

## **MULTIGUN RULES**

### **1. Safety Rules**

1.1 Participants are subject to event disqualification for violation of any rule or regulation in sections 1 or 2. Safety violations will not be subject to arbitration.

1.2 All events will be run on COLD RANGES.

1.2.1 COLD RANGE (definition): Participants firearms will remain unloaded at the event site except under the direction of an event 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.

1.4 Rifles & Shotguns (carry from vehicle or between stages)

1.4.1 Rifles & shotguns must be cased or carried vertically with the muzzle up.

1.4.2 Rifles & shotguns must be carried with actions open and detachable magazines removed.

1.4.3 Shotgun ammunition shall be 20 gauge or larger - #4 LEAD SHOT or smaller & SLUGS where required by the stage description. Steel shot specifically not allowed. Use of steel shot is a safety violation and will result in a participant's event disqualification.

1.5 Handguns (carry between stages)

1.5.1 Handguns must be cased or remain in holster with the 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 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 and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.7 Eye protection is mandatory for participants, spectators & range personnel at the event site.

1.8 Ear protection is mandatory for participants, spectators & range personnel while on or near a course of fire.

## 1.9 Grounding Firearms

1.9.1 During the course requirements of a multi-gun stage, a participant may be required to ground a firearm in order to transition to another. The location and position of the grounded firearm will be specified in the Written Stage Briefing. A participant shall transition firearms by safely grounding a firearm using either of the following acceptable and safe methods:

- a. Loaded, safety engaged.
- b. Unloaded.

Note: For purposes of IMA Rules, "unloaded" means:

- c. Empty chamber and empty source (tube or magazine); or
- d. Empty chamber and magazine completely removed.

1.9.2 Unloading any firearm in an unsafe manner or willfully discharging any firearm while not engaging a target, or for the sole purpose of unloading any firearm, prior to grounding, will result in an event disqualification. *Example: Firing any rounds in any firearm, after all targets have been engaged for that particular firearm, before grounding.*

## 2. Disqualifications:

2.1 Disqualification will result in complete disqualification from the event and the participant will not be allowed to continue. Participant will not be eligible for prizes. Final decision will be with the Range Master. Safety violations will not be subject to arbitration.

### 2.2 Disqualification for Accidental Discharge

A participant who causes an accidental discharge must be stopped by a Range Officer as soon as possible. An accidental discharge is defined as follows:

2.2.1 A shot, which travels over a backstop, a berm or in any other direction deemed by the event organizers as being unsafe.

Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

2.2.2 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.

- a. Exception - a bullet, slug, or shot which strikes the ground within 10 feet of the participant due to a "squib".
- b. In the case of a shot striking a prop where the bullet, slug, or shot is deflected or does not continue to strike the ground, if the Range Official determines that the bullet, slug,

or shot would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 2.2.2 shall apply.

2.2.3 A shot which occurs while loading, reloading or unloading any firearm after the "Make Ready" command and/or before the "Range is Clear" command.

a. Exception - a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to an event disqualification, however, Rule 5.1 may apply.

Detonation (definition): Ignition of the primer of a round, other than by action of a firing pin, where the bullet, slug or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped).

2.2.4 A shot which occurs during remedial action in the case of a malfunction.

2.2.5 A shot which occurs while transferring a firearm between hands.

2.2.6 A shot which occurs during movement, except while actually shooting at targets.

2.3 Grounding a firearm in any condition not outlined in rule 1.9 will result in disqualification.

2.4 A participant shall be disqualified for:

2.4.1 Dropping a firearm outside the course of fire subject to USPSA rules, or

2.4.2 Dropping a firearm while loading/unloading, or

2.4.3 Dropping a firearm before, during, or after transition, grounding, or anytime during the course of fire. This includes any firearm, loaded or unloaded, that falls after being grounded during the course of fire.

2.4.4 Steel shot specifically not allowed. Use of steel shot is a safety violation and will result in a participant's event disqualification.

