- 9.1.7 Engaging a frangible, knock-down or swinging style target but not breaking it, knocking it down or causing the target to react will result in a +2 second penalty per target.
- 9.1.8 Failure to engage a Long Range (100 yards+ or any target designated as Long Range) will incur a +5 second penalty
- 9.1.9 Failure to neutralize a Long Range target will result in a +3 second penalty
- 9.1.10 Procedural penalties, +5 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description or discussed in the walkthrough.
- 9.1.11 Procedural penalties, +5 seconds, may be assessed for failing to follow stage procedures.
- 9.1.12 Stage Not Fired or did not finish (SNF/DNF) penalty, +20 seconds per stage not fired or finished.

9.2 Stage Points

- 9.2.1 First Place (lowest time) for each stage, in each class, will receive 100 points; Second Place and below will figure points on a percentage basis of the 100 from 1st Place.
- 9.2.2 Total points accumulated for all stages will determine the match placement by class.
- 9.2.3 Ties will be broken by an undisclosed Tie Breaker Stage designated by the Range Master.
- 9.2.4 Highest score wins.

10 Arbitration Rules & General Principles

- 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. However, effective match administration and planning will prevent most, if not all, disputes.
- 10.2 **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.
- 10.3 **Appeals** • Decisions are made initially by the Range Officer. If the complainant disagrees with a decision, the Range Master must be summoned and asked to rule and his decision is final.