2.5: A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane.

2.5.1 Exception: If while holstered, drawing or re-holstering while facing downrange, the muzzle of a loaded handgun is not allowed to point uprange beyond a radius of 3 feet from a competitor's feet, the competitor will not be disqualified.

2.5.2 Going prone with a loaded pistol in a holster breaks the 180, and is a match DQ.

2.6 A participant shall be disqualified for unsportsmanlike conduct.

2.6.1 Cheating:

a. Intentionally altering targets prior to the target being scored to gain advantage or avoid a penalty.

b. Altering or falsifying score sheets.

c. Altering the configuration of firearms or equipment to gain advantage (see rule 5.3 & 5.4)

d. A course of fire must never require or allow a participant to touch or hold a firearm loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms)

2.6.2 Threatening or assaulting other participants or staff personnel.

2.6.3 Disruptive behavior in an attempt to disturb other participants while they are shooting.

2.7 ALL disqualifications and re-shoots will be issued by the Range Master.

### **3. Sportsmanship & Conduct**

3.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled by submission to the Arbitration Committee.

3.2 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site/range.

3.3 Violation of magazine/ammunition limitations in Tactical and Heavy Metal Divisions will result in the participant being placed in Open Division for the entire event. (See rules 6.3.3, 6.6.3 & 6.8.8).

### **4. Ammunition**

4.1 No tracer, incendiary, armor piercing, steel jacketed or steel/Tungsten core ammunition is allowed.

4.2 Pistol/revolver ammunition shall be 9x19 or larger. (HM: .44 or larger)

4.3 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger. (HM: .308 Winchester/7.62x51 NATO minimum)

4.4 Shotgun ammunition shall be 20 gauge or larger - #4 LEAD SHOT or smaller & SLUGS ONLY. (HM: 12 gauge, only) Steel shot specifically not allowed. Use of steel shot is a safety violation and will result in a participant's event disqualification.

4.5 Failure to meet minimum Power Factor for rifle or pistol in Heavy Metal Division will result in the participant being placed in Tactical Division for the entire event.

4.6 Chronograph procedures for Heavy Metal Division

4.6.1 Five rifle rounds and five pistol round will be pulled from Heavy Metal Division competitors at random or if a competitor's ammunition is suspected of being underpowered.

4.6.2 One of the bullets of each caliber will be pulled and weighed to determine actual bullet weight.

4.6.3 One or more of the bullets will be fired over the Match chronograph.

4.6.4 At least one bullet of each caliber must make the required Power Factor. (See rules 6.3.4 and 6.6.4.)

4.6.5 Bullet weight multiplied by velocity divided by 1000 equals Power Factor.

## **5. Firearms**

5.1 All firearms used by participants must be serviceable and safe. Range Officers may demand examination of a participant's firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the event until the item is repaired to the satisfaction of the Range Master.

5.2 If a participant's firearm becomes unserviceable during competition, that participant may replace his/her firearm with another of the same model, caliber and sighting system approved by the Event Director or his designee.

5.3 For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock and sighting system combination.

5.4 The same firearm system, for each gun, per Rule 5.3, shall be used during the entire event.

5.5 Participants will not reconfigure any firearm during the course of the entire event. (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.) This will be considered Unsportsmanlike Conduct.

## **6. Firearm Divisions [Open, Tactical - Iron or Scoped, Heavy Metal - Iron or Scoped]**

### **6.1 Handgun - Open**

6.1.1 Defined as any Pistol and Magazine legal for USPSA Open division.

### **6.2 Handgun - Tactical**

6.2.1 Defined as any Pistol legal for USPSA Limited, Limited-10, Production, Singlestack, or Revolver division.

6.2.2 Magazines used shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.

### **6.3 Handgun - Heavy Metal**

6.3.1 Firearms must comply with the Tactical handgun rules (6.2.1; 6.2.2 & 6.2.3).

6.3.2 .44 Caliber or larger.

6.3.3 Magazines may be loaded with no more than 10 rounds.

6.3.4 Minimum power factor shall be 165.

#### 6.4 Rifle - Open

6.4.1 No limitations on accessories (see Rules 5.3, 5.4 & 5.5). Rifle supporting devices (i.e. bipods, etc.) may be added or removed during the course of the event.

#### 6.5 Rifle - Tactical (Iron-sighted rifles and rifles with optics will be scored separately.)

6.5.1 Scoped rifles may be equipped with no more than one (1) optical sight.

6.5.1.1 magnifier may be used with an optical sight in this division without violating the "one optic" rule, provided:

- a. The magnifier does not contain an aiming reticle.
- b. The magnifier cannot be used as an aiming device by itself.
- c. The magnifier is mounted in the same location on the rifle for the entire event.

If these provisions are satisfied:

- d. The magnifier will not be considered a second/separate optic.
- e. The competitor may start and use the magnifier in either the magnified or unmagnified mode without further restriction.

6.5.2 Rifle supporting devices (i.e. bipods, etc.) are not allowed in this division.

6.5.3 Compensators are allowed in this division provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator.

6.5.4 "Beta C", specifically, and/or any drum magazines are NOT allowed in this division.

#### 6.6 Rifle - Heavy Metal (Iron-sighted rifles and rifles with optics will be scored separately.)

6.6.1 Rifles in HM must comply with Tactical Rifle Rules (6.5.1; 6.5.2; 6.5.3; 6.5.3.1; 6.5.4)

6.6.2 Rifles in HM will be .308 Winchester (7.62x51 NATO) minimum.

6.6.3 Rifle magazines in HM shall not be loaded with more than twenty (20) rounds. (See 6.5.6)

6.6.4 Minimum power factor shall be 360.

#### 6.7 Shotgun - Open

6.7.1 No limitations on accessories (see Rules 5.3, 5.4 & 5.5)

6.7.2 Barrel length may not be changed for the duration of the event.

6.7.3 Magazine tube length shall not be changed for the duration of the event.

6.7.4 Shotgun speed loaders are allowed in Open.

a. Shotgun speed loaders must be the new type, or modified old style with the primer relief cut.

b. Use of old style shotgun speed loaders without the primer relief cut will result in disqualification.

#### 6.8 Shotgun - Tactical

6.8.1 Shotguns must be of a factory configuration (see Rule 5.3) other than replacement of sights, stock, forearm, or the addition of an EZ-loader.

6.8.1.1 Conventional tubular magazine fed shotguns, only, allowed in this division.

6.8.2 Barrel length may not be changed for the duration of the event.

6.8.3 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.

6.8.4 No electronic or optical sights are allowed on shotguns in this division.

6.8.5 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this division.

6.8.6 No compensators or porting on barrels allowed in this division.

6.8.7 No shotgun speed loaders are allowed in this division.

6.8.8 No shotgun in tactical division may start a stage with more than 9 rounds total in the shotgun.

#### 6.9 Shotgun - Heavy Metal

6.9.1 Shotguns must comply with Tactical Shotgun Rules (6.8)

6.9.2 12 gauge only.

6.9.3 Heavy Metal Iron Sight Division - Conventional tubular magazine fed pump shotguns, only, allowed in this division

6.9.4 Heavy Metal Scoped Sight Division - Conventional tubular magazine fed semi-automatic and pump shotguns, only, allowed in this division

## **7. Holsters and Equipment**

### 7.1 Handgun holsters and equipment - Open

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 Due to safety concerns shoulder holsters and cross draw holsters are not allowed.

### 7.2 Handgun holsters and equipment - Tactical & Heavy Metal

7.2.1 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 Due to safety concerns shoulder holsters and cross draw holsters are disallowed.

## **8. Divisions**

### 8.1 Open

8.1.1 ANY Open gun OR Open equipment puts the participant in Open for the entire event.

8.1.2 See Firearm Division (Rule 6) for details.

### 8.2 Tactical-Iron Sighted Rifle

8.2.1 Participant will compete with a Tactical handgun (Rule 6.2), Tactical shotgun (Rule 6.8) and a Tactical Rifle with iron sights (Rule 6.5).

### 8.3 Tactical -Scoped Rifle

8.3.1 Participant will compete with the same handgun and shotgun as listed above but with a scoped rifle, (see Rule 6.5.3).

### 8.4 Heavy Metal-Iron Sighted Rifle

8.4.1 Participant will compete with a Tactical handgun which must comply with the rules of HM, see Rules 6.2 & 6.3; Tactical Shotgun, see rules 6.8 & 6.9; and a HM Rifle, see rules 6.5 & 6.6.

## 8.5 Heavy Metal-Scoped Rifle

8.5.1 Participant will compete with a Tactical handgun which must comply with the rules of HM, see Rules 6.2 & 6.3; Tactical Shotgun, see rules 6.8 & 6.9; and a HM Rifle, see rules 6.5 & 6.6.

## 9. Scoring

9.1 Scoring per stage will be straight time with bonus' for accuracy.

9.1.1 Any IPSC cardboard target, designated as a "shoot" target must have either one (1) "A" or "B" hit OR two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 "D" hits) to avoid a penalty. Examples of neutralized targets include:

- a. One hit in upper A/B zone
- b. One "A" hit on lower A zone
- c. Two hits anywhere in scoring area (i.e. minimum of two "D" hits) to avoid penalty

9.1.2 Example of scoring and penalties on paper targets:

- a. One "A" 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 (Failure to neutralize)
- d. No hits on target but target was engaged = 10 second penalty
- e. Target Not Engaged (TNE)= 10 second penalty for not making the minimum two hits anywhere on the target plus 5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 15 seconds per target added to time.
- f. Only holes made by bullets will count for score/penalty. Evidence of the actual bullet must be present on the target, i.e. crown or grease ring (mark) on the hole. Holes made by shrapnel, fragments or flying debris will not count for score/penalty.

9.1.3 Designated "No Shoot" targets that are hit will incur a 10 second penalty for each hit.

9.1.4 Knock down style targets (i.e. poppers) must fall to score.

- a. Knock down pistol targets will be calibrated with a 9mm pistol using factory ammunition.
- b. Knock down shotgun targets will be calibrated with a 20 gauge shotgun.
  1. Any action type.
  2. Maximum barrel length 26 inches.

c. Knock down shotgun targets will be calibrated with a 20 gauge shotgun using factory 2 1/2 dram, 7/8 ounce load, #7 1/2 or #8 birdshot.

d. The Range Master must designate specific supplies of 9mm and 20 gauge ammunition and one or more handguns and shotguns to be used as official calibration tools to be used only by the Range Master or designated testing personnel.

e. Designated pistol(s), shotgun(s) and the test/calibration ammunition are not subject to challenge by competitors.

9.1.5 Failure to engage a frangible, knock down or swinging style target will result in a 15-second penalty. (10 seconds for not making the hit and 5 seconds TNE.)

9.1.6 Engaging a frangible, knock-down or swinging style target but not breaking it (one BB hole is a break), knocking it down or causing the target to react will result in a 10 second penalty per target. R.O. may call hits.

9.1.7 Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.

9.1.8 Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.

9.1.9 Stage Not Fired (SNF) penalty, 500 seconds per stage not fired.

9.1.10 Maximum time for any stage (including target penalties) is 500 seconds.

9.1.11 The course of fire starts with the "Make Ready" command and ends after the "Range is Clear" command.

## 9.2 Match Totals:

9.2.1 First Place (lowest time) for each stage, in each division, 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 event placement by division.

9.2.3 Highest score wins.